Introducing Gordon Walton of Digital Illusions

Although we have introduced you to many game designers and programmers in this newsletter, most of those we have interviewed have been part of an in-house design team at one of the major software development companies. This month we introduce you to Gordon Walton, president of Digital Illusions, Inc., a company in Bryan, Texas (near Houston) that specializes in developing realistic simulation games for other companies. Although you may not recognize his name, you know Gordon Walton's work, because he is responsible for SUB BATTLE SIMULATOR, Epyx's best-selling program ever on the Macintosh, and ORBITER for Spectrum HoloByte (now Sphere). His company also did NFL CHALLENGE for Macintosh and GATO for Macintosh and Atari ST, and they are putting the finishing touches on the Atari ST version of F-15 STRIKE EAGLE for MicroProse. Digital Illusions also did the IBM translation of DESTROYER for Epyx. And they are working on an Apple IIGS version of SUB BATTLE SIMULATOR for Epyx, although Walton says that progress has been hampered by the lack of 600x240-pixel mode graphics software for the GS. (Translations of existing games are often "hired out" to independent development firms such as Digital Illusions because of their design expertise on certain computer systems or with certain kinds of games.)

Digital Illusions' Specialty: Simulations

Walton told us that Digital Illusions was formed to do simulations. "But our dream product is more a role-playing product," he added. "All simulations are based on role-playing. For instance, you're the captain of a submarine, pilot of a plane, etc." Walton sees problems with most current role-playing games being limited to the "hack and slash" fantasy variety. He says, "We don't view role-playing as a hack-and-slash fantasy only. We view role-playing as a simulation-based activity. So our dream product is a role-playing product with a first-person view." Walton sees the audience for his games as "people who want to exercise their intellect. If you play one of our games and learn something, then we succeeded."

Development and SUB BATTLE SIMULATOR

Because our reviewers were so impressed by Walton's SUB BATTLE SIMULATOR for Epyx, we asked him to tell us more about the design process at Digital Illusions, using that game as an example. Walton is obviously quite happy working with Epyx, because he praised their skill at working with an independent company on the joint development of a product such as SUB BATTLE. He said that in the initial stages of design, he and the people at Epyx looked at all the other programs in the same category, such as "GATO" and "Silent Service." They were looking for features they liked, features they didn't like, and things that they felt were missing from existing programs in the category. As Walton explained, "submarines are highly technical and complicated, and there are many things beyond the understanding of the average person who wants to sit down and play a submarine game." With SUB BATTLE, the goal was to create a simulation that had as many realistic features as possible, yet was not too difficult to learn. Ideally, they wanted the game accessible enough that "someone could just sit down to the game and have less than a five-minute learning time, but at the same time have a program that you could play for a hundred hours and feel as though you hadn't finished."

Team Approach

On the development of an original product such as SUB BATTLE SIMULATOR, Digital Illusions uses a team approach. Members of the team each have their own specialties, with no one person handling an entire product—graphics, sound, design, programming—by themselves. And Walton is absolutely emphatic about the importance of extensive outside testing, especially during the proving of the user interface. When we mentioned the fear of piracy that keeps some companies from doing any outside testing, he dismissed those fears as "paranoia."

The Woes of Computer Ownership

As often happens when we talk to people like Gordon Walton who are involved in game design,

MULTI-SYSTEM Software

WHEEL OF FORTUNE (★★1/2/★★★) is the _Sharedata_ computer version of the wildly popular television game show. The premise matches its television counterpart—three people vying to guess the puzzle as they spin the wheel, guess letters, and, hopefully, solve the puzzle. Up to three players can play, with the computer playing the contestants you designate. Begin by spinning the wheel (press F1 on the Commodore) and once the wheel stops, you type in the letter you wish to try. Below the puzzle board, complete with a video version of Vanna White turning over the correct letters, there is an alphabet so you can see, at a glance, which letters haven't been tried yet. Next to the alphabet, by the way, is the hint on the type of answer you need (i.e. person, place, title, etc.).

At any time, you can choose to try and solve the puzzle. The wheel features the "lose a turn" and "bankrupt," just as in the TV version. There are three rounds, the second featuring a second bankrupt and a $1000 space, and the third featuring a top money spot of $5000." Once the third round is completed, the player with the most money plays for a car, vacations, etc. as you pick five consonants, one vowel, and have thirty seconds to guess the correct answer. By the way, the "computer Vanna" walks across the puzzle area and "turns over" the correct letters as they are guessed.

Pretty True to the Real Thing

Any Wheel of Fortune fan will feel pretty comfortable here as this version parallels the television game show pretty closely (this is the "official" computer version, by the way). All the elements are there so you can just boot it up and play. One complaint we have is that we felt that there is a much higher percentage of landing on bankrupt in this version. It seems that there are actually less money slots on this "wheel" than in the actual game show, but the same number of bankrupts appear. In one game, (we played against the computer playing both other contestants), all three contestants hit bankrupt at least twice in one round, with one contestant hitting bankrupt four times. It did feel as though it was a much more prevalent occurance in this game. That aside, it's a fun game for anyone who enjoys the hit television show. (one to three players; reviewed on Commodore 64 and Apple II)
Recommended (MSR $9.95)

FAMILY FEUD (★★1/2/★★★), another _Sharedata_ product endorsed by the television show it's patterned after. You can choose to either play against the computer or a friend playing as the other family. You begin in the face-off and a question appears. If you hit your spacebar before the other contestant, you have a chance to type in your answer. If you choose the #1 answer, you can choose to either try and answer all the questions or pass it to the other player (or computer).
If your answer is not the top answer, the other player gets an opportunity to answer the quesion. Once you choose to try and come up with all the answers, you have thirty seconds per family member to type in a guess. Three misses and the other family has the opportunity to steal. Whoever reaches 300 points first is the winner. As in the television version, you begin with a regular round, moving on to double and triple points. The winner has the chance to move on to the fast money round.

Fun To Play

Like their other computer adaptations of television game shows, this game is a great deal of fun to play. And, it holds pretty true to the real thing. The biggest drawback to this version is that, when the other player (or computer) gives a guess, you do not see it. That's a pretty big drawback if the other family has control, gets three strikes, and you have the opportunity to steal. It's pretty easy to give an answer already given because you haven't seen their answers. The same is also true for the face-off. If the other family "buzzes in" first and does not come up with one of the answers, you do not know what they guessed. That aside, it's a game you'll enjoy a great deal, especially at the price! (one or two player; reviewed on Apple II)   Recommended (MSR $9.95)

Sneak Review in August

We already have a very hot advance in our hands that we'll be sneaking to you in August. Lucasfilm's _MANIAC MANSION_ which is planned for release through Activision sometime in September, looks like a fascinating new twist to graphic adventure gaming. Watch for this very special sneak next month!

COMMODORE 64/128 Software

SIGMA 7 (★★/★★) is the newest in the _Avantage_ line of _Accolade Software_. This is a straight-ahead space shoot-'em-up in which you must pit yourself as a starfighter against the alien battlestation in deep space. There are seven stages in this arcade action game with each of the seven including three phases. The first phase finds you flying through space fighting space-mine defenses in the form of alien ships, the second has you flying along the internal pathways of the alien space station, while the third stage is solving a puzzle. In a "Zaxxon-like" three-quarter look, the waves of aliens come at you, as well as coming up behind you if you haven't shot them down. Within the second phase, as you shoot down the robo-mines, you must pay attention to the path layout you work through. As the paths are cleared, there are markers. When you enter the puzzle portion, the pattern must be entered on the keyboard.

Fast Action

The game features fast action, with quick responses the key. The graphics are simple, but provide you everything needed for a simple arcade action game. The price is the big plus here. (one player; joystick required; available only for Commodore 64)
(MSR $14.95)

STREET SPORTS BASEBALL (★★★/★★★) is the first in a new line of "neighborhood" sports games from _Epyx_. The setting takes you to a makeshift baseball diamond where the neighborhood kids gather to play, using anything they can find for bases — tires, trash can lids, and more. Obviously, since it's hard to find a place to play, there have to be a couple of places to choose from, based on the neighborhood layout. Therefore, there's either the parking lot or a vacant lot. There are several natural obstacles—there's no ground crew here to prepare the field of play. You'll have to watch out for tree stumps, puddles, bushes, etc. when running out to catch that fly ball.

The Kids Are Waiting on the Steps

When you begin, you have a choice as to whether you wish to load a team you've previously put together, let the computer choose a random team(or you can pick a new team. Try that out and you'll find the kids (boys and girls alike) sitting outside the row houses of New York City. Move the joystick over the various kids and if the kid is eligible to play, you can read their description. You'll find that Kim loses concentration when she's in the outfield, Julie is pretty good "for a girl," while Vic looks blind when he's playing the field. You can also assign field positions and batting orders. Once you're ready to play, the screen is split—a view from behind the batter as well as a overhead screen. As the batter, if you connect with the ball you will automatically run to first base. While on base, if there's another runner on the next base, they will automatically advance. When pitching, you can choose among a fast ball, slow ball, right or left curveball. If the batter hits the ball, the screen shifts to a view of the field. You can check out the birdseye view on the right to see where the ball is headed. You use the joystick to move the fielder who's under your control into position. If it's a flyball, you need to manuever under the ball in order to catch it. If it's a grounder, try and get in front of the ball to stop it. Once you've got the ball, you use the joystick to direct your throw and hit the fire button to actually throw it.

Pretty Cute

This is a different approach to the game of baseball, as there are several computer baseball games already out there. We should point out that it is definitely not a totally complete version of baseball (after all, when playing on the empty lot down the street, you don't go for all

THE RATING SYSTEM:

| 4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

the big league nuances) so the baseball afficienado will not be interested. Instead, it is a totally whimsical approach to the game of summer. The graphics are really very cute with alot of the detail and color we've come to expect of Epyx games. This is a baseball game which will probably appeal mostly to the younger computer gamers due to its simplicity and approach. (one or two players; requires joystick; reviewed on Commodore 64; coming for Apple II and IBM) Recommended (MSR $34.95)

EOS: EARTH ORBIT STATIONS (NA/★★★★) has now been converted for the Commodore 64 by Electronic Arts. A strategic simulation based on NASA's space development for the next fifty years, it puts the player in charge of building and managing space stations in the not too distant future. There are seven replayable game scenarios (each scenario involving two to forty hours of play). In each scenario, the player is responsible for building the station as well as the enterprise within it once constructed. Not unlike business decisions here on earth, the ability to make the right moves will directly affect your success and power. While in the construction phase, you can choose from 39 different modules including chemical labs, forestry labs, shuttleports, and more. You'll make research decisions, product development plans, and pricing for your products as you try and sort through who your allies are and who your competition is. Highly strategic in nature, your profits must be invested in research for new technology or in commercial ventures. It's your decision and your space empire will be dependant on how well those decisions are made. Send probes, manned or unmanned, throughout our solar system (the EOS library includes facts and details about all the planets and moons in our system).
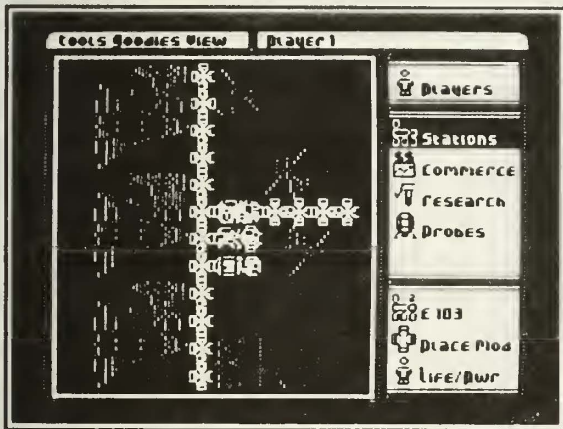
Strategy Is The Key
You'll learn a great deal about technologies and economic models now under development at NASA, as well as testing your strategic abilities. You'll find yourself in situation after situation which can turn out to be highly beneficial—if you make the right decisions. It's all these opportunities at decision- making that makes this a fascinating program, and one that's educational too. This is n enjoyable, as well as educational program for the entire family to play together (one to three players; reviewed on Commodore 64; also available for Apple II)
Recommended (MSR $34.95)

ALIENS: THE COMPUTER GAME (★★★1/2/★★★1/2) is now available from *Activision* for Apple (128K required). The program includes six arcade-style sequences which follow the movie's storyline. You must navigate the Marine Drop-Ship within tight tolerances to land on LV-426, then individually rescue four Marines lost in the catwalk maze before they are overtaken by aliens. The third test has you fending off or destroying waves of aliens with your flame thrower, followed by a trip through the air duct maze to the drop ship. The final sequences focus on Ripley: first her rescue of young Newt from the Alien Queen's nest and then the movie's climactic battle between two another figures, Ripley in the power loader against the enraged Alien Queen. Utilizing 16-color hi-res graphics, the Apple version of ALIENS looks great. Sound effects are meager, but the introductory music is excellent. Play action is absorbing and challenging, except for the

rather slow-moving air duct maze scene. ALIENS is a must for fans of the movie—one of the best movie-to-game adaptations ever done. (Solo play; Joystick; 128K disk). Apple II version reviewed; also available for C64/128.
Recommended. (MSR $34.95)

MichTron Has Full Slate for Atari ST

MichTron is hard at work on many programs for the Atari ST. In the entertainment area, they're finishing up *Airball Construction Set* a utility program allowing you to build your own rooms for Airball (*Airball,* a recent release, is a game in which you move your airball through the 300 rooms to search for the spell book). *Jupiter Probe* will be a space game in which your mission is to gain vital information and your strategy is to survive.

AMIGA Software

STARGLIDER (★★★/★★★1/2) from *Firebird* is a colorful, vector graphic shoot-'em-up game now available for the Amiga. It follows closely the standard defend-the-planet-with-a-lone-starfighter scenario. It seems that a fleet of evil Egron spaceships invaded the planet Novenia by tricking the robot sentinel ships that guarded the approach to the solar system. The disguised their fleet as Novenian stargliders— huge, flapping, planetary birds that strangley migrated to the stars. They soon laid waste to the defenseless planet, but they missed one ancient starfighter stored in a museum on a nearby moon.

Pilot the Starfighter
You become the pilot of the AGAV fighter. The craft is ancient and equipped only with phasers and a few missiles that were intended for the sentinel ships. The big problem is that even the last remaining sentinel repair depot, which has a supply of missiles and can recharge your shield and laser cells, lacks the equipment to recharge the starfighter's plasma drive. Fortunately, the Ergons left many of the planet's energy towers intact so that they wouldn't need to rebuild Novenia's power system. If a daredevil pilot flies low over the inductive powerlines between the twin towers, the plasma drive can be slowly recharged with inductive energy. This is a risky maneuver, as you can easily hit the tower.
Controlled by Mouse
The craft is almost entirely controlled by the mouse, which acts like a yoke: pull back to increase altitude, left to bank, etc. The starfighter is highly maneverable, can make tight turns, and is impossible to crash. The left button fires lasers, and the right button is used to accelerate and decelerate in conjunction with forward and backward movement of the mouse. A few keys are used to launch missiles, request the blue, wedge-shaped silo to rotate toward your starfighter, and to pause the game.
Deadly Opponents
Ergon forces are numerous and deadly. Some, like the Ergon battle tanks and bute fighters are easy kills, but the flapping starglider drones and walkers resembling those in the movie, *The Empire Strikes Back*, are impervious to laser fire. A TV guided missile is your only hope to destroy these deadly opponents. It, too, is guided by the mouse, but it only flies for a limited few seconds, and targets are always moving.
Vector-Style Graphics
The graphics are vector-style with a series of colored lines defining the 3-D shapes. The enemy ships are nicely animated. The landscape is stark black, as if you were flying in a nuclear winter. There are a few energy towers, your supply depot, and one other structure on the ground. Of course, like any flight simulator, the graphics tilt and move

when you are flying. The frame rate is quite respectable, perhaps faster in the Amiga version, although it is hard to tell since movement and update are largely determined by your ship's speed. Sound effects are the usual explosions, plus a digitized female voice that informs you that "docking is completed" and "shield energy is low." Sound is slightly better in the Amiga verson than in the Atari ST version. There is some stereo music between rounds.

Better than Average Gameplay

Game play is better than average. There are hundreds of attackers always shooting at you. It is very difficult to avoid damage, and it is best to return to base often for repair and more missiles. The real skill-tester is in attempting to refuel your main plasma drive. If you manage this, you may have a chance for some high scores. There is little strategy involved here. Although it lacks some of the intensity of the old eight-bit "Star Raiders" game, many players who like this style of game may enjoy STARGLIDER. (Solo play; Mouse; Pause.) Reviewed on Amiga. Also available for Apple II, Atari ST, and IBM; for Commodore 64/128 at $39.95.

Recommended. (MSR $44.95)   —Jeff Stanton

ATARI ST Software

GOLDRUNNER (★★/★) is a very disappointing, vertically scrolling shoot-'em-up game from *Microdeal*. The premise of this mindless game is to fly your craft on the inside of a ring and destroy and destroy everything that can be shot. Most buildings can be flown over, except the taller ones which cast a long shadow. The ring's energy level drops with each building or machine shot until finally the ring is dead, at which point you can leave through an exit building.

Not a Tactical Shoot-'Em-Up

Enemy spacecraft swirl all around you, but GOLDRUNNER isn't really a tactical shoot-'em-up since you need only avoid the enemy's slow-moving disrupter bombs and not their ships. In fact your maneuverability is only side to side, forward and back—no horizontal flying or shooting. Your armor and firing power is slowly reduced as you collide with the enemy bombs, until you eventually lose one of your three ships.

Total Waste of Time

GOLDRUNNER is boring and nearly a total waste of time. It has the look and poor playability of public domain games for eight-bit computers in the early 1980's. I've seen dozens of these German imports over the years, and not one has ever measured up to the quality of those done by their British cousins, who have a splendid sense of game design. (Solo play; Joystick.) Available for Atari ST only.

Not recommended. (MSR $39.95)   —Jeff Stanton

SubLogic's PURE-STAT BASEBALL for IBM

Previously released for Commodore 64/128, PURE-STAT BASE-BALL by SubLogic is now available for IBM PC and compatibles with 256K and color or monochrome monitor (MSR $49.95). To generate the optional animated graphics display, you will need CGA, EGA, or equivalent graphics card; a joystick is also optional. The game is a statistical simulation for one or two players and lets you manage any team from the current season or any of eight classic teams from the past.

ATARI XE/XL Software

INFILTRATOR (★★★★/★★★★) should be like the appearance of an oasis in a software desert (no mirage) for game-parched 8-bit Atari owners. The software developers may make Atari owners wait a long time between games, but at least this one was worth waiting for. This is an adaptation of the action game designed originally for Commodore 64/128 by Chris Gray and published by *Mindscape*. The new version is every bit as action-packed as the original, combining helicopter flight simulation with ground-based commando/spy activity and wacky humor. You take the role of a character reminiscent of Buckaroo Banzai, Captain Johnny "Jimbo-Baby" McGibbits, also known as The Infiltrator. He is described as a "super-soldier, ace helicopter pilot, ballistics expert, engineer, neurosurgeon, politician, movie actor, rock star, world-class motorcyclist, explorer, karate expert, and devil-may-care, all-around nice guy." Think you can fill his shoes? At least you can have a lot of fun trying!

Chopper Attack Mission

Jimbo-Baby begins the mission with a briefing on his mission against the Mad Leader, and then you get a peek at the Gizmo Attack Chopper "The Snuffmaster" (Whizbang Enterprises DHX-1). As you assume the role of McGibbits and slip into the pilot's seat, you'll notice that the screen display shows the view through the cockpit window, an array of instruments, and the hands of the pilot (that's you) on the dual control sticks. After you take off, gain altitude, and arm your cannons, you'll want to program the ADF (Automatic Direction Finder) right away, because you'll soon be busy watching for other aircraft as you fly through enemy airspace. The air si full of friends, foes, and maniacs and you can't judge them (nor they you) on appearance. You must communicate with all other aircraft you see, attempting to find out who they are so you can identify yourself in a way that will let you pass unmolested. If you give the wrong ID or encounter a maniac, you'r stuck with an aircraft battle to the death.

The Ground Mission

Assuming you make it safely through enemy airspace to your destina-tion, you must switch your chopper into Whisper Mode for an unde-tected landing. From here, your mission proceeds on foot, beginning with an attempt to pass yourself off as an enemy guard. Once you have entered the enemy compound, you have a limited amount of time and the use of several helpful devices (explosives, camera, sleeping gas etc.) to help you complete your mission. This portion of the game is an action-adventure with plenty of suspense, excitement, and more than a few close calls with the Mad Leader's guards. If you complete the mission in the allotted time, you return to your chopper for the escape. There are three missions, each more difficult than the last. You must complete each one successfully before you will be permitted to move on to the next.

Outstanding Entertainment

Chris Gray's design is a superb combination of flight simulation with the intrigue of spy-style adventuring. INFILTRATOR is outstanding entertainment, from its realistic, three-dimensional graphics and excellent sound effects to the variety of play action and unrelenting pressure to complete the missions. And we really got a kick out of the humorous development of the Jimbo-Baby character in insouciant quotes scattered throughout the instruction booklet. If you love action and high adventure spiced with humor for good measure, this is definitely your game. (Solo play; Joystick & keyboard; Pause; 64; disk.) Atari XE/XL version reviewed; also available for C64/128. Planned for Apple II, IBM.

Recommended. (MSR $29.95)

Mindscape Educational Titles

The latest from Mindscape's Educational Division is a series entitled, THAT'S LIFE: EXPLORATIONS AND SIMULATIONS IN BIOLOGY. Designed for grades seven through ten, the series helps students explore biological concepts in human physiology, field ecology, applied genetics, and comparative zoology while developing scientific research and deductive reasoning skills. The series comprises two adventure programs, HUMAN BODY EXPLORATION and COMPARATIVE PHYSIOLOGY EXPLORATION, and two simulations, APPLIED GENETICS SIMULATION and FIELD ECOLOGY SIMULATION. The series is designed to work with most school science curricula and is correlated with fifteen leading life science and biology texts published by Scott, Foresman, Silver Burdett, and Harcourt Brace Jovanovich. The series will be available this month for the Apple II family (64K) at $175, or $49.95 each for the four individual titles.

VOICE MASTER Coming Soon for IBM

Covox, creator of the original VOICE MASTER speech synthesis and recognition unit for Apple II, Atari XE/XL, and Commodore 64/128 computers, announces the forthcoming IBM version of the VOICE MASTER. In order to overcome the poor audio capability of most IBM compatibles, Covox's Talking Disk for IBM will be supplied with a small speaker, amplifier, and digital-to-analog converter. This device will plug into the end of the parallel printer cable. Power will be supplied by a 9-volt battery or optional external AC adaptor. (MSR for the IBM Talking Disk will be $29.95.) Covox is also working on a Voice Master plug-in card for IBM compatibles (MSR $139.95) which will include a music chip, two audio outputs for selected sound destination or pseudo-stereo, a pair of miniature stereo speakers, and a number of other features.

Covox also announced improved speech quality on the original Talking Disk for Commodore, Atari, and Apple ($5.00 direct from Covox) and updates to Version 4.0 for Voice Master software for these systems ($10.00 direct from Covox). Covox is located at 675-D Conger St., Eugene, OR 97402 (phone 503-342-1271).

Apple and Scholastic Software Honor Constitution Bicentennial

Now through the end of 1987, visitors to the National Archives in Washington D.C. can view several bicentennial tributes to the U.S. Constitution. One is an Apple IIGS interactive computer display created by Apple Computer and Scholastic Software entitled "Would you have signed the Constitution?" Those who wish to participate in the exhibit act as if they were delegates to the Constitutional Convention, answering five questions dealing with issues raised at the convention that are still relevant today. "Yes" or "no" answers are indicated with a click of the mouse and elicit pro and con discussions on the computer screen. The participants' answers are compared with actual votes at the convention, and then they may decide whether they would have signed the Constitution. The final screen of the exhibit shows tallies of the number of visitors who signed the Constitution or chose not to.

MOVED???

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest!

Happy Birthday, Sierra!

Last month, Sierra On-Line completed seven years in the computer software business—a major milestone matched by few other companies. To celebrate, company founders Ken and Roberta Williams decided to release the company's first software program, MYSTERY HOUSE, into the public domain. MYSTERY HOUSE for Apple II, designed by Roberta Williams and programmed by Ken, was the first adventure with graphics and therefore occupies a special place in the history of computer gaming. Copies of the disk have been sent to Apple II user groups, and uncopyprotected disks may be ordered from Sierra ($5.00 postage and handling only; no charge for the game). Recipients of the disk are encouraged to make copies and distribute it to anyone who may wish to own a piece of computer gaming history. Says Ken Williams, still part owner and President of Sierra, "We wanted to do something really special for this birthday. As far as we know, no software publisher has ever before released a commercial software program into the public domain." Adds Roberta Williams, not Sierra's only game designer anymore, but still the best-known and most prolific, "MYSTERY HOUSE is our birthday gift to all those customers who have given us their love and support, and have kept us in business for the past seven years."

"Power Users" Play Games, Too

Epyx recently completed a survey of 750 top executives. The "Epyx Executive Computer Survey" was undertaken to determine how executives integrate computers into their workday, and some of the results were at least mildly surprising. The survey found that two-thirds (66%) of these executives use their office computers for non-work related purposes. Of this group, more than half play computer games (57%), one-third (33%) balance their checkbooks or work on personal finance, and the majority (74%) write personal letters on their office computers. Other personal uses of the office computer include helping family and friends with work (35%), writing resumes (20%), and schoolwork (18%).

How Executives Spend Their Time

Some of the companies that employ these executives might be surprised to learn that 34% of the ones who use their office computers for personal tasks do so during office hours. After-hours use of the office computer is claimed by 82%, while 43% come in early to use the computer and 40% do personal tasks during their lunch hour. The majority (63%) report spending 15 minutes a day or less on non-work related computer tasks, while 31% report one-half to two hours a day, and 6% spend more than two hours a day on personal computer business.

The (Gaming) Pause that Refreshes

When the executives were asked specifically about playing computer games at work, 12% said they played games up to one-half hour per day, and 6% said they played one-half hour or more every day. More than half (53%) of the game players do so with fellow employees, so there appears to be a social side to gaming for many of them. Over half (53%) play the games already programmed into their computers (which probably includes those stored on the hard disk drive), and 46% bring their own games into the office. While we can imagine some companies frowning on game-playing on the company's time, Epyx's vice president of marketing, Robert Botch, makes an excellent point when he states that "taking 15 minutes out of the day provides a much needed break and may, in fact, increase overall productivity." Now that you know the truth about your fellow executives, maybe all of you closet gamers-at-work can be a little more open about your secret passion for computer games!

Second WIZARDRY Scenario Now Available for IBM

Sir-Tech Software recently announced the long-awaited release of KNIGHT OF DIAMONDS (MSR $49.95), the second WIZARDRY scenario, for IBM PC and other MS-DOS compatible computers (not for PCjr). The program runs on any 100% IBM-compatible computer equipped with a Color or Enhanced Graphic Adaptor or equivalent.

New Space Game

Sir-Tech also announced the release of DEEP SPACE (MSR $39.95) for Apple II and Commodore 64/128. DEEP SPACE is a first-person space flight simulator with four different combat missions: collecting uranium deposits from mining outposts, escorting an envoy ship out of hostile territory, eliminating deadly microorganisms to prevent a plague, and defending a base from battle cruisers. The DEEP SPACE package comes as a "briefing kit" in an accordion-style folder.

Firebird's STARGLIDER Licensed to Bally-Sente

STARGLIDER, the vector graphics space flight simulator and combat game from Firebird, has been licensed for coin-op conversion to Bally-Sente. It is believed that the arcade version will utilize an Amiga board for optimal graphics and full stereo sound.

Budget Line and Other New Titles from Firebird

In other news from Firebird, the company will introduce a line of budget software packages for Commodore 64/128 this fall (MSR $9.95 each). Each package will contain two games. The titles and pairings include: THRUST/NINJA MASTER, OLLI AND LISSA/ MAD NURSE, U.F.O./GALAXY-1 BIRDS, GOGO THE GHOST/ CYLU, WILLOW PATTERN/THE HAPPIEST DAYS OF YOUR LIFE, HARVEY HEADBANGER/BOOTY, GUNSTAR/THE PRINCE, WAR HAWK/CAVERNS OF ERIBAN, MICRO RHYTHM/FREAK FACTORY, SEA BASE DELTA/IMAGINA-TION. The mid-range Firebird line (MSR $24.95-$29.95 each) in-cludes four titles for C64/128 this fall: DRUID I, REVS PLUS, CHOLO, and HEARTLAND. The company also announced three C64/128 games in this price range for early 1988: HYPERBALL, KINETIC, and PANDORA. The mid-range Firebird line is rounded out with fall releases of SILICON DREAMS and JEWELS OF DARKNESS for all computers (C64/128, Atari ST and XE/XL, Apple II, Macintosh, Amiga, IBM).

Rainbird Line from Firebird

Firebird's premium line (MSR $39.95-$44.95) will continue to bear the Rainbird logo. The titles include GUILD OF THIEVES, KNIGHT ORC, SENTRY, UNIVERSAL MILITARY SIMULATOR, BLACK LAMP, THE PAWN, ELITE, ADVANCED ART STUDIO, and GOLDEN PATH. (Please check the Availability Update for systems and dates.)

Two More Electronic Arts Affiliated Labels

The newest additions to Electronic Arts' Affiliated Labels program are Bethesda Softworks and First Byte. Electronic Arts is now the exclusive distributor of Bethesda Softworks' GRIDIRON 1.2 for Amiga (MSR $59.95), an enhanced version of the already successful football simulation, GRIDIRON. The game for one or two players is an action-oriented simulation noted for realism, outstanding sound effects, and a play creation utility that lets users create their own playbook. A version of GRIDIRON for Atari ST (MSR $49.95) is coming soon.

New from Broderbund

THE ANCIENT ART OF WAR AT SEA, created by Dave and Barry Murry ("The Ancient Art of War") is new for IBM and 100% compatibles from Broderbund (MSR $44.95). The program includes an illustrated guide to naval strategy and tactics, plus THE HISTORY OF WAR AT SEA, along with 11 built-in campaigns based on some of the most famous battles in sailing warfare. Your opponents include five of the world's finest naval tacticians, each programmed to fight according to his authentic battle style. The program also includes a Game Generator, which allows you to design your own battle scenarios from scratch, including elements such as geography, water depth, and wind conditions.

PHYSICS Program from Broderbund and Sensei

Also new from Broderbund is an educational program developed by Sensei Software. PHYSICS for 512K Macintosh computers (MSR $99.95) follows in the tradition of Sensei's highly acclaimed GEOME-TRY program released last year, taking advantage of the computer's graphic capabilities to allow students to experiment actively with basic concepts of classical mechanics. Students can manipulate vectors, interpret graphs, and answer problems. Or they can experiment with velocity and position to see orbital motion. The program aims to help students understand relationships in a direct and exciting way as they work with dynamic kinetic and potential energy simulations. A third Broderbund program from Sensei, CALCULUS, is due to be released soon, and several other educational programs are in development.

New Products, New formats from IntelliCreations

VIDEO TITLE SHOP (MSR $29.95) and its supplement, GRAPH-ICS COMPANION I (MSR $19.95), were recently released for Commodore 64/128 computers and are expected to be available for Apple II and Atari XE/XL later this month. On the ALTERNATE REALITY front, the long-awaited sequel to THE CITY has recently been released for C64/128. THE DUNGEON for Atari XE/XL and Apple II is expected this month. New versions of THE CITY are expected this month for Macintosh and next month for IBM PC. The company has also released a SURVIVAL HANDBOOK (MSR $9.95) for players of THE CITY.

Five New Titles

IntelliCreations has five new products set to release on a variety of systems before the end of this year. TOMAHAWK (MSR $34.95) for Atari XE/XL and C64/128 is a helicopter simulation with combat and training missions in the U.S. Army's 200-m.p.h. Apache helicopter. Features include offensive and defensive flight maneuvers, ground attack and air-to-air interception, day and night vision systems, and instruments-only flying. FORCE 7 (MSR $19.95) for C64/128, Atari XE/XL and Apple II is an action-adventure which involves saving humans from invading aliens on the planet Karis. Two new warfare strategy games are planned. BISMARCK - THE NORTH SEA CHASE is a battleship simulation which lets the player command the Royal Navy or the German battleship that sank the H.M.S. Hood in 1941. The game includes conventional battleship weapons and flight simulation in the Fairey Swordfish torpedo plane. TOBRUK - THE CLASH OF ARMOUR is a tank simulation in which the player becomes Rommel, head of the German Afrika Korps, in an attempt to defeat the British in North Africa and move into Egypt, thus destroying the Allies' hold on the southern Mediterranean. Both BISMARCK and TOBRUK will be available for Atari XE/XL, C64/128, and Apple II (MSR $34.95 each). The final IntelliCreations new title will be DARK

LORD (MSR $19.95) for Apple II and C64/128. DARK LORD is an introductory graphics and text adventure in which the player inherits his or her grandfather's house and possessions, including a journal that reveals a strange discovery. The game takes the player to the Alterworld, where the evil wizard has risen from his grave to enslave the realm. And, of course, the wizard must be destroyed! DARK LORD features eighty screens said to include outstanding graphics, animation, and original music. There is a self-running demo and random relocation of objects for repeat playability.

Data East Wins Copyright Infringement Suit Against Epyx

Data East filed suit against Epyx, Inc. in July of 1986, claiming that Epyx's "World Karate Championship" infringed on Data East USA's copyright of "Karate Champ." Judge William Ingram of the U.S. District Court in San Jose, Calif. ruled in favor of Data East in January of this year. In June, the judge ordered tht al existing copies of "World Karate Championship" be recalled from distributors and retailers. As a result, you're not likely to find any copies of the Epyx game for sale. The results of the Data East suit raise an interesting question about computer or video games representing karate matches played in rounds with a referee (the way actual tournament karate matches are staged). If this case sets a legal precedent, it would seem that any such game—and there are quite a few currently on the market—could be challenged by Data East on the issue of copyright infringement.

TYPING TUTOR IV and SPEED READING TUTOR IV

Simon and Schuster Software has just announced an improved and upgraded TYPING TUTOR IV. Incorporating customer feedback about its predecessor, "Typing Tutor III," the new typing program features a "goals questionnaire" to determine the user's level of experience and what he or she hopes to achieve. The answers allow the program to tailor the lessons and tests to each user's level and goals. The program also features better lessons and tests, using a Natural Language Generator to construct words and phrases out of letters being learned, utilizing both upper and lower case letters and allowing the user to backspace to correct errors. An instructor mode allows for up to eight students in a classroom or corporate setting, keeping track of tests and progress. The program includes several standard speed tests and allows instructors to add new ones, entering text through a standard word processor. And finally, The "Letter Invaders" game has been improved with better graphics and sound, upper and lower case letters, and the ability to compete with another player, save a game score, and display the all-time highest scores. The program is available for 128K IBM PC/XT/AT/PCjr, 64K Apple II+/IIe/IIc, and 256K Apple IIGS (MSR $49.95 each), for 512K Macintosh ($59.95), and for Commodore 64/128 ($39.95).

Speed up Your Reading

Brand-new from Kriya Systems for Simon and Schuster is SPEED READING TUTOR IV (MSR $39.95 for 128K IBM PC/XT/AT or 54K Apple II+/IIe/IIc, $49.95 for 512K Macintosh). The program determines the user's initial level of proficiency and customizes lessons based on current abilities. The program provides personalized feedback, tracks progress, and paces the user as his or her abilities improve. Practice readings by contemporary authors are featured, along with eye exercises to increase peripheral vision, plus speed and comprehension reports. Each lesson lasts about an hour, and the lessons are meant to be taken one every two to three days. The

emphasis in all lessons is to increase speed without sacrificing comprehension or falling back on mere scanning.

New for the Apple IIGS

Activision's newest programs for the Apple IIGS are DRAW PLUS and WRITER'S CHOICE ELITE (MSR $79.95 each). Both programs can be fully integrated with each other and with PAINTWORKS PLUS and CLIP ART GALLERY to combine artwork, text, and graphics.

DRAW PLUS is a full-color drawing program modeled on "MacDraw" for the Macintosh. It is an object-oriented drawing and designing tool in which drwwings are created using shapes and objects that can be colored and manipulated. It has a choice of 4,096 colors, usable in palettes of 16 colors in both 320 and 640-pixel resolution modes. Multiple document windows let users view and work in up to eight documents at once. The program allows for the combination of drawings with text in numerous fonts, typestyles, and sizes. A variety of functions are provided, including reduction and enlargement, duplication, stacking, zooming, rotation, and many others. The program supports color printing on the ImageWriter II or black-and-white printing on the ImageWriter and LaserWriter.

Color Word Procesing with Graphics Integration

WRITER'S CHOICE ELITE promises all the features of other Apple IIGS word processors, plus a few more. It lets the user combine graphics and text easily and quickly by using the program's image grabber to import graphic images without leaving the program. The program includes multiple typestyles, fonts, and sizes along with provision for italics, boldface, underlining, cross-out, and shadowing. Color can be added to text for emphasis. Other features include 16 document windows (view and work on several documents at once), pull-down menus, ruler formatting, and AppleWorks integration.

OGRE Now Available for Macintosh

The latest computer version of OGRE from Origin Systems, based on the best-selling strategy board game by Steve Jackson, is now available for Macintosh. It joins versions of the game for Atari ST and XE/XL, Commodore 64/128, Amiga, and IBM PC/compatibles (all MSR $39.95 each). The strategy game for one or two players pits conventional forces of infantry, armor units, and command posts against a solo-fighting Cybertank, the Ogre. The game includes ten different playfields and a game editor that lets you design your own battlefields.

Paintworks Plus Revision

Activision has just released Version 1.01 of Paintworks Plus, the graphics program for the Apple IIGS. The new version includes a variety of features and functions not available in the original program, as well as an updated manual. Among the new items incorporated in the program are Chooser and Page Set Up, allowing use with the Laserwriter. The user can also choose to work with a black grid, as well as the current white grid, making it easier to work with some colors. In addition, there's a keyboard control of the Hand tool, giving the user a shortcut approach to moving the picture around the window.

Registered owners of Paintworks Plus can receive Version 1.01 free of charge by submitting the front cover of their program manual to Activision (PO Box 7286, Mountain View, CA 94039). The manyal covers also enable owners to receive technical support, and information on upgrades and additional revisions.

Stuart Smith's AGE OF ADVENTURE (★★1/2/★★★) has now made it to Commodore 64/128 format. Two classic action-adventures, ALI BABA & THE FORTY THIEVES and THE RETURN OF HER-ACLES, are paired in this value-priced package from *Electronic Arts*. Both games are re-releases with improved graphics and sound. ALI BABA is a re-telling of one of the great adventure tales in classic literature, the story of the Sultan's messenger and his rescue of the Sultan's kidnapped daughter. The messenger, Ali Baba, faces horrible beasts, cutthroat thieves, and a variety of other perils to save the princess. The player becomes Ali Baba and can even enlist the aid of other characters in the rescue attempt. HERACLES is a game based on Greek mythology in which heroes attempt to complete the twelve tasks assigned by Zeus.

ALI BABA & THE FORTY THIEVES

ALI BABA begins with a computer rendition of Rimsky-Korsakov's "Scheherazade," which sets the mood for this tale set in ancient Persia. You control the graphically simple figure of Ali Baba as he explores the 62 different rooms in the game, encountering monsters of all kinds and discovering treasure. There is magic, of course, and wonderful runes to read for clues and occasional wisecracks. ALI BABA is not strictly a solo quest, but one that allows for a whole group of characters, some of which can be added as you go along. The emphasis is on action, which is supported by a good storyline and plenty of options and random events for repeat playability.

THE RETURN OF HERACLES

HERACLES offers entertainment with a bonus: you get to learn about many figures in Greek mythology. The structure of the game is similar to ALI BABA in several ways, since there are a variety of characters for you to control. However, in HERACLES, each character you add begins the game in a predetermined location. If you want to bring them together as an adventuring party, you must help each one fight his or her way through a series of mythical monsters and then rendezvous with the others at a particular spot on the map of ancient Greece which forms the playfield. The ultimate goal of the game is to complete the fabled twelve Herculean tasks. The tasks are assigned by Zeus, and information about them comes from the Oracle of Delphi.

Plenty of Play Value

Both of these games date back to the early 1980s and were done originally on Apple II, before the Commodore 64 even existed. The graphics, although improved from the original versions, are character-istic of earlier computer games. Although simpler in appearance than some of today's graphic wonders, both games in AGE OF ADVEN-TURE offer plenty of play value for those who enjoy action-adven-tures. And it's fun to be able to own a piece of computer gaming history. (Solo play; Joystick.) C64/128 version reviewed; also avail-able for Atari XE/XL and Apple II.
Recommended. (MSR $14.95)

DELTA MAN (★★1/2/★★) is the latest from *Cosmi*, and it was designed by Robert Bonifacio. This is quite a departure from Bonifacio's last game, "Richard Petty's Talladega," because it is a graphic adventure with some text. The action takes place in the year 2027, just after a nuclear explosion has destroyed Chicago and turned the air toxic. You seem to be about the only human left alive because you discovered an experimental robotic space suit just before the explosion hit. Your goal in the game is to reach a radio station 670 miles away—a radio station that is broadcasting the only signal, the only sign of human life, that you've been able to detect. The last transmission from the station spoke of an apparently radiation-caused disease that is creating mutants, but scientists at the station are working on a cure. Hoping that the experimental robotic space suit can save you from the deadly toxicity of your environment, you attempt to escape Chicago and head for that radio station. Obviously inspired by the "Mad Max" stories of the movies, DELTA MAN has your character converting a vehicle into a mobile war machine to fend off the roving mutant gangs you encounter. You view the devastated city through the window of your space suit as you learn to use the assortment of objects you find. You're attacked by robot-like creatures, the mutants. Your suit's life-support system is a constant concern (although it only seems to start

running out of breathable air when you inquire about its status). The situation is grim.

Promising Scenario

Such a promising scenario! Unfortunately, the promise is not kept in this rather muddled and amateurish graphic adventure. The game is rather confusing, which is at least partially the fault of the poorly written instructions. Even after we figured out what was what in the game, though, we couldn't get enthusiastic about playing it. Very little seems to happen during long stretches of time in the story. The graphic quality of the game varies widely, from quite good in some of the three-dimensional renderings to very uninteresting. Sound effects are mea-ger at best. Quite frankly, we found DELTA MAN boring. (Solo play; Joystick.) Available for Commodore 64/128 only.
Not recommended. (MSR $19.95)

PIRATES! (★★★1/2/★★★★) attempts—quite successfully—to com-bine elements of role-playing adventure, simulation, and action gam-ing in a single program. It is the latest Sid Meier design for Mi*croProse*. (His previous efforts were "Silent Service" and F-15 Strike Eagle.") Set in the Caribbean between 1560 and 1700, PIRATES! serves up a slice of life in the past, letting the player take any of several swashbuck-ling roles in an attempt to make his fortune and retire to a life of wealth. The player can also choose to play one of several shorter games to command a famous expedition. (There are six expeditions: John Hawkins and the Battle of San Juan de Ulua, Francis Drake and the Silver Train Ambush, Piet Heyn and the Treasure Fleet, L'Ollonais and the Sack of Maracaibo, Henry Morgan as the King's Pirate, and Baron de Pointis and the Last Expedition.)

Many Options

When you play the complete game in hopes of earning a comfortable retirement, there are still many options allowing for different experi-ences each time you play. You have a choice of six time periods, the nationality of your character (English, French, Dutch, Spanish), four difficulty levels (apprentice, journeyman, adventurer, swashbucker), and a choice of special abilities (skill at fencing, navigation, gunnery, wit and charm, or medicine). Playing the game is a multi-layered experience. As in a role-playing adventure, you have a character that you're trying to develop through experiences in the game. As in a simulation, you must learn to do the computer-simulated version of one or more real-life tasks. And the elements of action gaming in real time are part of this experience, too. As the captain of a single ship, or even a whole fleet, you must lead your men in battle. There is political intrigue as you deal with colonial governors (perhaps even a romance with the governor's daughter). There are sword fights and battles at sea between great ships. You may also do battle on land. You must learn to handle different kinds of sailing ships, taking into account the weather and the ship's characteristics. You must learn to navigate the waters of the Caribbean, avoiding the dangerous shoals and reckoning your position against the sun with the astrolabe. You can trade, plunder, negotiate, attack—all of the things that the real buccaneers of that time did.

Rich Gaming Experience

Sid Meier and the rest of the MicroProse design team have created a very rich gaming experience in PIRATES! They have packed a tremendous amount of play value into two disk sides, and the program is beautifully supported by one of the best instruction books we've seen lately. Not only does the book explain the elements of the program clearly, but it also provides a wealth of historical background on buccaneering in the West Indies between 1560 and 1700. And it manages all of this in a style that is accessible and interesting to read. PIRATES! is an absolute delight for adventure gamers because it adds a level of reality simulation that makes the role-playing even more believable. For fans of simulations, the added depth provided by a storyline and character development makes the gamme a fuller expe-rience. And the action of swordplay, battles, and realistic sailing makes everything more lively. We think that MicroProse has a real winner in PIRATES! (Solo play; Joystick; Pause; Blank disk required for game-saving.) Commodore 64/128 version reviewed. Conversions planned for IBM and Apple II.
Recommended. (MSR $39.95)

the conversation strayed far from discussion of his design projects. As he told us how he started in computer design with four projects on the Commodore PET "long ago" and then switched to Apple II, his complaints of problems with the PET naturally led to a discussion of various computers and their relative faults and merits. He told us that he had promised himself that he would never buy another Commodore after the company "changed the ROMs in the PET four times in the space of two years." He said, "I made the wrong decision because we do Atari ST stuff now. I really didn't want to say I wouldn't buy another Commodore. I should have said I'd never buy another computer from Jack Tramiel." [Editor's note: Tramiel is the former head of Commodore who left that company and bought Atari from Warner Communications in 1984.] We offered not to quote Walton, but he was quite willing to be quoted and went on to explain his dissatisfaction with the Atari ST. He called the ST a "doomed computer" because of its tendency to break down, citing three breakdowns on each of his STs and "more money in repairs than I have in the purchases." Walton complained that he has to have three ST computers for development instead of just two because he cannot get a machine fixed in less than 96 hours. According to Walton, a computer should be fixable "within 24 hours to be a serious machine—in other words, more than a game machine." He also told us that "TOS [Tramiel Operating System] doesn't work. No one writes software that uses the operating system because significant portions are full of bugs."

More about Computers

After he tore the ST limb from limb, we asked Walton how he felt about working with several other computer systems. He called the Amiga "a great piece of hardware" that is "the machine to put really fabulous games on" and said that he regretted going with Atari ST rather than Amiga initially for original development. But Walton's favorite machine is clearly the Macintosh, which is "the strongest development hardware" for his company and "the best gaming machine." We asked about the recent growth of IBM PC and the "clones" for gaming, and Walton quipped, "The disease of installed base!" He feels that IBM and Macintosh "sell to a similar audience—a more sophisticated audience than Commodore 64 or Atari 8-bit. Basically, they're not a hobbyist, shoot-'em-up, I'm-buying-this-computer-instead-of-a-game-machine audience. They're a thinking audience."

Looking to the Future

Macintosh gamers can look forward to seeing Walton's latest design, PT-109, this month. This PT-boat simulation will be published by Spectrum HoloByte and will be translated for IBM, Atari ST, and Commodore 64/128. He also hinted at a few special projects, in particular one for Epyx "in a category that no one has done before." Not wanting to give much away on the future project, he added that the technology for this product hasn't even been developed. Based on the success of his company's previous designs, we can look forward to many more great gaming experiences from Walton's attempts to "bottle reality."

COMMODORE 64/128 Software

CAULDRON (★★★★/★★★★) is a superb two-in-one arcade package by *Palace Software* of Great Britain, published in the U.S. by *Broderbund.* The package contains CAULDRON (64 scenes) and its sequel, CAULDRON II (128 scenes), both of which were best-sellers in the U.K.—and deservedly so. In the first game you control a green-haired witch whose magical golden broomstick was stolen by the pumpkins. To recover her broom, she must brew a potion of six ingredients in her cauldron. With the magic potion, she can enter the Pumpking's lair and recover her magic broomstick. Before she can brew the potion, however, she must gather the six ingredients from a maze of underground chambers. And before she can even get into those underground chambers, she must find the necessary keys at ground level. She does this by flying around on her broom, seeking the keys and shooting bolts of magical energy at the fanciful creatures which insist on harrassing her. There are laughing ghosts and leering pumpkins, flapping bats and puffs of fiery smoke, bothersome gulls and even marauding sharks in the sea. While directing the flying hag is easy enough in the air, we had quite a time mastering the technique of getting her to land without crashing. And our early forays into the subterranean caverns, where the witch often jumps from one screen into the unknown of the next, as-yet-unseen screen, let us know that

this was going to be one very tough game to win. (The fact that you start the game with nine lives should have given us a hint.)

CAULDRON II

We left the witch in CAULDRON without ever having brewed the magic potion, but we simply had to try the sequel. In CAULDRON II, the Witch Queen is corrupted by power, and you take the role of a loyal pumpkin warrior to brew the potion which will defeat the witch. You must explore the witch's castle to gather six special objects needed to complete your quest. One of the six is a special pair of scissors, which you will use to snip a lock of the sleeping witch's hair, a necessary ingredient in the magic potion. As the pumpkin warrior, your mode of travel through the strange castle is most unconventional. Like a great orange rubber ball, you bounce from floor to ceiling. You carom off walls and into chandeliers. You ricochet from angled abutments to squeeze through small openings. (The sound effects are wonderful!) And the castle is full of magical objects and enemies: flying goblets, hovering spiked orbs, evil gargoyles and much more. Like the first game, CAULDRON II is fiendishly difficult and superbly entertaining.

Top-Notch Gaming Experience

Broderbund doesn't release many arcade-style games these days, but when they do, you can count on a top-notch gaming experience. CAULDRON and CAULDRON II are no exceptions. They are two of the very best action games we've ever played on our Commodore 64 . And we say that even though the games are so challenging that they just about drove us crazy! CAULDRON is a must—for its superbly animated graphics, outstanding music and sound effects, and absolutely addictive gameplay. A thought occurs: since Broderbund is now a licensed developer of games for the Nintendo Entertainment System, CAULDRON really should be considered for conversion to the NES. This is a game that NES owners would die for. (Solo play; Pause; Joystick.) Available for C64/128 only.
Recommended. (MSR $29.95)

INTO THE EAGLE'S NEST (★★★★/★★★1/2) is an arcade-style action game from *Pandora,* published in the U.S. by *Mindscape.* Set in 1945 in the secret Nazi fortress known as the Eagle's Nest, the game has the player infiltrate the heavily guarded Nazi stronghold to rescue three captured allied saboteurs, save art treasures, and finally blow up the Eagle's Nest. While playing, your overhead view of the fortress floorplan is viewed in sections with four-direction scrolling. The place is crawling with Nazi guards, and you'll have to shoot most of them to accomplish your objectives. And of course they'll shoot you on sight, sometimes without your even realizing it because their firing is soundless. (You must watch your "hits" indicator—you can take 50 hits before you die.) You begin the game with 99 rounds of ammunition, but more can be found stashed in the fortress. There are wooden doors you can shoot your way through, steel doors that must be unlocked with a key, first aid kits and food to heal hits, and treasures to find. The action is non-stop with plenty of suspense and surprises, and the graphics are beautifully detailed. EAGLE'S NEST is reminiscent of a favorite from the early days of Apple gaming, "Castle Wolfenstein," although it doesn't share the older game's then-revolutionary use of voice synthesis to make the Nazi guards shout "Achtung!" Even without voice, INTO THE EAGLE'S NEST is a great piece of action gaming that begs to be played "just one more time." (Solo play; Pause; Joystick.) Commodore 64/128 version reviewed; coming soon for Apple
II, IBM, Atari ST, Amiga.
Recommended. (MSR $29.95)

New Thunder for Macintosh Users

Electronic Arts has just released *THUNDER 1.1,* a new, updated version of the Batteries Included program released last year. This new version is three times faster than its predecessor, checking documents at the rate of about 100 words per second! The spelling checker accessory can work interactively, correcting mistakes as you type, or it can check completed documents. The new program also can analyze documents and compile statistics on the number of characters and words in the document, the average number of words per sentence, and the number of words longer than three syllables. An Abbreviations Expander is included, saving time when entering commonly-used words and phrases.

NINTENDO Software/Accessory

FAMILY FUN FITNESS with ATHLETIC WORLD Game Pak (★★★1/2/★★★★) from *Bandai* really stretches the usual meaning of a video game system to provide both entertainment and possible health benefits. We had a fun-filled (if somewhat exhausting) evening testing the five sections of ATHLETIC WORLD and even invited a few neighborhood kids (ages 9 to 14, girls and boys) to join in the fun and exercise. From youngest to oldest (age 42), all participants had a wonderful time.

How It Works

So what was all this fun about? The FAMILY FUN FITNESS package consists of a heavy vinyl, two-sided control mat and the ATHLETIC WORLD game pak. The mat is just over three feet square, so you'll have to clear an area in front of your TV or monitor to set it up. It plugs into the second controller port of the Nintendo Entertainment System, while the standard NES control pad is plugged into the first port. The "A" side of the mat is used with ATHLETIC WORLD, and it has eight directional "pads" which are used to effect a variety of movements from the on-screen character in ATHLETIC WORLD. (The "B" side, to be used with future Bandai game paks, has twelve numbered squares.) With ATHLETIC WORLD, the central, red pair of pads is used to start the game and to make the on-screen character move forward (by running in place on the pads). Jumping up in the air from the red pads causes the character to jump. Directly behind the red pads is a pair of green pads used, appropriately enough, to make the character move backward. Single green pads to the right and left of the central red ones are used to make the character move right or left on a course or hop or run on the right or left side of a course. And then there is a pair of green pads in front of the central red ones. These are nicknamed the "crouch" pads because they cause the character to crouch when you press them with both hands, so long as you keep both
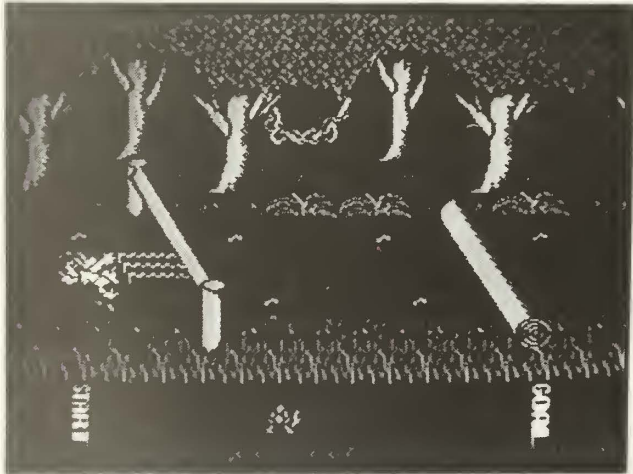

feet on the central, right or left pad positions. (The crouch maneuver invariably elicited the most hilarity from our test group. This is all for fun, folks—no need to maintain your dignity!)

The Events

After a few rounds of the Training Course to figure out how all the events work with the pad, you're ready for a full round of all five events at beginner or expert level. However, before you begin even the Training Course, Bandai wisely recommends that you do some warm-up exercises. (They also warn that you should consult your physician before undertaking any exercise program.) The program will ask you to enter your name, age, sex, and the date before beginning the full round of events. (Time limits for the events are different for different players, depending on age and sex.) The first event is Hurdles, a left-to-right running and jumping event that tests timing. Your personal
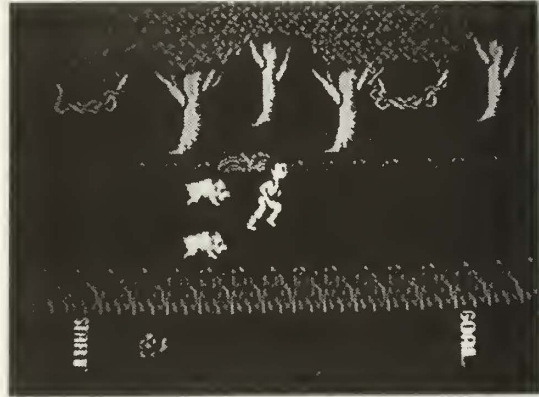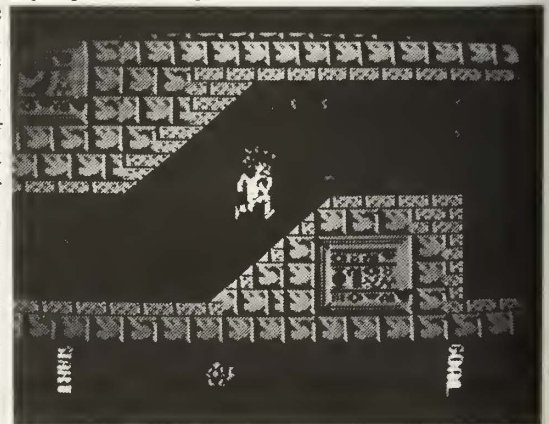

time limit to the goal is measured out by a turtle traversing the bottom of the screen. If the turtle makes it to the goal before you do, then you receive no points. A maximum score of 100 points is earned by reaching the goal quickly with the fewest possible mistakes. Next comes the Animal Trail, another running event that tests agility because you have to keep your character from being run over by wild boars. In the Dark Tunnel, endurance is the key since you must run very fast in the steep, uphill portions of the
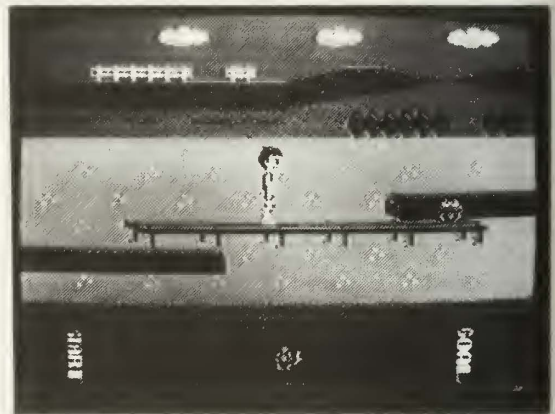
tunnel. (Perspiration flies from the character's head as he churns his way up the inclines.) Hop-A-Log tests dexterity, making use of the right and left hopping pads as you move your character along docks and onto logs, trying to keep him from falling into the water. The Rafting event tests concentration, sending your character floating down a river where he must jump over low logs, crouch under high ones, and dodge rocks in the stream. While we've given a basic description of the events at the beginner level, extra obstacles and tests are added in the expert level, making the events even more diffi-

cult.

Scores and Ratings

When you've completed the five events, the program rates your overall performance based on your age and sex, giving specific scores in reflexivity, agility, endurance, concentration, and flexibility. It even offers a few comments on your performance and suggests areas where you need more practice. Overall, we found using this package a delightful experience. The graphics in ATHLETIC WORLD are well animated and spiced with humorous touches, and the events are nicely paced and varied. The controller mat appears to be sturdily constructed and designed for long use, as long as reasonable care is taken with it. FAMILY FUN FITNESS is truly a family package that should appeal to mom and dad as well as the kids. As one of our young testers said, "Now I can play my Nintendo and stay in shape at the same time!" (This was from an 11-year-old girl who kept begging to go another round.) We look forward to the planned new game paks for the controller mat, STADIUM EVENTS and AEROBICS. (Solo use; Pause.)

Recommended. (MSR approx. $80.00-$85.00)

The SUPER CONTROLLERS by _Bandai_ are a pair of add-ons for the controllers that are supplied with the Nintendo Entertainment System.

NINTENDO Accessories

Each Super Controller consists of a plastic shell which is color-matched to the Nintendo controller and locks in place over the controller body by means of a hinged fastener that snaps across the underside of the original controller. A cut-out area on the top gives access to the start, select, B, and A buttons. A raised disk with a hole in the center covers the original control pad on the left side of the controller. The disk can be thumb-operated as it is, or you can attach one of three rather tiny "joysticks" by pressing it into the hole in the center of the disk. Two of the supplied joysticks are identical, elongated sticks, and the third is a more rounded, mushroom-shaped stick. All three are just over one-half inch in height above the disk when installed. The joysticks are just barely large enough to grasp between thumb and forefinger of the left hand—provided your hands aren't very large. (True joysticks these are not—at least not the kind of joysticks most American game players are accustomed to.)

Super Controllers in Action

Of course we tried the Super Controllers out with a selection of our favorite Nintendo games. They worked well enough on all the games we tried, but we didn't notice any significant improvement in feel or response time. What they did offer was a little variety. (One of our more cynical reviewers commented that they simply offered a few new ways to wear out your left thumb.) However, we think our cynic can be safely ignored on this one. The Super Comtrollers are so economically priced that they're worth considering, even for just a little variety. A caution for parents with very young children in the house: the three tiny joysticks should be kept away from toddlers who could easily swallow them.
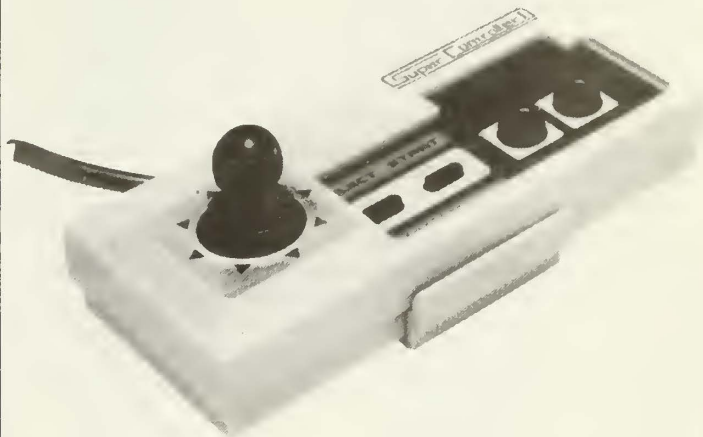
(MSR $5.00-$6.00)

The **EPYX 500XJ JOYSTICK** is now available in a brand-new version tailored specifically to the Nintendo Entertainment System (NES). Like the first _Epyx_ 500XJ (for Atari and Commodore computers and Atari game systems except 5200), this new model is designed to snuggle comfortably into the palm of your left hand. The reverse-comma shape of the joystick base encourages a correct grip, with left index and middle fingers falling naturally over the "A" and "B" action buttons. There's a groove in just the right place for the left thumb, giving the user a secure grip on the joystick base. The joystick itself is just under two inches tall. It's made of smooth red plastic, but at its heart is a solid steel shaft for long-term durability. Internal construction uses microswitches for joystick and action buttons, giving the tactile response and auditory feedback that so many gamers like in a controller. (Microswitches also tend to be more durable under stress than leaf or dimple switches.) "Start" and "Select" buttons are placed on the top deck of the joystick base, in front and slightly to the left of the joystick itself. Because these switches are flush with the top surface of the base, they do not interfere during play. And there is an extra pair of flat switches on the front, sloping portion of the base. These turn the "Autofire" (rapid firing) function on and off.

Wonderfully Responsive

We put the sporty EPYX 500XJ through its paces with a selection of different games on our Nintendo System. In every case, we found the little red stick with its short throw and precise feel to be wonderfully responsive. And we found the action buttons to be ideally positioned for both comfort and fast response. The Autofire turns out to be quite useful in some games and a drawback in others. For example, there is no advantage to continuous jumping in "Super Mario Bros., because it cuts a little height off the jumps. Surprisingly, one of the best applications of Autofire we found was for "Castlevania," because the ability to keep our character's whip snapping made it a little easier to dispatch some of the enemy creatures. We were happy to learn that the "Start" button, despite its proximity to the joystick, was practically impossible to activate accidentally during play. Thus, we did not find ourselves pausing a game unintentionally in the heat of play. The only drawback to this joystick is that it's designed for right-handed players. However, right-handed players have become accustomed to manipulating the Nintendo control pad with the left thumb, so perhaps left-handed players could get used to operating a joystick with the right hand.

High Performance Joystick

Based on our experience in testing the 500XJ with a variety of Nintendo games, Epyx has every right to call this a "high performance joystick." It certainly performed well for us, allowing us to move more easily through game screens and improve on previous high scores. Our "lives" in a number of games were lasting longer than usual. We felt that we had more precise control of our on-screen character's movement in several games. For example, in our May review of "Burgertime" we complained about the Chef's tendency to "hang up" when changing movement direction from vertical to horizontal or vice-versa. This problem lessened when we played the game with the Epyx 500XJ. (In our opinion, the fact that the problem did not disappear completely is attributable to a design flaw in the game, not to any lack of responsiveness in the controller.) Anyone looking for a joystick alternative to the Nintendo Control Pad should definitely give the EPYX 500XJ a test drive. It out-classes the Wico Command Control Joystick for Nintendo in every respect, and it also out-performs the Competition Pro 8000 Joystick for Nintendo because of greater comfort and far better positioning of the action buttons. (Version tested: EPYX 500XJ for NES; other versions available for Sega Master System, Atari/Commodore computers; for Apple/IBM computers at $39.95.)
Recommended. (MSR $24.95)

SEGA Software

WONDER BOY (★★★1/2/★★★1/2) from _Sega_ will take a lot of game players by surprise. It isn't one of the "hot" Sega titles that gamers were panting for (such as SPACE HARRIER or OUT RUN). Most gamers probably didn't even have much of an idea what a "WONDER BOY" game might be all about. But it turns out to be a great little gem of game that has depth, surprises, and that wonderfully addictive quality that gamers love.

Action-Adventure with Classic Scenario

WONDER BOY is an action-adventure built around one of the classic scenarios. You take the role of the cherubic Tom-Tom whose girlfriend, Tanya, has been kidnapped by a woodland King. Unfortunately, you haven't any idea where he has stashed the love of your life, so you simply must look everywhere. And everywhere in this game encompasses some 14 different locations, from deepest forest glades to slippery caves. There's a fiery volcano and an icy glacier, a burning stretch of desert and walks on puffy clouds. And everywhere that Tom-Tom goes, he is harrassed by a great variety of enemies that try to keep him from finding the lovely Tanya. Most enemies can be avoided by jumping over them, and many can be destroyed with one or two quick tosses of a hatchet. And you have to keep your strength up as you travel. Fruit is there for the picking and adds to your energy level, as does the occasional glass of milk you may find. Other things to find are a skateboard that lets you take a wild ride, a guardian angel to protect you, and an occasional Warped Gate that moves you farther into your adventure. If you can survive the long journey, you may even find Tanya.

Whimsical Quality

We had a good time playing WONDER BOY. We found it appealing from the beginning, and we enjoyed it even more as we kept playing and discovering some of the game's surprises. The theme is light-hearted, and the whimsical quality of the graphics fits well with the theme. There is plenty of depth and variety to the gameplay, which makes WONDER BOY the type of game that you can play again and again without becoming bored. And we really appreciated the fact that the earlier stages of the game are relatively easy, gradually escalating to plenty of challenge in the later stages. We applaud the inclusion of a "continue" feature and the ability to enter the game at any of several different locations. These features keep the player's frustration level to a minimum and add to the variety of play options. The whole family will enjoy WONDER BOY. (Solo or 2-player alternating; Pause.) Recommended. (MSR $35)

Instructions Available for Colecovision and 5200

We recently heard from longtime subscriber, Norman Castro. Mr. Castro, an ADAM owner who founded the Omaha ADAM Users Club (as well as belonging to several other ADAM User Groups around the country) has compiled instructions for over 120 game cartridges for his Coleco and ADAM, as well as instructions for over three dozen Atari 5200 games. In the past, we've known of several readers who have anxiously looked for instructions to a game they already own or, in the case of ADAM, gotten a copy of a program that is now in public domain which has no instructions with it. If you'd like a sample of the instructions (they are reduced in size to fit on an 8-1/2 x 11" sheet of paper and are mailed flat), send a SASE to Norman R. Castro, 809W 33rd Avenue, Bellevue, NE 68005. If you wish to order the instructions without looking at a sample (he sent us one and it's very readable and useable as they are only reduced to 1/2 their original size), the instructions are $2.00 each or 10 sets for $16.00 (Atari 5200 Star Raiders and Space Shuttle are $3.00 each) plus $1.00 shipping/handling for each order.

Special OUT RUN Package from Sega

OUT RUN, the exciting first-person auto racing game due from Sega next month will be available two ways. You will be able to purchase the Two-Mega cartridge by itself, of course, or you can look for the special CONTROL STICK/OUT RUN combination package. The combination pack will sell for less than the combined prices of the CONTROL STICK (MSR $15) and OUT RUN ($40), but will only be available in limited quantities. We tried the Control Stick with OUT RUN at the Summer Consumer Electronics Show in June, and we liked it much better than using the control pad with the game. And even if you already have a Control Stick, this package will get you a spare control Stick for less than you would normally have to pay for it.

Nintendo Fun Club

Those of you who purchased a Nintendo Entertainment System early in its U.S. release may not be aware of a fairly recent development, the Nintendo Fun Club. Anyone who enjoys their NES shouldn't miss out on the Fun Club for the newsletter alone. Published four times a year, it's full of news about upcoming titles, hints for playing games, and special merhandise offers such as Super Mario Bros. T-shirts and even a book entitled "How to Win at Super Mario Bros." To join the club, all you have to do is call Nintendo at 800-422-2602 and give them the serial number from your NES Control Deck. They'll put you on the mailing list for the Nintendo Fun Club Newsletter right away!

Japanese Game Fanatics' Tip of the Month

This month's tip adds a continuation feature to SNK's IKARI WARRIORS for the Nintendo System. After you've lost your last man and while the game screen is still showing, press the control pad action buttons in this order: ABBA. You will get three more men and automatically continue from where you left off. This little trick can also be used to let a friend start playing with you in the middle of your game. Simply have your friend plug in the second control pad and push ABBA, and the solo game will become a two-player game. (In a future issue, we have another IKARI WARRIORS tip which will let you into the secret "Area 4" in the game.)

Nintendo Charts Video Games

Nintendo has just recently released this chart which shows the interesting rise, fall and rebirth of the videogame industry.

DECLINE AND REBIRTH OF THE VIDEO GAME INDUSTRY
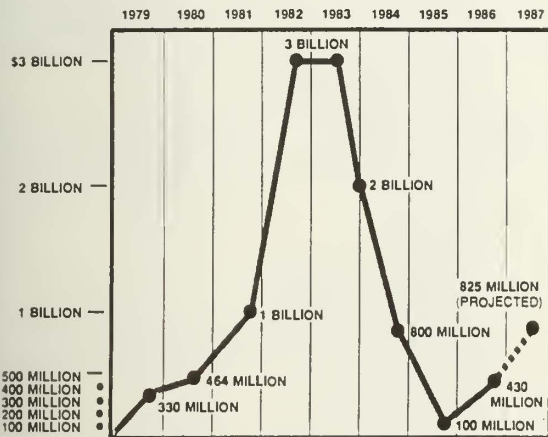
SOURCE: NINTENDO OF AMERICA INC.

Price of Sega Master System Lowered

Sega recently lowered the price of its Master System (the one that comes with the Light Phaser and two games, HANG ON and SAFARI HUNT). We've seen it priced at $119 and $109 in some Southern California stores, with a few aggressive retailers even selling the Sega Master System for $99.

JULY
Desert Falcon (AT)
Winter Games (AT)
THIRD QUARTER
Hat Trick (AT)
Impossible Mission (AT)
Summer Games (AT)
FOURTH QUARTER
Atari Team Wrestling (AT)
Ballblazer (AT)
GATO (AT)
Midnight Magic (AT)
Super Huey (AT)
JANUARY '88
Skyfox (AT)
Touchdown Football (AT)

NINTENDO

MAY
x-Castlevania (KON)
x-Competition Pro Joystick (CC)
x-Ikari Warriors (SNK)
JUNE
x-Epyx 500XJ Joystick (EPY)
x-Family Fun Fitness (BAN)
x-Super Controller (BAN)
JULY
Athena (SNK)
Double Dribble (KON)
x-Legend of Zelda (NIN)
Mighty Bomb Jack (TEC)
x-Rygar (TEC)
Section Z (CAP)
Solomon's Key (TEC)
Stadium Events (BAN)
AUGUST
Arkanoid (TAI)
Deadly Towers (BRO)
Elevator Action (TAI)
Kid Icarus (NIN)
Legend of Kage (TAI)
Lode Runner (BRO)
Metroid (NIN)
Raid/Bungeling Bay (BRO)
Spelunker (BRO)
Star Voyager (ACM)
3D Battles/WorldRunner (ACM)
SEPTEMBER
Goonies II (KON)
Kid Niki (DE)
Makai Island (CAP)
NES Advantage Joystick (NIN)
Psycho Soldier (SNK)
Ring King (DE)
Side Arms (CAP)
Skykid (SUN)
Speed Rumbler (CAP)
Spy Hunter (SUN)
Sqoon (IRM)
Star Force (Tec)

Stinger (Kon)
Victory Road (SNK)
Winter Games (ACM)
OCTOBER
Breakthru (DE)
Karnov (DE)
Punch-Out! (NIN)
Renegade (TAI)
NOVEMBER
Adventure of Link (NIN)
Aerobics (BAN)
Gotcha (LJN)
Gunsmoke (CAP)
Jaws - The Revenge (LJN)
Top Gun (KON)
DECEMBER
Karate Kid (LJN)
Kung Fu II (IRM)
FOURTH QUARTER
Alpha Mission (SNK)
Lunar Pool (FCI)
Zanac (FCI)
JANUARY '88
Maj League Baseball (LJN)
Surfing/Skateboarding (LJN)

SEGA

JUNE
x-Epyx 500XJ Joystick (EPY)
x-Wonder Boy (SEG)
JULY
Enduro Racer (SEG)
Gangster Town (SEG)
x-Great Football (SEG)
Great Soccer (SEG)
Great Volleyball (SEG)
Kung Fu Kid (SEG)
x-Rocky (SEG)
Zillion (SEG)
AUGUST
Great Basketball (SEG)
Great Golf (SEG)
Missile Defense 3D (SEG)
Out Run (SEG)
Sports Pad Football (SEG)
3D Glasses/Adaptor (SEG)
SEPTEMBER
Alien Syndrome (SEG)
Fantasy Zone II (SEG)
NOVEMBER
Monopoly (SEG)
Zaxxon 3D (SEG)
FOURTH QUARTER
Competition Pro Joystick (CC)
Graphics Board (SEG)

NOTE: Programs noted "x" have shipped as of press time but may not yet be distributed nation-wide Projected shipping dates are provided by

ATARI XE/XL

JUNE
x-Lurking Horror (INF)
Mavis Beacon Typing (ST)
x-Stationfall (INF)
JULY
Alt Reality 2: Dungeon (DS)
x-Infiltrator (MIN)
Title Shop Graphics Comp (DS)
Video Title Shop (DS)
AUGUST
Tomahawk (DS)
SEPTEMBER
Bismarck: N Sea Chase (DS)
Force 7 (DS)
OCTOBER
Tobruk: Clash of Armour (DS)
THIRD QUARTER
Ace of Aces (ACO)
Beyond Zork (INF)
Boulder Dash Constr Kit (EPY)
Gauntlet (MIN)
Marble Madness (EA)
Nord & Bert Couldn't...(INF)
Plundered Hearts (INF)
Spy vs Spy 3: Arctic (EPY)
Trailblazer (MIN)
Ultima I (ORI)
FOURTH QUARTER
Jewels of Darkness (FIR)
Silicon Dreams (FIR)

ATARI ST

JUNE
x-Arcticfox (EA)
Autoduel (ORI)
Barbarian (PSY)
Colonial Conquest (SSI)
Defender of Crown (MDS)
Guitar Wizard (BAU)
x-Lurking Horror (INF)
Plutos (MIN)
Portal (ACT)
Q-Ball (MIN)
Rainy Day Games (BAU)
Rings of Zilfin (SSI)
x-Stationfall (INF)
Wizard's Crown (SSI)
JULY
Gridiron (BS)
Leisure Suit Larry (SIE)
Mavis Beacon Typing (ST)
Music Construction Set (EA)
AUGUST
Bard's Tale (EA)
Guild of Thieves (FIR)
Knight Orc (FIR)
Univ Military Sim (FIR)
SEPTEMBER
Test Drive (ACO)
OCTOBER
King of Chicago (MDS)
NOVEMBER
Simbad/Throne Falcon (MDS)
THIRD QUARTER
Advanced Art Studio (FIR)
Beyond Zork (INF)
Boulder Dash Constr Kit (EPY)
Championship Baseball (GAM)
Dark Castle (TS)
Frank'n'Ernest Adv (POL)
Karateka (BRO)
Nord & Bert Couldn't...(INF)
Plundered Hearts (INF)
Rings of Triton (MD)
Sentry (FIR)
Shadow World (MD)
Spy vs Spy 3: Arctic (EPY)
ST Art/Film Director (BRO)
Tanglewood (MD)
Terrorpods (PSY)
Three Stooges (MDS)
Tracker (FIR)
Video Vegas (BAU)
10th Frame Bowling (ACC)
3D Helicopter Simulator (SIE)
FOURTH QUARTER
Gunship (MIC)
Into Eagle's Nest (MIN)
Jewels of Darkness (FIR)
Police Quest (SIE)
Silicon Dreams (FIR)
FIRST QUARTER '88
Black Lamp (FIR)

COMMODORE 64/128

JUNE
x-Age of Adventure (EA)
x-Alt Reality: Dungeon (DS)
California Games (EPY)
x-Cauldron (BRO)
x-Defender of Crown (MDS)
x-Delta Man (COS)
x-Legacy of Ancients (EA)
x-Lurking Horror (INF)
Mavis Beacon Typing (ST)
x-Pirates (MIC)
x-President Elect 88 (SSI)
Sanxion EA)
Side Arms (CAP)
Speed Rumbler (CAP)
x-Stationfall (INF)
x-Title Shop Graphics Comp (DS)
x-Video Title Shop (DS)
JULY
x-Advanced Art Studio (FIR)
x-B 24 (SSI)
Battle of Chickamauga (GDW)
Battles in Normandy (SSG)
Bop'n Rumble (MIN)
x-EOS: Earth Orbit Stations (EA)
x-Into Eagle's Nest (MIN)

x-Phantasie III (SSI)
x-Realms of Darkness (SSI)
S.D.I. (MDS)
x-Street Sports Baseball (EPY)
Top Fuel Eliminator (GAM)
AUGUST
Amnesia (EA)
Dark Lord (DS)
Delta Patrol (EA)
Dragon's Lair I & II (EA)
Force 7 (DS)
King of Chicago (MDS)
Sinbad & Throne/Falcon (MDS)
Tomahawk (DS)
SEPTEMBER
Bismarck: N Sea Chase (DS)
Street Sports Basketball (EPY)
Test Drive (ACO)
OCTOBER
Tobruk: Clash of Armour (DS)
THIRD QUARTER
Airborne Ranger (MIC)
Apollo 18 (ACO)
Beyond Zork (INF)
Boulder Dash Constr Kit (EPY)
Breakthru (DE)
Chernobyl (COS)
Circus Charlie (KON)
Dark Castle (TS)
Darkhorn (AH)
Destroyer Escort (MIC)
Frank'n Ernest Adv (POL)
Gauntlet (MIN)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Gradius (KON)
Grand Slam Baseball (COS)
Guild of Thieves (FIR)
Gunsmoke (CAP)
Inside Trader (COS)
Instant Music (EA)
Iron Horse (KON)
Jailbreak (KON)
Last Ninja, The (ACT)
Macbeth (AH)
Maniac Mansion (LF)
Mini-Putt (ACO)
Nord & Bert Couldn't...(INF)
Old Scores (DS)
Paper Boy (MIN)
Plundered Hearts (INF)
Project Stealth Fighter (MIC)
Rad Warrior (EPY)
Rommel/Tobruk (EA)
Shirley Muldowney/Top Fuel Chall (COS)
Spy vs Spy 3: Arctic (EPY)
Sub Battle Simulator (EPY)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
War in S Pacific (SSI)
Wooden Ships/Iron Men (AH)
FOURTH QUARTER
Cholo (FIR)
Druid I (FIR)
Heartland (FIR)
Jewels of Darkness (FIR)
Revs Plus (FIR)
Silicon Dreams (FIR)
Three Stooges (MDS)
FIRST QUARTER '88
Hyperball (FIR)
Kinetic (FIR)
Pandora (FIR)

COMMODORE 128

THIRD QUARTER
Guild of Thieves (FIR)

AMIGA

JUNE
x-Lurking Horror (INF)
x-Roadwar 2000 (SSI)
x-Stationfall (INF)
Writer's Choice elite (ACT)
JULY
Autoduel (ORI)
x-Earl Weaver Baseball (EA)
Indoor Sports (MIN)
King of Chicago (MDS)
Leisure Suit Larry (SIE)
Mavis Beacon Typing (ST)
AUGUST
Ferrari Formula One (EA)
IntelliType (EA)
SEPTEMBER
Test Drive (ACO)
THIRD QUARTER
Barbarian (PSY)
Beyond Zork (INF)
Black Cauldron (SIE)
Championship Baseball (GAM)
Dark Castle (TS)
Donald Duck's Playgrd (SIE)
Frank'n Ernest Adv (POL)
GATO (SPE)
GFL Champshp Football (GAM)
Graphics Studio (ACO)
Guild of Thieves (FIR)
Kampfgruppe (SSI)
Nord & Bert Couldn't...(INF)
Orbiter (SPE)
Phantasie (SSI)
Plundered Hearts (INF)
Police Quest (SIE)
Return to Atlantis (EA)
Silent Service (MIC)
Terrorpods (PSY)
Univ Military Sim (FIR)

APPLE IIe/IIc

JUNE
x-Bard's Tale 2 (EA)
x-EOS: Earth Orbit Stations (EA)
x-Epyx 500XJ Joystick (EPY)
x-Lurking Horror (INF)
Mavis Beacon Typing (ST)
x-President Elect 88 (SSI)
x-Stationfall (INF)
Street Sports Baseball (EPY)
World Class Leader Board (ACC)
JULY
x-Aliens: Computer Game (ACT)
Alt Reality: Dungeon (DS)
Balance of Power (MIN)
Battles in Normandy (SSG)
Computer Scrabble (LG)
x-Eternal Dagger (SSI)
Superstar Ice Hockey (MIN)
Title Shop Graphics Comp (DS)
Top Fuel Eliminator (GAM)
Video Title Shop (DS)
AUGUST
Dark Lord (DS)
Knight Orc (FIR)
SEPTEMBER
Bismarck: N Sea Chase (DS)
Force 7 (DS)
Street Sports Basketball (EPY)
OCTOBER
Leisure Suit Larry (SIE)
Tobruk: Clash of Armour (DS)
THIRD QUARTER
Ancient Art of War (BRO)
B-24 (SSI)
Beyond Zork (INF)
Boulder Dash Constr Kit (EPY)
Commando (DE)
Darkhorn (AH)
Frank'n Ernest Adv (POL)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Guild of Thieves (FIR)
Infiltrator (MIN)
Killed Until Dead (ACO)
King's Quest III-128K (SIE)
Maniac Mansion (LF)
Nord & Bert Couldn't...(INF)
Old Scores (DS)
Plundered Hearts (INF)
Quizam! (INS)
Rad Warrior (EPY)
Space Quest (SIE)
Spy vs Spy 3: Arctic (EPY)
Spy's Adventures (POL)
Sub Battle Simulator (EPY)
Superbowl Sunday (AH)
Swords & Sorcery (DS)
Tag Team Wrestling (DE)
Track & Field (KON)
Ultima I (ORI)
Variable Feasts (BRO)
War in S Pacific (SSI)
World Games (EPY)
Yie Ar Kung Fu (KON)
FOURTH QUARTER
Into Eagle's Nest (MIN)
Jewels of Darkness (FIR)
Pirates (MIC)
Silicon Dreams (FIR)
FIRST QUARTER '88
Gunship (MIC)

APPLE IIGS

JUNE
Instant Music (EA)
It's Only Rock'n Roll (EA)
S.D.I. (MDS)
JULY
Computer Mad Libs (FB)
Defender of Crown (MDS)
x-Draw Plus (ACT)
Leisure Suit Larry (SIE)
x-Writer's Choice elite (ACT)
AUGUST
GBA Champshp Basketball (GAM)
Hot & Cool Jazz (EA)
SEPTEMBER
King of Chicago (MDS)
NOVEMBER
Sinbad & Throne/Falcon (MDS)
THIRD QUARTER
Destroyer (EPY)
Donald Duck's Playgrd (SIE)
Drawing Table (BRO)
Fantavision (BRO)
Graphics Studio (ACO)
Hacker II (ACT)
Hardball (ACO)
King's Quest (SIE)
King's Quest II (SIE)
King's Quest III (SIE)
Managing Yr Money (MEC)
Mean 18 (ACO)
Music Constr Set (EA)
Newsmaker (BRO)
Police Quest (SIE)
Print Shop (BRO)
ShowOff (BRO)

10th Frame (ACC)
FOURTH QUARTER
Alt Reality: City (DS)
Gunship (MIC)
Into Eagle's Nest (MIN)
Jewels of Darkness (FIR)
Knight Orc (FIR)
Silicon Dreams (FIR)
Three Stooges (MDS)

APPLE IIGS

JUNE
Defender of Crown (MDS)
x-King's Quest II (SIE)
King's Quest III (SIE)
x-Lurking Horror (INF)
Roadwar 2000 (SSI)
Star Fleet (INS)
x-Stationfall (INF)
JULY
Alt Reality: City (DS)
Computer Scrabble (LG)
Donald Duck's Playgrd (SIE)
Mavis Beacon Typing (ST)
x-Ogre (MIN)
S.D.I. (MDS)
AUGUST
Knight Orc (FIR)
Leisure Suit Larry (SIE)
Star Fleet II (INS)
SEPTEMBER
Black Cauldron (SIE)
NOVEMBER
Sinbad & Throne/Falcon (MDS)
THIRD QUARTER
Android Arena (SIL)
Apache Strike (SIL)
AutoDuel (ORI)
Beyond Zork (INF)
Boulder Dash Constr Kit (EPY)
Computer Ambush (SSI)
Frank'n Ernest Adv (POL)
Guild of Thieves (FIR)
Guitar Wizard (BAU)
Nord & Bert Couldn't...(INF)
North Atlantic '86 (SSI)
Oo-Topos (POL)
Orbiter (SPE)
Plundered Hearts (INF)
Rad Warrior (EPY)
Rainy Day Games (BAU)
Spy vs Spy 3: Arctic (EPY)
Ultima I (ORI)
Video Vegas (BAU)
What They Don't Teach/Harvard..(RT)
FOURTH QUARTER
Jewels of Darkness (FIR)
Police Quest (SIE)
Silicon Dreams (FIR)

(Note: this is the MACINTOSH column)

MACINTOSH

JUNE
Defender of Crown (MDS)
x-King's Quest II (SIE)
King's Quest III (SIE)
x-Lurking Horror (INF)
Roadwar 2000 (SSI)
Star Fleet (INS)
x-Stationfall (INF)
JULY
Alt Reality: City (DS)
Computer Scrabble (LG)
Donald Duck's Playgrd (SIE)
Mavis Beacon Typing (ST)
x-Ogre (MIN)
S.D.I. (MDS)
AUGUST
Knight Orc (FIR)
Leisure Suit Larry (SIE)
Star Fleet II (INS)
SEPTEMBER
Black Cauldron (SIE)
NOVEMBER
Sinbad & Throne/Falcon (MDS)
THIRD QUARTER
Android Arena (SIL)
Apache Strike (SIL)
AutoDuel (ORI)
Beyond Zork (INF)
Boulder Dash Constr Kit (EPY)
Computer Ambush (SSI)
Frank'n Ernest Adv (POL)
Guild of Thieves (FIR)
Guitar Wizard (BAU)
Nord & Bert Couldn't...(INF)
North Atlantic '86 (SSI)
Oo-Topos (POL)
Orbiter (SPE)
Plundered Hearts (INF)
Rad Warrior (EPY)
Rainy Day Games (BAU)
Spy vs Spy 3: Arctic (EPY)
Ultima I (ORI)
Video Vegas (BAU)
What They Don't Teach/Harvard..(RT)
FOURTH QUARTER
Jewels of Darkness (FIR)
Police Quest (SIE)
Silicon Dreams (FIR)

IBM PC-PCjr/Tandy 1000

JUNE
x-Adventure Constr Set (EA)
x-Arcticfox (EA)
x-Chuck Yeager Flight Sim (EA)
x-Epyx 500XJ Joystick (EPY)
x-Leisure Suit Larry (SIE)
x-Lurking Horror (INF)
x-Marble Madness (EA)
Mavis Beacon Typing (ST)
x-Pure-Stat Baseball (SUB)
Robot Rascals (EA)
x-Stationfall (INF)
x-Superstar Ice Hockey (MIN)
Ultima I (ORI)
Ultima IV (ORI)
What They Don't Teach/Harvard..(RT)
x-Wizardry: Knight/Diamonds (SIR)
JULY
Defender of Crown (MDS)
Lords of Conquest (EA)
x-Mean 18 Vol III/IV (ACO)
x-Rebel Charge/Chickamauga (SSI)
x-Wizard's Crown (SSI)
AUGUST
Alt Reality: City (DS)
Bard's Tale (EA)
Gunship (MIC)
King of Chicago (MDS)
S.D.I. (MDS)
SEPTEMBER
Instant Page (EA)
Sinbad & Throne/Falcon (MDS)
Street Sports Basketball (EPY)
OCTOBER
Test Drive (ACO)
THIRD QUARTER
Ancient Art/War at Sea (BRO)
B-24 (SSI)
Beyond Zork (INF)
Bop'N Wrestle (MIN)
Championship Baseball (GAM)
Commando (DE)
Dark Castle (TS)
DEGAS Elite (BI)
Destroyer (EPY)
Eliot (FIR)
Frank'n Ernest Adv (POL)
Goofy's Word Factory (SIE)
Guitar Wizard (BAU)
Lords of Conquest (EA)
Macbeth (AH)
Mercenary (DS)
Mercenary 2nd City (DS)
Mind Pursuit (DS)
Movie Monster Game (EPY)
Nord & Bert Couldn't...(INF)
Operation Market Gdn (DS)
Phantasie (SSI)
Plundered Hearts (INF)
Police Quest (SIE)
Rainy Day Games (BAU)
Rings of Zilfin (SSI)

Robot Rascals (EA)
Shard of Spring (SSI)
Spy's Adventures (POL)
Street Sports Baseball (EPY)
Tag Team Wrestling (DE)
Variable Peasts (BAU)
Video Vegas (BAU)
221B Baker Street (DE)
3D Helicopter Sim (SIE)
FOURTH QUARTER
Ace of Aces (ACO)
Guild of Thieves (FIR)
Hardball (EA)
Into Eagle's Nest (MIN)
Jewels of Darkness (FIR)
Pawn, The (FIR)
Pirate's (MIC)
Silicon Dreams (FIR)
Univ Military Sim (FIR)

INTELLIVISION

SECOND QUARTER
Chip Shot Super Pro Golf (INT)
Learning Fun Album I (INT)
JUNE
Dig Dug
JULY
Commando (INT)
Super Pro Hockey (INT)
AUGUST
Slam Dunk Super Pro Basketball (INT)
SEPTEMBER
Learning Fun Album 2 (INT)
OCTOBER
Pole Position (INT)

ATARI 2600

SEPTEMBER
Kung Fu Master (ACT)
Summer Games (EPY)
Winter Games (EPY)
FOURTH QUARTER
[Boxing] (AT)
Commando (ACT)
Cracked (AT)
Crossbow (AT)
Desert Falcon (AT)
Rad Boardin' (ABS)
Super Stunt Cycle (AT)
[Wrestling] (ABS)
[] = working title only

ATARI 7800

JUNE
Choplifter (AT)
Karateka (AT)
1-on-1 Basketball (AT)

COMPANY CODES

ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision
AH...Avalon Hill
AT...Atari
BAN...Bandai
BAU...Baudville
BRO...Broderbund
BS...Bethesda Softworks
CAP...Capcom USA
CC...Coin Controls
COS...Cosmi
DE...Data East
DS...DataSoft
EA...Electronic Arts
ED...Electric Dreams
EPY...Epyx
FB...First Byte
FCI...FCI
FIR...Firebird
GAM...Gamestar
GDW...Game Designer's Workshop
INF...Infocom
INS...Interstel
INT...INTV Corp.
IRM...Irem
KON...Konami
LF...Lucasfilm Games
LG...Leisure Genius
LJN...LJN Toys
MD...MicroDeal/MichTron
MDS...Master Designer S/W
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
ORI...Origin Systems
POL...Polarware
PSY...Psygnosis
ROM...Romstar
RT...Reality Technologies
SEG...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SNK...SNK Corp
SPE...Spectrum HoloByte
SPN...Spinnaker
SPR...Springboard
SS...Simon & Schuster
SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TEC...Tecmo
TEL...Telarium
TS...Three-Sixty, Inc.
UXB...UXB S/W

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Starglider (Am;Ap;l;ST)	32.90			
Street Sports Baseball (Co;Ap*;l*;ST*)	28.80			
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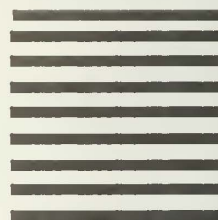
Computer Learning Month

Since we first reported on Computer Learning Month in our May, 1987 issue, plans for the October 1987 salute to the computer as a creative and entertaining learning tool in school and at home are well underway. A free 16-page booklet, "What Every Parent Should Know About Educatiional Computing," will be available Sept. 1 at many Walden Bookstores. Lots of activities are planned, including contests with prizes of Apple IIGS workstations with printers and educational software libraries. Contests are open to students and teachers at three levels: primary (K through 5), middle (6 through 9) and secondary (10 through 12). Contests include student art (computer generated and non-computer generated), student essay, teacher lesson idea, and group project. If you are interested in the contests or other activities, write to Computer Learning Month, P.O. Box 19763, Washington, DC 20036-0763 and request the Computer Learning Month newsletter, which contains contest details along with other information of value to parents, teachers, and children.

Elementary Education Programs from First Byte

First Byte is known for its elementary education programs incorporating speech synthesis for Macintosh, Amiga, and Atari ST, with versions for Apple IIGS to be introduced soon. Their existing products are FIRST SHAPES, SMOOTHTALKER, KIDTALK, MATHTALK, and SPELLER BEE (MSR $49.95 each). New products are COMPUTER MAD LIBS (MSR $19.95) and MATHTALK FRACTIONS ($49.95) for Apple IIGS, and FIRST LETTERS AND WORDS ($49.95) for Apple IIGS, Macintosh, Atari ST, and Amiga. COMPUTER MAD LIBS is based on a game of long standing that has always been played in tablet form. The new version incorporates First Byte's SmoothTalker speech technology, which allows users to hear their stories with hilarious results.

Attention Adventure Lovers!

Watch next month for our review of the long awaited sequel to Wizard's Crown, entitled *ETERNAL DAGGER!*

Broderbund Announces MemoryMate for IBM PC/Compatibles

MEMORYMATE, a new memory-resident data management utility from Broderbund, is designed to save random notes in a way that makes them instantly retrievable. The program, previously self-published by its developer under the title "Instant Recall," allows the user to file random jottings in "free form" without key words or restrictive formats. MEMORYMATE instantly indexes evey word, phrase, and number in an entry so that the user never has to remember how it was "filed." The entry can be recalled by entering any word or combination of words contained in the entry. Nanci Buck, Broderbund's Marketing Manager for the product, says that using the program "is like throwing all your desktop clutter into one big desk drawer—and then finding, magically, whatever you want is always right on top of the pile." Because MEMORYMATE is memory-resident, the user can call it up to retrieve or add information at any time, simply leaving the current working application (such as a word processor or spreadsheet) "on hold." Information can be cut, copied, or pasted either to or from MEMORYMATE into other applications. The program also has a "tickler" feature that can automatically remind users daily of events such as due dates, deadlines, or birthdays. MEMORYMATE's suggested retail is $69.95, but a "trial-sized" demo disk is available for $5.95 from Broderbund Software-Direct (P.O. Box 12947, San Rafael, CA 94913-2947, phone 415-492-3500). The price of the demo disk will be rebated to users who later purchase the full program.

BACK ISSUES AVAILABLE...

Don't miss out on all the great back issues! We've been covering the computer and dedicated game field for five years. Most issues are still available (Vol 1, #1,2,3, and 4 are available as xeroxed copies only at a cost of $2.50 each). Send $2.00 for each back issue you want. Buy six or more, and they're just $1.50 each. Make certain you have a complete set!