

Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

Volume 3, Number 3
\$2.50

12115 Magnolia Blvd., #126, No. Hollywood, CA 91607

A Critical Newsletter for the Serious Gamesman

TOP 10 SELLERS

Game Systems

1. Burgertime (COL/COL)
2. Gateway to Apshai (EPYX/COL)
3. Pitfall II (ACT/2600)
4. Squish 'Em feat. SAM (INT/COL)
5. Jumpman Jr (EPYX/COL)
6. Millipede (AT/2600)
7. Wargames (COL/COL)
8. Heist (MF/COL)
9. Space Shuttle (ACT/2600)
10. Blackade Runner (INTERPHASE/INT)

TOP 10 SELLERS

Computer Entertainment

1. Flight Simulator II (SubLogic/AP)
2. Ultima II (Origin/AP)
3. Zaxxon (Synapse/C64)
4. Sarcerer (INF/AP)
5. Wizardry (Sir-Tech/AP)
6. Lode Runner (Broder/AP)
7. Ultima III (Origin/AP)
8. Dallas Quest (Datasoft/C64)
9. Beach Head (Access/AP)
10. Millionaire (Bluechip/AP)

Top 10's are compiled from a panel of retail outlets, chain stores, and distributors

IN THIS ISSUE

Reviews!!
Including...
Parasoft for TI
The Institute for Atari
1 Barans for C64
Teamrider for C64
and more
Information on the Brand New Atari 7800
U.S. Sneaks from Summer C.E.S.
Including plans from
tagic
pyx
Activision
arker Bros.
nprise
and many more
our Annual Mid-Year Star Rating
covering the hundreds of reviews we
have already done in 1984

COMING NEXT MONTH

REVIEWS
Including
Russ for multiple systems
eyand Castle Wolfenstein
tar Wars for multiple systems
n In-Depth review of the
tari 7800
nd, a complete recap of
.E.S. from our reporters on the floor

Atari Bucks the Tide With New Game Console



Atari 7800 ProSystem with ProLine Controllers

In a move destined to elicit strong feelings on *both* sides of the issue, Atari has just announced an all-new, state-of-the-art game console. The statistics for this console are impressive and truly allow the best graphics seen of any videogame/home computer system on the market! It boasts 256 color shadings; finest resolution; more complex and sharply defined action on-screen; and over 100 objects on-screen at one time.

Custom Semiconductor Chip

At the heart of this new system is a custom 4K chip which Atari has nicknamed "Maria." Atari won't reveal how they have managed to pack so much into this chip, but it appears to be the central force around the machine's capabilities.

Compatibility

Learning from their mistakes of the past, Atari has made this new console totally compatible with all 2600 games, without the aid of an adaptor. Owners of the Atari 5200 have not been left out, either. Although the 7800 will *not* play 5200 games, 5200 owners will be able to play 7800 games on *their* system via an adaptor which will be made available (that adaptor will also play 2600 games if you do not already own the 2600 adaptor for your 5200). It should be noted here, however, that the 7800 cartridges will *not* perform with 7800 graphics and gameplay on the 5200, which greatly reduces the advantage of purchasing such an adaptor. After all, most of the planned 7800 cartridges are already available for the 5200. This brings us to wonder if the 5200 will be phased out of production and this adaptor may be Atari's way to soften the blow for current 5200 owners as Atari gears up for 7800 software production. The 7800 console will come packaged with Atari Proline joysticks; however, *all* 2600-compatible joysticks, trackballs, etc., will plug into the 7800. In the fall, POLE POSITION II will be built-in the system on a ROM chip. In the meanwhile (the 7800 is scheduled to ship in July), POLE POSITION II will be packaged with the system as a cartridge.

Strong Initial Library

Realizing that software is the key, Atari has pledged to ship twelve 7800 games either upon release or shortly thereafter. Titles which are immediately familiar to you include the new LucasFilm games BALLBLAZER and RESCUE ON FRACTALUS; 3-D ASTEROIDS, MS PAC-MAN (with all intermissions), XEVIOUS, ROBOTRON; 2084 with over 100 moving objects on-screen at one time; DIG DUG, JOUST, and

Continued on Page 47

If you're planning to attend C.E.S. in Chicago June 3-6, please stop by our Booth to say "hello". We'd love to meet you! We're located on the Mezzanine Level (P-19) of McCormick West.

CRITICALLY SPEAKING..ATARI COMPUTERS

THE INSTITUTE (★★★/★★★) is billed as a psychological nightmare and it's one of the more complex adventure games we've seen. You are trapped in a mysterious "institute"—you know you're not mad although many of your fellow inmates are. The solution to this adventure is a series of drug-induced dreams and each of the dreams takes place in a different location, actually making this five adventures in one. You don't always know what's reality and what's not and, as a result, you may think you're escaping only to find yourself inside another dream. There are over 60 locations available and you move from place to place in a way typical to adventure games (N,E,S,W); however, you can also move NE, SW, etc., climb out of the window, turn around, etc. The commands of "talk" and "listen" are very useful in communicating with the characters you encounter and will help you in your quest to escape.

Very Challenging

The game has a very large vocabulary and you can, in many cases, string several words together for commands. The graphics are very colorful and you can bypass the graphics if you wish to speed up the game. You can save a game you are working on (you can save up to 4 games in progress) and pick it up where you left off at a later time. For those who like adventures, this is one which will play tricks with your mind for many hours of enjoyment. (solo play; keyboard; 48k disk; one player; also available for C64 and coming for Apple)
Recommended (MSR \$29.95)

TECH SKETCH LIGHT PEN with MICRO ILLUSTRATOR

by *TECH-SKETCH* is advertised as turning your TV into a video canvas and, indeed, it does! The light pen acts as a cursor used to select one of sixteen different features on the main menu (with two additional secondary menus) including 10 different brushes, dots, lines, discs, rays, circles, mirror effect, fill, and more. In the Atari computer version only, a Color Menu and Color Menu Special Effects lets you change color intensity, colors (256 available), rainbow effect, etc. Back on the main menu, the magnifying feature allows you to work with a great deal of detail before replacing that portion to the overall field. With the freehand drawing feature, you can be as creative as you wish, drawing intricate scenes with various sizes, shapes, and colors. The light pen is very responsive and easy to work with. Our only concern is the cord length is only 3 feet; therefore, you must have your computer extremely close to your television screen. For most users, this is not a drawback; however, it's something that should be noted.

Be a Computer Artist

We found ourselves "painting" away hour after hour, and had very satisfying sessions creating images which we were unable to on paper (being very poor artists). This package would be especially enjoyable for family sessions as everyone can be involved in painting and drawing either realistic or abstract pictures. We would also recommend this package as an ideal way for the kids in the family to gain color and image sense and test their artistic abilities without the frustration of making errors on paper. The menus are very easily accessed and used and colors can be changed very easily. All in all, this is an excellent software package for the entire family.
Recommended (MSR \$69.95)

MUSIC CONSTRUCTION SET (★★½/★★★) teaches music



ELECTRONIC ARTS™

via assembling notes, rest, sharps, flats, etc. on your screen — and your computer will play what you've just written. You can control speed, volume, and sound quality with a setting for any of 13 different instrumental sounds. A Cut and Paste feature allows you

to move around repeated patterns, saving time involved in copying and composing. You can build chords, build variations on a theme, change keys, and more. There are also four pieces of music built in to the program. This is a very easy program to use and manipulate and will provide a very good learning experience for the user. It's an easy program for children to use and would provide excellent help for anyone in a music class. (keyboard, also available for C64, Apple)

Recommended (MSR \$40.00)

SKYWRITER (★★★/★★★) is designed to help young people (geared towards ages 6-14) improve recognition of compound words and increase their vocabulary. The player creates compound words with the use of a plane flying through a cloud-filled sky. Each cloud contains a word within it and the player races to join two words which match the clue phrase given. For instance, a

might be "Eaten in the morning." The answer would be "break" and "fast". The plane must be first guided over the cloud with the word "break". Hit the fire button and the word transfers to the top of the screen. Then look for "fast" and do the same. The plane falls out of the sky if either a wrong word is guessed or the word is guessed in the wrong order.

Cute Music

There is a good bit of challenge with the clouds moving at different speeds and many different words available. It's very musical and the colors are bright and crisp. Our feelings are that a 6-year-old child may become frustrated with too much challenge; however, it's a good word game for children just a bit older with graphics and gameplay which will hold a child's attention. (solo play; joystick/keyboard, cart)

Recommended (MSR \$39.95)

**CBS
SOFTWARE**

MATH MILEAGE (★★½/★★★) is a timed road racing game designed to reinforce basic math skills. Each race has a goal, set as a number between 14 and 390. The player controls a race car and must choose between two branches at each fork in the road; the branches are labeled with a mathematical operation (both addition or one addition and one multiplication) and a number. Starting at zero, the player must keep adding or multiplying until the goal number is reached. The idea is to complete the course as quickly as possible, using the fewest forks in the road. When driving during the day, the player sees a running account of progress toward the goal at the bottom of the screen. In night driving, the player must keep track of the total mentally in order to avoid choosing the wrong branch at a fork. Overshooting the goal or multiplying by zero causes the player's car to be rerouted, adding a penalty to the player's score.

Simple But Attractive Graphics

Most kids will have a great time playing this game. The graphics are simple but attractive, with different roadside scenery on various courses. The challenge varies from very basic (all addition of tens and ones) to fairly complicated (both addition and multiplication of digits from 2 to 9), allowing for different age and skill levels. Competition between two children should be especially enjoyable for siblings or friends of similar age and ability. Particularly for young children, though, the waiting periods involved when three or four players play the game may lead to boredom and loss of interest. (Solo Play; 2 to 4-Player Alternating; Joystick; Cartridge) (Also available for Commodore 64.)

Recommended. (MSR \$34.95)

Commodore Raises Prices

We have just learned that Commodore is upping prices across the board on all their hardware and software by approximately 10%. This will effect the price of the C64, disk drive, and various software which Commodore produces.

EXPLANATION OF RATING SYSTEM:

- ★★★★ — EXCELLENT
- ★★★ — GOOD First set of stars — Quality of Graphics
- ★★ — FAIR Second set of stars — Quality of Play Action
- ★ — POOR

N/A — Not Applicable (i.e. Adventure games are not rated for graphics)

Any game for a given system is compared only to other games for the same system. In other words, all Atari 2600-compatibles are judged separate from ColecoVision-compatibles, etc. The same system is used for computer software, except where noted (i.e. many Atari and C64 software is virtually identical)

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

SUMMER GAMES (★★★★/★★★★) is one of the most impressive pieces of programming we've seen in quite a while. Up to eight players can participate in eight events: pole vault, diving, 4 X 400-meter relay, 100-meter dash, gymnastics, freestyle relay, 100-meter freestyle, and skeet shooting. (Nowhere is the word "Olympics" mentioned, because that would require a special license which Epyx does not have.) The games begin with a magnificent rendering of the opening ceremonies. Accompanied by the appropriate theme music, a banner lights the traditional flame with his torch, the fluttering doves of peace are released over the stadium, and then the player(s) choose whether to practice or compete in one or all events. Each player enters his or her name and chooses the flag of a country to represent. A brief bit of that country's national anthem is played before the events get underway. (One country is "Epyx." Its flag shows the company logo of thinker with joystick, and its national anthem is the theme from *Jumpman!*)

On to the Events!

The pole vault is an immediate test of timing. The player must plant the pole in the vault box, choose the right moment to kick and over the bar, and then release the pole at the correct time. Platform diving consists of a series of dives in which body position and speed of rotation are determined by the positioning of the joystick. The trick is to give the diver's body a vertical and fully extended with a reasonably difficult dive, since scores are based on both form and degree of difficulty. The 4 X 400-meter relay and 100-meter dash can be run by two players at the same time. In the relay, the player controls each runner's speed with the position of the joystick. The right balance among normal running, sprinting and coasting is determined by watching the runner's energy level and pacing the contestant accordingly. The 100-meter dash is a physical test of both player and joystick since the runner is controlled by working the joystick side-to-side or up and down as quickly as possible. Gymnastics is another test of critical timing, as the player must maneuver the girl on the pommel horse to run, jump onto a springboard, execute a 180-degree twist in the air, hit the horse with her hands, and finally push off into a triple somersault and a perfect landing. Scores are based on execution and degree of difficulty. The two swimming events, freestyle relay and 100-meter freestyle, allow two players on the screen simultaneously. Timing a push of the joystick button with the swimmer's arm entering the water produces a "power stroke" for more speed, and timing is also important in the kick-turn on each return to the pool. The final event, skeet shooting, lets the player shoot 25 clay pigeons from eight different shooting positions in a semicircle. Each event is capped by an award ceremony: the national anthem of the gold medal-winner's country is played while the flag is displayed—just like the real Summer Games.

Stunning from Beginning to End

When you see as many games as we do, it's not often that you're affected as strongly as we were by **SUMMER GAMES**. With any game, the very first impression is based on graphics, and this one is absolutely stunning from beginning to end. The opening ceremony is stirring, with familiar music and incredibly smooth animation in the torch-bearer. The surroundings of the various events are beautifully detailed—puffy clouds in the sky and colorful crowds in the background. And the game itself lives up to the promise of the graphics. The events are well-chosen and paced for a variety of challenges. The graceful athletes, both male and female, move realistically and respond to a wide range of joystick controls. Whether you play alone against the computer or invite the gang over for an evening of fun and games, **SUMMER GAMES** offers depth, diversity, and unbeatable entertainment. (Solo Play; up to 8 Players alternating; 2-Player Simultaneous in some events; Joystick; Disk.) Coming soon for ColecoVision/Adam.) Recommended. (MSR \$40.00)

GEOPOLITIQUE 1990 (NA/★★★★½) is another text-based game from **Strategic Simulations** that emphasizes strategic planning over action. This game—if you can call anything so realistic a game—pits the player as President of the United States against the computer's Union of Soviet Socialist Republics (U.S.S.R.). There are actually two simulations in the program: *Geopol* and *Geowar*. *Geopol* is a politically oriented game representing the struggle between the U.S. and U.S.S.R. to control the world. Playing involves making a series of decisions about economic, political, and military matters. Allocation of resources, industrial points, military maintenance and mobilization, agreements with major and minor powers, their interactions, and many other factors affect the reaching of national goals such as prestige, economic growth, and national security. The "peaceful" phase of **GEOPOLITIQUE** is linked to the military phase because either the U.S. or the U.S.S.R. can declare war at any point. The game then switches to *Geowar*, a non-nuclear confrontation that simulates World War III. (So-called limited wars are possible under some circumstances. They may or may not lead to *Geowar*.) Playing *Geowar* involves everything from economic planning through military deployment, attack, and battles.

Fascinating Game

Anyone with an interest in the complicated workings of international diplomacy and jockeying for political dominance will find this game fascinating. It gives the player a chance to second-guess world leaders and witness the effects of his or her way of doing things. **GEOPOLITIQUE 1990** is suitable for teenagers and adults and is guaranteed to stimulate discussions about world politics when played by a group. The manual suggests using the game in the classroom by putting together a team of five students representing the U.S. President, National Security Advisor, and Secretaries of State, Treasury, and Defense. This suggestion would work with any group of politically minded people who would like to play as a group. (Solo Play; Multi-Player Cooperative; Keyboard; Disk.) (Also available for Apple.) Recommended. (MSR \$39.95)

50 MISSION CRUSH (NA/★★★★) from **Strategic Simulations** is a text-based role playing game in which the player attempts to fly successful missions in a B17F bomber. The game is placed in the historical context of the period between November 1942 and December 1943 when the 306th bomb group of the 8th Air Force flew out of Thurleigh Air Force Base, just north of London, England. The "50 Mission Crush" of the game title refers to an Army Air Corps or Air Force service cap that has its stiffening ring removed and is worn crushed and battered. This tradition was started by 8th Air Force flying personnel to distinguish between inexperienced flyers and battle-scarred survivors of 25 or more missions.

Game of Tactics and Planning

In this game, the player does not actually fly the B-17 with a joystick. Instead, commands are entered via the keyboard for all desired actions. (Graphics are limited to outline pictures of the plane and maps showing the plane's current location.) The player determines the amount of fuel and number of bombs to carry, then takes off and sets a course for the desired bombing objective. Encounters with enemy fighters will occur, as will flak attacks from anti-aircraft batteries. A number of factors will affect the potential success or failure of each mission, including experience of the player's crew members, various types of damage to crew, aircraft and/or engines, and fuel consumption. The player has control over enough different functions to keep him very busy making decisions. For example, there are eight different guns on the B-17. This is the type of game that will appeal to those who like military simulations and developing tactical plans. It is definitely not a game for those who prefer action to strategic planning. (Solo Play; Keyboard; Disk.) (Also available for Atari computers and planned for Apple.) (MSR \$39.95)

CRITICALLY SPEAKING..

COMMODORE 64-COMPATIBLE

PITFALL (★★★/★★½) is yet another translation of the game originally designed by David Crane for the Atari 2600 game system. Pitfall Harry, intrepid jungle adventurer, makes his way across multiple screens to amass treasure from above and below the ground. The player has twenty minutes to guide Harry through the horizontally scrolling screens featuring crocodiles, disappearing pools, scorpions, tar pits, rolling logs, swinging vines, fires, quicksand and snakes. As in the other translations of this game, the graphics are much prettier than the original version, and the animation is smoother. This is to be expected in any system with more features than the Atari 2600. Once again, however, the game itself has not been changed or enhanced in any way. Harry encounters the same pitfalls in the same sequence as in the original, with no extra goodies to entice the gamer to buy this latest translation. When new (1982), this game was a revolutionary use of the Atari 2600. In a literal translation to the much more advanced Commodore 64, it's cute but rather bland when compared to other games available for the system. (Solo Play; Pause; Joystick; Disk) (Also available on Cartridge for Atari computers, plus Atari 2600, 5200, ColecoVision and Intellivision game systems.)
Not Recommended. (MSR \$34.95)

BEAMRIDER (★★★/★★★½) is another adaptation of an earlier Activision game, though the original BEAMRIDER for Intellivision is of more recent vintage than *Pitfall*. At its core, this is an invasion game. However, it is an invasion game with stylish and futuristic vector-like graphics and unpredictable enemies. The player controls the mandatory ship at the bottom of the screen, shooting at enemy craft that loom larger as they seem to move toward the player on a three-dimensional grid of light beams. While firing laser lariats at the sneaky attackers, the player must be alert for the appearance of yellow energy forms. These should be touched for extra ships; if shot, they turn into dangerous, red objects. (A definite point in this game's favor: mindless shooting at everything that moves is not a good strategy.) Each wave is ended with the appearance of the Command Ship, which can be torpedoed for bonus points. It's difficult to hit, though, because fast-moving saucers run interference patterns between the player's ship and the command vessel. As increasing numbers of waves are completed, the action becomes more frenzied, giving the player little time to think about strategy.

Classy Invasion Game

BEAMRIDER is easy to learn and tough to master. Its simplicity is appealing, yet it's more interesting than most other invasion games. The three-dimensional feel of the bright graphics adds to the enjoyment, and the erratic moves of the enemy attackers really keep you on your toes. Unless you just can't stand the thought of another invasion game, no matter how classy, BEAMRIDER would make a great addition to your library. (Solo Play; 2, 3 or 4-Player Alternating; Pause; Joystick; Disk) (Also available for Atari 2600, ColecoVision, Intellivision.)
Recommended. (MSR \$34.95)



WIZARD OF ID'S WIZTYPE (★★★½/★★★½) is identical to the version for Apple computers, which is reviewed in this issue. While the punctuation errors are also present in this version, the word "unrequited" is correctly spelled. (The proofreader caught the error this time!) (Solo Play; Pause; Keyboard; Disk) (Also available for Apple II, Atari, and IBM PCjr.)
Recommended. (MSR \$29.95)

Integrated Software for the Serious User

Practicorp International will preview three integrated programs at C.E.S. including PractiBase, PractiWord, and PractiCalc III, for the IBM PC, PCjr, and IBM compatibles. Suggested retail will be \$99.95 each or all three bundled for \$250.00. PractiCalc II, an integrated spreadsheet with word processing and data base capabilities for Apple computers, will also be demonstrated (retail \$69.95)

Lotsa Fun at MicroFun

In addition to the multi-system plans for Boulder Dash (see *rela First Star* article in this issue), MicroFun is showing other interest titles at the show including a previously unannounced sequel to *Mi 2049er* entitled, appropriately enough, *MINER 2049ER II* (not be confused with the still planned but unfinished *Scraper Capr*). This all-new game programmed by Mike Livesay, features ten n screens and two levels of difficulty (planned for Apple, C64, Cole Vision, and IBM). Two brand new titles include *SHORT CIRCU* in which you are a small man on a microchip inside a *Doomsc bomb*. You must stop the clock before the bomb blows up (plar ed for Apple, IBM, C64, ColecoVision, and Atari compute *STATION 5* puts you on the moon trying to save the last of f nuclear reactors which were supplying energy to the earth. *Stati 5* is planned for Apple only. Conversions of other popular titles i planned throughout the summer and fall (see our *Availability U date*) and MicroFun has promised us "the hottest entertainment li this Fall!"

MicroLearn Expansion

On the educational side of things, MicroLearn promises addition Math and English tutorials, in addition to High School and Jr Hi School Algebra and Geometry, American History series, a Physics.

Home management will also see new programs including an a dition to their Data Factory database program. *FIRST BASE* h easy-to-follow instructions for set-up of a database and will be ad ed to the Data Factory package for easy home database manag ement. Designed for Apple only, it will require the use of a secoi disc drive. *PERSONAL BANKER* is planned as a personal fina cial guide for your accounts payable, reconciling of bank statemen running totals, check writing, etc. With an auto keystroke, you ca key in some of your most often payables (such as "M" for mortgag etc.). The first version will be for the Apple (including the IIc), w plans for other systems at a later date.

SAT Series To Go to ADAM Digital!

MicroLearn appears to be the first third party software compar which will show product for the ADAM digital datapak. When v spoke with a representative shortly before the show, we were to they were trying very hard to prepare their first three SAT titles (Ma I, English I, U.S. Constitution) for the show and *IMMEDIATE* shi ping to retailers! If they don't make it, look for these titles with the next few weeks. Several new Microlearn titles are targeted fo release to coincide with school opening in the fall. Titles includ *AMERICAN HISTORY*, *PHYSICS*, *HEALTH*, *JR* and *HIG SCHOOL ALGEBRA* and *GEOMETRY*, and *EXPONENTS I SCIENTIFIC NOTATIONS*.

Commodore to Introduce 264?

As we reported in February, Commodore introduced a brand new, incompatible computer and then, due to strong negative reac tions from dealers, distributors, etc., pulled back its plans for releas before a release date had even been set. We now understand that in spite of the continued negative feelings, they will move ahead with its release in July under a different name. Plans call for 25 specially designed programs at its introduction with the promis of many more before the end of the year. However, third party reception continued to be extremely cool so software is going to have to come directly from Commodore or those they specifically license.

New Computer Introductions

Meanwhile, Commodore has introduced new computers in Europe which may find their way to the U.S., including the Commodore 16 which will retail for \$100. In addition, they in troduced a 16-bit, unix-oriented desktop model and a transpor table, 8088-based IBM compatible computer with 256K RAM, which reportedly was designed as a direct competitor to the IBM PC.

Keeping Up With Old Friends

We were happy to hear from an old friend recently who wrote the public relations programs for Coleco's introduction of Coleco-Vision, ADAM, and Cabbage Patch Kids. Larry Moniz has now formed his own P.R. firm, Catalyst Public Relations of Union, N.J. and he's off and running as he is representing several firms in the software and accessory areas with his unbridled enthusiasm (and hard work)!

CRITICALLY SPEAKING..APPLE-COMPATIBLE

THE WIZARD OF ID'S WIZTYPE (★ ★ ★ 1/2 / ★ ★ ★ 1/2) is a learning game with charm and humor from the design group of Sydney Development Corporation and Sierra On-Line. This is the same team that was responsible for *B.C.'s Quest* for

**Sierra
ON-LINE INC**

another game based on a character by cartoonist Johnny Hart, using either the standard "QWERTY" keyboard layout or the "DVORAK" arrangement (an option on the Apple //c), you play with a series of typing drills and practice sessions. A screen of the keyboard shows the row(s) from which the characters will be taken, with a color code indicating correct finger placement. Then Spirit puts groups of letters and characters on the screen for you to duplicate. Each time you match a group of characters, the Wizard zaps it off the screen with a lightning bolt. If you type all the "words" faster than Spirit can replace them, the Wizard will zap the spirit. However, the Spirit becomes a dragon and reduces the Wizard to a pile of ashes if you type so slowly that Spirit's word list fills the screen. When the screen is nearly full, the Wizard turns to you with a stressed look on his face, almost as if he were imploring you to hurry.

After all the practice at typing groups of unrelated characters, it's a relief to move on to real words. According to the manual, when you can do all 20 levels of word practice at 20 words per minute (WPM), you're ready for the Game. Starting at 10 WPM, Spirit will give you words and groups of characters on the screen, just as he did in the practice sessions. Each time you complete a level successfully, the speed is increased by 5 WPM. Between levels you'll be treated to a few jokes. (For example, the Wizard asks, "Why am I seeing a double?" Spirit replies, "It's called stereo typing." Did we hear a groan somewhere?) The computer will keep track of your scores on the Game and add those of up to 59 other people), giving you a progress report each time you boot the disk. In addition to practice and game sessions, there is a paragraph lesson to test your speed on "real" typing. You may choose one of the selections on the disk or create your own use a paragraph of your own. (You can also make files of your own words or character groups to use in drill sessions.) When typing one of the paragraphs, you can have your speed paced by the computer court jester, Bung. He bounces along at a speed you determine (10 to 60 WPM), impatiently looking at his watch when he reaches the end of a line before you do.

Humorous Incentive

With the widespread popularity of the "Wizard of Id" cartoon strip, the characters in the practice and game sessions should appeal to many computer owners. The characters are well represented graphically and add a humorous incentive to complete the lessons. The allowance for a "DVORAK" keyboard layout will appeal to new owners of the Apple //c who would like to learn this alternate arrangement. However, it would have been nice if a keyboard chart for both "QWERTY" and "DVORAK" keyboards had been provided, instead of just the more traditional one.

There's no question that this program will help you learn the touch-typing skills that are necessary to getting the most from your computer. We do have one complaint about the program, though: we found errors in the paragraph lesson. In one selection, "unrequited" was misspelled as "unrequited," and there are several errors in punctuation usage with parentheses and quotation marks that could lead a user of the program. Aside from these errors, we found the program to be fun and worthwhile. (Solo Play; Pause; Keyboard; Disk) (Also available for Atari, Commodore 64, and IBM PCjr.) Recommended. (MSR \$29.95)

PAC-MAN (★ ★ ★ 1/2 / ★ ★ ★ 1/2) has made her way to the Apple computer and, once again, the lady with a bow is a hit! The detail is very sharp and faithful to earlier versions. Gameplay and the whimsical music is left totally intact. In this version, our lady scrambles through four different maze patterns and eight levels. If you manage to get through the banana level (seventh level), the eighth is random fruit. The game certainly needs an introduction, so if you Apple owners have Pac-Man withdrawal, here she has come to the rescue! (Solo play; two-player alternating; Keyboard or joystick. Also available for Atari 2600, 5200, computer, C64, VIC-20) Recommended. (MSR \$34.95)

A High-Tech Fable

You say you bought this great little home computer a few months ago...thought it would help your kids in school...thought you might finally be able to keep track of the household budget with the help of the mighty minicomputer. So you bought the super gee-whiz spreadsheet accounting program that the software salesman recommended. It's very powerful. You know that because the salesman told you it was. The only problem is that you haven't been able to get all the way through the manual ("documentation," the salesman called it)—much less set up your monthly budget. The kids are complaining because they can't get to the computer to play *Zork*. You spend every waking hour trying to unravel the mysteries of the splendid spreadsheet. (Math never was your strong suit, and you never took an accounting class in school.) You've asked for so much help at the software store that the salesman is avoiding your calls. The receptionist at the company that designed the program recognizes your voice when you call and addresses you by your first name. Is that what's troubling you, Bunky?

Well, the **FINANCIAL COOKBOOK** is the solution to your problems. You don't even have to know the difference between a double-entry ledger and a double-density disk to make this program work for you. It's so easy to use that you can get practical results without even reading the manual. (There's some good stuff in there,



ELECTRONIC ARTS™

though. Be sure to read it after you've had a little fun with the program.) That's right—this program is fun to use. The Cookbook has thirty-two different recipes designed to answer the financial questions with which we all must cope. All you do is supply the numbers—the "ingredients"—and **FINANCIAL COOKBOOK** does the work. Let's say you want to know how much you must deposit monthly in a savings account to end up with a certain amount of money in five years. Choose Recipe #5, "Monthly Deposit for Future Purpose." The recipe asks how much money you want to have at the end of the period, the length of the period, the rate of interest earned, the compounding period, your marginal tax rate, and the rate of inflation. The rates of marginal tax and inflation can be set at zero if you're interested in cash figures only, but you'll get a more realistic result in terms of projected future buying power if these rates are included in the calculations. This is so easy and quick to accomplish that you'll start asking "what if" questions: changing rates of interest, longer or shorter saving periods, etc. Results can be saved to disk or printed if you wish.

Fascinating Results

FINANCIAL COOKBOOK covers a wide range of typical problems, such as earning interest on Treasury Bills, determining how much life insurance you need, saving money in IRAs, and deciding whether you should buy or rent a home or buy or lease a car. Several mortgage situations are covered, including balloon payments, variable rates, and interest-only second mortgages. The results you achieve with the recipes will be fascinating, and the process of achieving those results is extremely easy to understand. On-screen prompts help guide every move, yet they don't get in the way once you're very comfortable with the program.

Electronic spreadsheets are marvelous tools for accountants and others who can understand and use their power. However, most ordinary people trying to make the best use of their money with a little help from the computer need something much simpler to use. **FINANCIAL COOKBOOK** is an excellent example of what home management software should be: practical, non-intimidating and fun to explore. (64K Disk for entire Apple II series, including //c; compatible with AppleMouse.) (Also available for IBM PC.) Recommended. (MSR \$40.00)

Wizardry to Apple IIc

Sir-Tech is ready to release an enhanced version of **WIZARDRY** fantasy role-playing game for the Apple IIc. The new version will support the optional "AppleMouse" and will automatically seek out and utilize the 128k of RAM in the IIc to provide for faster and more reliable game operation. The new version will also be compatible with the entire Apple II series.

HALFTIME UPDATE

Brought back by popular demand —

a halftime summary of all the software we have reviewed since the beginning of the year and the ratings. With over 225 reviews *ALREADY* this we are outpacing ourselves (reviewing over 325 in all of 1983). You've told us you want reviews — so we're doing our best! And, a note for of you who are concerned about us "abandoning" dedicated game units — you'll be happy to note that reviews for the dedicated game systems represent approximately 40% of the total, far more than you'll find anywhere else. We continue to strive to bring you more reviews for all the systems!

ATARI COMPUTER

AQUATRON	★ ★ 1/2 / ★ ★ 1/2
BEAT THE BEATLES	N/A / ★ ★ ★
BOULDER DASH	★ ★ ★ / ★ ★ ★ ★
BRUCE LEE	★ ★ ★ 1/2 / ★ ★ ★ 1/2
CAPTAIN COSMO	★ ★ / ★ ★
D-BUG	★ ★ ★ / ★ ★ ★ ★
DIMENSION X	★ ★ ★ 1/2 / ★ ★ ★ ★
DONKEY KONG JR.	★ ★ ★ ★ / ★ ★ ★ ★
DRAGONRIDERS OF PERN	★ ★ ★ 1/2 / ★ ★ ★ 1/2
DREADNAUGHT FACTOR	★ ★ ★ 1/2 / ★ ★ ★
ENCOUNTER	★ ★ ★ / ★ ★ ★ ★
FINAL FLIGHT	★ ★ ★ / ★ ★ ★ ★
FIRE ONE	★ ★ ★ 1/2 / ★ ★ ★ 1/2
INSTITUTE	★ ★ ★ / ★ ★ ★ ★
JAMES BOND 007	★ ★ ★ / ★ ★ ★ ★
JOUST	★ ★ ★ 1/2 / ★ ★ ★ ★
JUPITER MISSION 1999	★ ★ ★ / ★ ★ ★
KEN USTON BLACKJACK	
KEYSTONE KAPERS	★ ★ 1/2 / ★ ★
MICRO-ILLUSTRATOR	★ ★ ★ ★ / ★ ★ ★ ★
MS PAC-MAN	★ ★ ★ ★ / ★ ★ ★ ★
MUSIC CONSTRUCTION SET	★ ★ ★ 1/2 / ★ ★ ★ ★
PENGO	★ ★ ★ 1/2 / ★ ★ ★ 1/2
PITFALL	★ ★ ★ 1/2 / ★ ★ ★ 1/2
POGO JOE	★ ★ ★ / ★ ★ ★ 1/2
PHOENIX LAIR	★ ★ 1/2 / ★ ★
RAINBOW WALKER	★ ★ ★ ★ / ★ ★ ★ 1/2
REALSPORTS FOOTBALL	★ ★ 1/2 / ★ ★ ★
ROBOTRON	★ ★ ★ / ★ ★ ★ ★
SEVEN CITIES OF GOLD	★ ★ ★ / ★ ★ ★ ★
SILICON WARRIOR	★ ★ ★ 1/2 / ★ ★ ★ 1/2
SKYWRITER	★ ★ ★ / ★ ★ ★ ★
SPARE CHANGE	★ ★ ★ / ★ ★ ★ ★
STARFIRE	★ ★ / ★ ★ ★ 1/2
WORD FLYER	

COMMODORE 64

BASIC BUILDING BLOCKS	
BATTLEZONE	★ ★ ★ / ★ ★ ★ ★
BEAMRIDER	★ ★ ★ / ★ ★ ★ ★
BIG BIRD'S SPECIAL DELIVERY	★ ★ ★ 1/2 / ★ ★ ★ 1/2
BUGABOO	★ ★ ★ / ★ ★ ★ ★
BUMBLE BEE	★ ★ ★ / ★ ★ ★ 1/2
CENTIPEDE	★ ★ ★ ★ / ★ ★ ★ ★
CRISIS MOUNTAIN	★ ★ ★ / ★ ★ ★ 1/2
DALLAS QUEST	★ ★ ★ ★ / ★ ★ ★ ★
D-BUG	★ ★ ★ / ★ ★ ★ 1/2
DEFENDER	★ ★ ★ 1/2 / ★ ★ ★ ★
DIG DUG	★ ★ ★ 1/2 / ★ ★ ★ 1/2
DRAGONHAWK	★ ★ ★ ★ / ★ ★
DRAGONRIDERS OF PERN	★ ★ ★ 1/2 / ★ ★ ★ 1/2
DUCKS AHOY	★ ★ ★ / ★ ★ ★ 1/2
50 MISSION CRUSH	N/A / ★ ★ ★ ★
FLIGHT SIMULATOR II	★ ★ ★ 1/2 / ★ ★ ★ 1/2
FLIP & FLOP	★ ★ ★ 1/2 / ★ ★ ★ ★
GATEWAY TO APASHAI	★ ★ ★ 1/2 / ★ ★ ★ 1/2
GEOLOGIQUE	N/A / ★ ★ ★ 1/2
IN THE CHIPS	★ ★ 1/2 / ★ ★ ★
JAMES BOND 007	★ ★ ★ / ★ ★ ★ ★
JULIUS IRVING/LARRY BYRD ONE ON ONE	★ ★ ★ / ★ ★ ★ 1/2
JUNGLE HUNT	★ ★ ★ / ★ ★ ★ ★
KEN USTON BLACKJACK	
LUNAR OUTPOST	★ ★ ★ / ★ ★ ★ ★
MS PAC-MAN	★ ★ ★ 1/2 / ★ ★ ★ ★
MULTIPLAN	
MURDER ON THE ZINDERNEUF	★ ★ 1/2 / ★ ★ ★
OMNIWRITER/OMNISPELL	
OIL BARONS	★ ★ / ★ ★ ★ 1/2
PAC-MAN	★ ★ ★ ★ / ★ ★ ★ ★
PEANUT BUTTER PANIC	★ ★ 1/2 / ★ ★ ★ ★
PITFALL	★ ★ ★ / ★ ★ ★ 1/2
POGO JOE	★ ★ ★ ★ / ★ ★ ★ 1/2
POLE POSITION	★ ★ ★ ★ / ★ ★ ★ 1/2
ROBOTRON	★ ★ ★ / ★ ★ ★ ★
SEA HORSE HIDE 'N SEEK	★ ★ 1/2 / ★ ★ ★ 1/2
SLAMBALL	★ ★ 1/2 / ★ ★ ★ ★
SUMMER GAMES	★ ★ ★ / ★ ★ ★ ★
TIMEBOUND	★ ★ / ★ ★ ★ ★ 1/2
ULTIMA II	★ ★ ★ / ★ ★ ★ ★
WEBSTER - THE WORD GAME	★ ★ 1/2 / ★ ★ ★ 1/2
WIZ-TYPE	★ ★ ★ 1/2 / ★ ★ ★ 1/2
ZAXXON	★ ★ ★ ★ / ★ ★ ★ 1/2

TI99-4/A

DEFENDER	★ ★ ★ 1/2 / ★ ★
DIG DUG	★ ★ ★ ★ / ★ ★
FATHOM	★ ★ ★ 1/2 / ★ ★
HOPPER	★ ★ ★ / ★ ★
JUNGLE HUNT	★ ★ ★ / ★ ★
MICROSURGEON	★ ★ ★ ★ / ★ ★
MINER 2049er	★ ★ ★ ★ / ★ ★
MOON PATROL	★ ★ ★ / ★ ★
MOONSWEeper	★ ★ ★ / ★ ★
MS PAC-MAN	★ ★ ★ / ★ ★
PAC-MAN	★ ★ ★ / ★ ★
PICNIC PARANOIA	★ ★ 1/2 / ★ ★
POLE POSITION	★ ★ ★ / ★ ★
PROTECTOR II	★ ★ ★ / ★ ★
SHAMUS	★ ★ ★ 1/2 / ★ ★
SUPER DEMON ATTACK	★ ★ ★ / ★ ★

APPLE-COMPATIBLE

AMAZING ADV of SUPER BUNNY	★ ★ ★ ★ / ★
BASIC BUILDING BLOCKS	
BC QUEST FOR TIRES	★ ★ ★ / ★
CAVERN CREATURES	★ ★ ★ ★ / ★
CAVERNS OF CALISTO	★ ★ ★ / ★
CENTIPEDE	★ ★ ★ 1/2 / ★ ★
C'EST LA VIE	★ 1/2 / ★
DELTA SQUADRON	★ ★ 1/2 / ★ ★
DIG DUG	★ ★ ★ 1/2 / ★ ★
DINO EGGS	★ ★ ★ ★ / ★
EXODUS:ULTIMA III	★ ★ ★ ★ / ★ ★
FINANCIAL COOKBOOK	
FLIGHT SIMULATOR II	★ ★ ★ ★ / ★ ★
HEIST	★ ★ ★ ★ / ★ ★
KEN USTON BLACKJACK	
LEARNING BRIDGE MADE EASY	
MASTERING THE COLLEGE BOARDS	
MASTERING THE SAT	
MATCH WITS	N/A / ★
MICRO SPEEDREAD	
MS PAC-MAN	★ ★ ★ 1/2 / ★ ★
MURDER BY THE DOZEN	N/A / ★
OIL'S WELL	★ ★ ★ / ★
ROBOTRON: 2084	★ ★ ★ 1/2 / ★ ★
SAT ENGLISH I	
SAT MATH I	
SUCCESS WITH MATH	
WIZ TYPE	★ ★ ★ 1/2 / ★ ★

IBM PCjr

DEMON ATTACK	★ ★ ★ ★ / ★ ★
MICROSURGEON	★ ★ ★ ★ / ★ ★

VIC-20

CENTIPEDE	★ ★ ★ / ★ ★
DEFENDER	★ ★ ★ ★ / ★ ★
DIG DUG	★ ★ ★ 1/2 / ★ ★
DONKEY KONG	★ ★ ★ 1/2 / ★ ★
GALAXIAN	★ ★ ★ / ★
JUNGLE HUNT	★ ★ ★ / ★
MOON PATROL	★ ★ ★ / ★
MS PAC-MAN	★ ★ ★ 1/2 / ★ ★
PAC-MAN	★ ★ ★ 1/2 / ★ ★

ATARI 2600-COMPATIBLE

ARTILLERY DUEL	★ ★ / ★
BEAMRIDER	★ ★ ★ / ★ ★
BUMP N JUMP	★ ★ / ★ ★
CHUCK NORRIS SUPERKICKS	★ ★ 1/2 / ★ ★
CRYSTAL CASTLES	★ ★ 1/2 / ★ ★
DICE PUZZLE	★ ★ / ★
COLOR BAR GENERATOR	
EXOCET	★
FRONT LINE	★ 1/2 / ★
H.E.R.O.	★ ★ / ★ ★
JAMES BOND 007	★ ★ 1/2 / ★ ★
KRULL	★ ★ ★ / ★ ★
MAGIC CARD	
MILLIPEDE	★ ★ 1/2 / ★ ★
OUT OF CONTROL	★ ★ / ★
PITFALL II	★ ★ ★ / ★ ★
PRIVATE EYE	★ ★ 1/2 / ★ ★
SCUBA DIVER	★ / ★
SEAHAWK	★ 1/2 / ★
SHUTTLE ORBITER	★ ★ / ★ ★
SORCEROR'S APPRENTICE	★ ★ ★ 1/2 / ★ ★
STUNTMAN	★ ★ / ★
SUBTERRANEA	★ ★ ★ / ★
TAZ	★ ★ ★ ★ / ★ ★
TUNNEL RUNNER	★ ★ ★ 1/2 / ★ ★
VIDEO LIFE	

CRITICALLY SPEAKING..

APPLE-COMPATIBLE



SUCCESS WITH MATH: DECIMALS incorporates two, self-paced math tutorials for grade levels five to eight: **Addition and Subtraction** and **Multiplication and Division**. **SUCCESS WITH MATH: FRACTIONS** for the same grade levels is also covered in two programs for the four basic operations. All four of these excellent programs are straightforward in their approach, using step-by-step guidance to correct the student's errors and foster a better understanding of the underlying principles. In the programs on decimals, there are separate drills covering decimal placement and lineup, plus the actual problems. Students can work with numerals of various sizes and receive a complete evaluation of their performance on a group of problems. The fraction programs cover such concepts as the lowest common denominator, cancellation, reduction and reciprocation. The sets of problems are followed by a complete breakdown showing the student's areas of strength and weakness. These programs would be an excellent addition to the family library, particularly if your children have any problems dealing with decimals and/or fractions. (Solo Use; Keyboard; 48K Disk) (Also available for Atari and Commodore 64 computers on Disk or Cassette.)

Recommended. (MSR \$24.95 each)

Trapeze Software to Debut

A new company is on the horizon with three games planned—two originals and one coming from a company which has gone out of business. The two new titles are SETI (Search for ExtraTerrestrial Intelligence) by AstroSpace is a time constrained search to locate and decipher alien messages from space that have been scattered throughout a computer. TWISTED by Dynamic Software Design is a text adventure which is also a parody of the entire genre. LIFESPAN was originally introduced (but never released) by Roklan Software last year (our review appeared in our August, 1983 newsletter) and Trapeze has it set for a fourth quarter release. All three games are planned on disk for Apple, C64, Atari 800 and 800XL, IBM PC with a retail of \$39.95 each.

More Datamost

In addition to the titles we talked about in our April issue, Datamost will also introduce MABEL'S MANSION, a multilevel graphic adventure that takes place inside a haunted house. With 90 rooms to search, you must avoid deadly creatures and ghosts in order to collect Mabel's treasures (Apple, C64). JET BOOT BLACK is an "arcade" game in which you guide Jack through a record manchine. With jets on his boots, Jack can fly over floors, ride elevators, collect musical notes, and avoid "sleepers". Planned for Atari and C64, it features ten screens and five levels of difficulty.

Books Too

Several books are also planned including ABCs OF ATARI COMPUTERS, APPLESOFT ENCYCLOPEDIA, APPLE THESAURUS, APPLE WRITER YELLOW PAGES, GETTING INTO COMPUTERS, INSIDE COMMODORE DOS, PROGRAMMING FOR PROFIT, and WIZ EXPLORES YOUR COMMODORE 64.

Aquarius to Reappear?

The odyssey of Mattel's Aquarius computer continues as a Canadian-based company, Cezar Industries, has now acquired rights to the computer and has begun a "controlled" major market rollout of the unit beginning in New York and Boston. They also plan to release about 20 software programs written by independent suppliers, although there does not appear to be any interest by various software companies to develop product for the Aquarius. Cezar also plans to introduce the Aquarius 3 which was developed for Mattel but never marketed, and a disk drive which reportedly will carry a suggested list price of about \$100.00.

TELEVISION-COMPATIBLE

UP N JUMP	★★ 1/2 / ★★ 1/2
PIPEDE	★★★★ / ★★★★★
GO BONGO	★★ 1/2 / ★★ 1/2
ERS OF THE UNIVERSE	★★★★ / ★★★★★ 1/2
MAN	★★★★ / ★★★★★
R RAID	★★★ 1/2 / ★★ 1/2
HO	★★ 1/2 / ★

TELEVISION-COMPATIBLE

ATTACK	★★★★ / ★★
ARIDER	★★★ 1/2 / ★★ 1/2
OK ROGERS	★★★ 1/2 / ★★ 1/2
ERTIME	★★★★ / ★★★★★
3AGE PATCH KIDS	★★★★ / ★★ 1/2
PAIGN 84	★★★★ / ★★★★★
ENDER	★★★ 1/2 / ★★ 1/2
RUCTOR	★★★★ / ★★
RAGONFIRE	★★★★ / ★★★★★
RADNAUGHT FACTOR	★★ 1/2 / ★★
EMAKER	★★ 1/2 / ★★
OM	★★★ 1/2 / ★★ 1/2
COMMAND II	★★ 1/2 / ★★
CTION FEVER	★★★★ / ★★ 1/2
NTIC FREDDY	★★★ 1/2 / ★★ 1/2
NZY	★★★ 1/2 / ★★ 1/2
NTLINE	★★★★ / ★★
AXIAN	★★★★ / ★★ 1/2
EWAY TO APSHAI	★★★ 1/2 / ★★
LT BUSTER	★★★ 1/2 / ★★
ET	★★★ 1/2 / ★★ 1/2
ES BOND 007	★★★★ / ★★
OPMAN JR.	★★★ 1/2 / ★★
ESTONE KAPERS	★★★ 1/2 / ★★
ERNING WITH LEEPER	★★★★ / ★★
ONSWEOPER	★★★★ / ★★
CA BLAST	★★★ 1/2 / ★★ 1/2
IS WELL	★★★ 1/2 / ★★
ALL	★★★ 1/2 / ★★
TOP	★★★ 1/2 / ★★
UST FOR QUINTANA ROO	★★★★ / ★★
R RAID	★★★ 1/2 / ★★
CLOVERTURE	★★★★ / ★★
MY LIGHTFOOT	★★★ 1/2 / ★★ 1/2
ETRON	★★★★ / ★★
CISH 'EM	★★★★ / ★★ 1/2
ER COBRA	★★★ 1/2 / ★★ 1/2
ER CROSS FORCE	★★★★ / ★★
RESHOLD	★★★★ / ★★
RGAMES	★★★★ / ★★
IG WAR	★★★ 1/2 / ★★

ATARI 5200-COMPATIBLE

BLAZER	★★★★ / ★★
ZERK	★★★ 1/2 / ★★ 1/2
EPRINT	★★★★ / ★★ 1/2
PLIFTER	★★★ 1/2 / ★★ 1/2
IF	★★★ 1/2 / ★★
ES BOND 007	★★★★ / ★★
AZY SHOOTOUT	★★★ 1/2 / ★★ 1/2
IO BROTHERS	★★★ 1/2 / ★★ 1/2
STERPLAY 5200 INTERFACE	★★★★ / ★★ 1/2
TEORITES	★★★★ / ★★ 1/2
NTAIN KING	★★★★ / ★★
GO	★★★ 1/2 / ★★ 1/2
ALL	★★★ 1/2 / ★★ 1/2
UCUE ON FRACTALUS	★★★ 1/2 / ★★
URN OF THE JEDI	★★★ 1/2 / ★★ 1/2
OTRON	★★★★ / ★★
ARD OF WOR	★★★★ / ★★

ATREX

E POSITION	★★★ 1/2 / ★★
------------	--------------

BOOKS

AM COMPANION	
PLE ALMANAC	
ARI IN WONDERLAND	
BASIC COMMODORE BASIC	
MMODORE 64 EXPERIENCE	
MMODORE 64 PROGRAMS FOR THE HOME	
MPUMATH MAGIC	
MPUTER PLAYGROUND FOR C64	
EMENTARY COMMODORE 64	
ES ATARIS PLAY	
S AND THE IBM PC/PCjr	
S TO KIDS	
OURCE	
FTWARE AUTHOR'S GUIDE	
BASIC COMPUTER PROGRAMS FOR THE HOME	
OFFICIAL I HATE COMPUTERS BOOK	

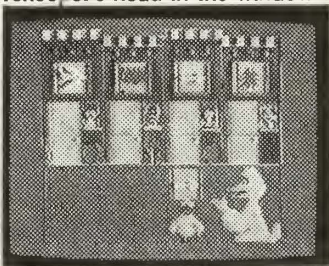
CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

BIG BIRD'S SPECIAL DELIVERY (★★★/★★½) includes

**CBS
SOFTWARE**

a pair of learning games for preschoolers aged three to six. They were developed by the Children's Television Workshop and feature the familiar Sesame Street character, Big Bird, and his sidekick, Little Bird. Both games involve delivering packages to stores by matching pictures. The games move slowly enough to be manageable by very young children, and they'll enjoy the familiar figures of the two birds. In *The Same Game*, Big Bird gives Little Bird a package with a picture on it, and the youngster moves Little Bird to a position under the one store of four that displays the same picture. The storekeeper's head in the window

will nod "yes" when the child's choice is correct or shake its head when the selection is wrong. In *Find the Right Kind*, the object is to deliver the package to a store with a picture of the same type of object that is depicted on the package. All movement of Little Bird in both games is accomplished by pressing one of three keys on the keyboard. At the most basic levels, the child is learning to match shapes. Higher levels require classifying objects by shape, class or function.



Repetitious

Colors and shapes are very distinct, which is necessary in a game teaching the classification of objects. While the familiarity of the characters should add to the appeal of the games to young children, the games themselves may move a little too slowly for some kids. This one will be fine for the very young, provided there is parental guidance, but we believe many six-year-olds would tire of it quickly. Besides, this game could try the patience of the most loving parent because of its repetitious quality, and parental help with a computer is a must when children are this young. Frankly, we've seen more interesting games that teach these same concepts. (Solo Play; Keyboard; Disk or Cartridge) (Also available in Cartridge for Atari and IBM PCjr, Cassette for Atari.) (MSR \$37.95 Cartridge, except \$39.95 for IBM PCjr; \$32.95 Disk; \$27.95 Cassette.)

WEBSTER: THE WORD GAME (★★½/★★★½) from CBS offers fun and challenge to players of any age who enjoy word games. There are seven skill levels, all but the highest ("Challenge Level") of which can be chosen independently by each player in the two-player game. The object is to fill in the blanks in a computer-chosen word before that word makes its way to the bottom of the screen. The computer fills one letter in the word, while the player must choose from the complete alphabet at the bottom of the screen by means of a pointing finger. The finger can be moved by joystick or keyboard, and hints can be requested if the player is stumped. The higher the skill level, the longer the words and the more quickly they travel down the screen. Occasionally a "Demon Word" will appear. This is an especially difficult word that moves more quickly than the regular words, but it's good for bonus points if it is successfully deciphered.

Fun for One or Two Players

In some games, pretty graphics are not at all important, and this game is a good example. The challenge of beating one's human or computer opponent is the attraction here. The benefits are obvious: emphasis on spelling skills and quick recognition of logical letter combinations. We enjoyed WEBSTER as a solo game, but it's equally good with a second player to share the fun. Since the two players can choose different skill levels, a parent and child could play together without the adult having an overwhelming advantage. Especially if you're a fan of word games, this would make a great addition to the family collection. (Solo Play; 2-Player Alternating; Pause; Joystick or Keyboard; Disk or Cartridge) (Also available on Disk for Apple, on Cartridge for Atari and IBM PCjr, on Cassette for Atari.)

Recommended. (MSR \$29.95 Disk; \$34.95 Cartridge, except \$39.95 for IBM PCjr; \$24.95 Cassette.)

TIMEBOUND (★★/★★★½) is an unusual educational game

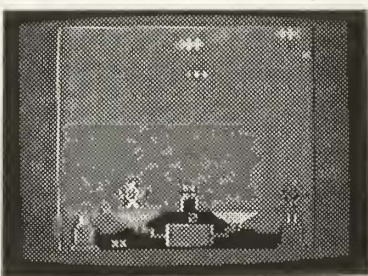


from CBS and the Children's Television Workshop that is suitable for ages and up. The premise of the game is that Anacron, a time traveler, has become lost in the player's time machine and must be found and rescued before fifteen-minute time lapses pass. The player controls a time scanner that whizzes around the outside edge of the screen as historical events fly by. Time passes ever more swiftly until an event is caught. At this point, the current year in the time machine and its corresponding historical event in any of eleven categories is displayed, along with the location of Anacron. For example, the player might catch the event "Hula Hoop" in the year 1950 and discover that Anacron is at "Attila the Hun." The player must determine whether to move forward or backward in time, and just how far, in order to catch Anacron at "Attila the Hun." The player must move quickly to zero in on Anacron's location because he keeps moving within the 2000-year continuous time loop.

Unusual Game for the Whole Family

TIMEBOUND is loaded with historical facts, except for the fanciful inventions and events created for the years 1985-2000, such as Smellavision. Categories range from sports and games to political leaders and modes of transportation. If the player doesn't have much knowledge of when certain things happened in history, he or she soon will after a few rounds of the game! A large range of skill levels may be chosen by the player, making the game suitable for ages—this one is not for children only. Graphics are very plain, but this game doesn't need pretty pictures. The fun is in sharpening your knowledge of historical events. TIMEBOUND is an unusual game for the whole family. (Solo Play; Joystick; Cartridge or Disk) (Also available on Cartridge for Atari and IBM PCjr, on Cassette for Atari. Recommended. (MSR \$36.95 Cartridge, except \$39.95 for IBM PCjr; \$31.95 Disk; \$29.95 Cassette.)

PEANUT BUTTER PANIC (★★½/★★★) from CBS and the



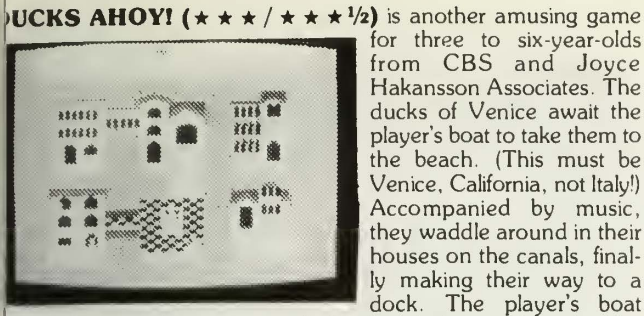
Children's Television Workshop is a rarity among video games—one without competition. Two players cooperate in an effort to build peanut butter sandwiches in a sandwich machine by jumping for stars. Each star caught contributes to the making of a new sandwich. The two characters (Nutniks) controlled

by the players lose weight every time they jump and gain when they eat a peanut butter sandwich. Neither Nutnik can jump to maximum height without the help of the other player, but the heavier Nutnik can cause the lighter one to jump extra high and reach the biggest stars by bouncing on the Star Spring. Snarfs occasionally sneak onto the screen to steal a sandwich, but they can be stopped by jumping up and catching them before they reach the goodies.

Encouraging Cooperation

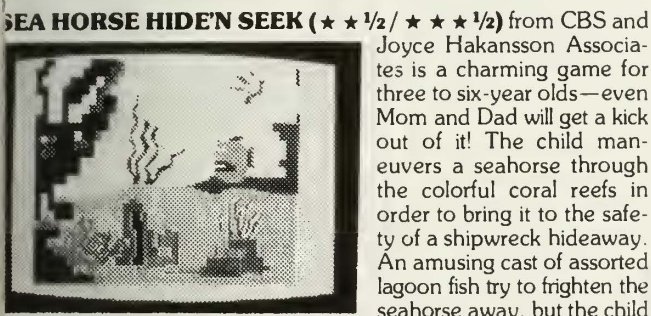
The manufacturers state that this game is for ages seven and up. It will appeal to kids up to the age of nine or ten, but it's not likely to be popular with older kids because it will be perceived as a little too childish for them. Graphics are simple and crisp; all the emphasis is on the game itself and its aim of fostering a cooperative spirit between playmates. Many parents will welcome this approach, and they may enjoy playing the game with their children. (2-Player Cooperative; Joystick; Cartridge or Disk) (Also available on Cartridge for Atari and IBM PCjr, on Cassette for Atari.) (MSR \$36.95 Cartridge, except \$39.95 for IBM PCjr; \$31.95 Disk; \$26.95 Cassette.)

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE



DUCKS AHOY! (★★★/★★★½) is another amusing game for three to six-year-olds from CBS and Joyce Hakansson Associates. The ducks of Venice await the player's boat to take them to the beach. (This must be Venice, California, not Italy!) Accompanied by music, they waddle around in their houses on the canals, finally making their way to a dock. The player's boat must be in the right spot to catch the duck before it plops into the water. With one or two ducks aboard, the player then moves the boat to the boardwalk by the beach. A grinning, pink hippo lurks the canals, though, just waiting to sink the boat. The young player practices motor skills and learns to think logically, planning ahead to pick up ducks while avoiding the hippo. Colorful graphics, good music and a delightfully silly scenario combine to make this one a winner. It may be a bit too difficult for three and four-year-olds, and we think that kids older than six will find it very entertaining, so don't be too limited by the age recommendations on this one. (Solo Play; Joystick; Cartridge or Disk) (Also available on Cartridge or Cassette for Atari.)

Recommended. (MSR \$34.95 Cartridge; \$29.95 Disk or Cassette.)



SEA HORSE HIDE'N SEEK (★★½/★★★½) from CBS and Joyce Hakansson Associates is a charming game for three to six-year olds—even Mom and Dad will get a kick out of it! The child maneuvers a seahorse through the colorful coral reefs in order to bring it to the safety of a shipwreck hideaway. An amusing cast of assorted lagoon fish try to frighten the seahorse away, but the child can cause the seahorse's color to change, allowing it to be camouflaged against various bits of undersea growth. The child can also lead the seahorse into a coral tunnel to escape the lagoon fish, but an octopus may tickle it and push it away. After four small seahorses have been brought to the shipwreck, a large one must be saved. The big one is more difficult to camouflage, and it just won't fit into all the coral tunnels. In this game, the child learns shape and color discrimination while having a very good time. Graphics are simple but effective, and the music is delightful—a very good bet for family fun. An activity book accompanies the game. (Solo Play; 2-Player Alternating; Pause; Joystick; Cartridge or Disk) (Also available in Cartridge or Cassette for Atari computers.) Recommended. (MSR \$34.95 Cartridge; \$29.95 Disk; \$24.95 Cassette.)

D-BUG (★★★/★★★½) from Electronic Arts and Childware is a learning game about computers for kids and their parents to enjoy together. In the guise of a game, players are exposed to the terminology and basic inner workings of a typical computer. While playing a simple game of "Gotcha" (somewhat akin to Tic-Tac-Toe, but played with butterfly and sailboat shapes), all kinds of things can go wrong within the D-Bug computer, and the game comes to a halt until the bug is found and fixed. The players can learn by watching Charlie Fixit repair the problem, and then they will be on their own. Players also have the ability to go into the computer and change the shapes and musical sounds of the Gotcha game. The program is charming and musical, with the bonus of giving players experience in problem diagnosis. The manual provides detailed descriptions of the D-Bug computer's components, along with a list of symptoms and hints about various kinds of problems. This program provides children and their parents with a fun-filled introduction to the inner workings of the computer. (Solo Play; 2-Player Alternating; Pause; Joystick; Disk.) (Also available for Atari computers.)

Recommended. (MSR \$40.00)

BUMBLEBEE (★★★/★★★½) is a learning game designed to teach basic computer programming concepts. To the accompaniment of "Flight of the Bumblebee"—what else—Bart the Bee

must be guided through a maze of brick walls to touch as many flowers as possible without colliding with any walls. At higher levels Bart must also avoid Phineas the Frog or Olga the Spider. When played with a joystick, it's a simple, timed maze game. However, when controlled from the keyboard, all of Bart's moves through the maze must be programmed in advance. The player enters simple commands, such as "E8," which tells Bart to fly east a distance of eight bricks. "IS9" tells Bart to fly south only if he will not run into a natural enemy (the "if safe" command). Simple loop commands are also possible if an action should be repeated. After the program runs, the screen will change to the front page of the mythical *Sunnyvale Bee* newspaper, showing a headline about the bee's performance. Even children as young as six can learn simple programming concepts and enjoy the feeling of control over the computer. Planning and logical thinking are stressed within the environment of a colorful, amusing game. This game is a truly creative approach to the introduction of computer programming to young children, and parents will enjoy participating in the fun, too. (Solo Play; Joystick or Keyboard; Disk.) Recommended. (MSR \$29.95)

IN THE CHIPS (★★½/★★★) gives the player a chance to run one of two computer software companies in the hopes of turning a profit in this volatile industry. The second company is controlled by the computer or another player. Starting with an investment of \$100,000 the player determines the amount of capital to be spent on research and development (R&D) of one to five games. Then production levels for each of the

developed games must be set, along with selling prices. Finally, the advertising budget for the new products must be established. The delicate balance among these decisions will affect the outcome of the business, which is reported on a quarterly balance sheet. Using the knowledge of the previous quarters' results, new choices must be made in subsequent quarters. (The game can be set up for one to twenty quarters.)

How Big Business Works

Graphics are secondary in this game, since the object is to make wise business decisions and develop a profitable company. The graphics are quite plain, but they're sufficient to accomplish the purpose of the game. **IN THE CHIPS** is meant to be an educational experience in how big business works. Of course, the elements of the game represent only the most basic parts of business success or failure. However, the game does offer a reasonably good introduction to business principles for young people. (Solo Play; 2-Player Alternating; Joystick; Disk.) (Also available for VIC-20.) (MSR \$29.950)

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

OIL BARONS (★★ / ★★ 1/2) has just been translated for C64 owners and it, unfortunately, has lost a good deal in that translation. A good part of the problem is the inherent slowness of the C64 drive.

Because of the nature of the game, there are vast amounts of information which must be accessed throughout the game, thus slowing progress considerably. Oil Barons is a combination computer/board game for one to eight players and is best with a group of people. The game board is divided into squares depicting desert, jungle, plains, offshore, forest, etc. The player chooses a coordinate on the board to survey and drill, if the survey looked promising. Each player begins with \$1,500,000 in assets which can be parlayed into big bucks by hitting oil and garnering royalty checks.



Surveying

Once you've chosen a parcel to survey, the scenery depicts where you are and a vehicle (ship for offshore; helicopter for mountains, land rover for desert, etc.) plants a detonation and seismic device. If the results are positive, you may choose to drill. All the survey and drilling costs are spelled out for you to give you a feel of how it works down in the oil fields.

Financial Statements

Once all players have had their turn, royalty checks are drawn, and financial statements are given. This procedure gives the player a valuable lesson in net profit/loss, bank notes, interest, net worth, and more. After all the paperwork is done, the "Oil Street Journal" video newspaper print out the news and special announcements. You may find yourself inheriting money, being sued, etc., at random.

Several Game Options

You can choose from approximately nine different versions to play — from classic, to quick, to several personalized options where you can "change" the rules. You can save any game you wish for later enjoyment.

Coordinates Off

In this version, we found the most disconcerting thing was that our board did not absolutely match the coordinates as we entered them. In other words, we would choose a square which was definitely "desert" and end up in the jungle. It appeared that the squares were off by one or two coordinates. When you're trying to play an exacting game, this is a serious drawback. It appears that Epyx has, understandably, used the Apple board, but it doesn't quite match the C64 program. In addition, the graphics are extremely dull compared to the Apple game. Obviously, this is due to the fact that there is not as much usable RAM in the C64 and vast amounts of that RAM is used up with all the information needed for gameplay (it does use both sides of the disk). We know that C64 owners are used to their slow disk; however, when we got a group of people gathered to play Oil Barons, we found their attention wandering while the drive constantly spun away after virtually every move. After some plays, you'll have time to go to the kitchen for popcorn! We can't blame Epyx for this fault; however, it raises the question as to whether this particular game should have been translated to the C64. It's a shame because we loved the Apple version for both its gaming and educational value. (solo play; up to eight players; keyboard; also available for Apple) Not Recommended (MSR \$54.00)

Human Voice on the C64!

EnTech Software is introducing software which talks in a real human voice at the show for the C64 reproducing the intonations, accents, and character of real speech! To begin, they will use the process on their current software such as SPACE MATH 64, STUDIO 64, and MANAGEMENT SYSTEM 64. They will also introduce a new line of talking educational programs. We will stop by their booth and "take a listen" and report back to you!

LUNAR OUTPOST (★★★ / ★★★) is a strategic space game



in which the player must defend the Lunar Outpost from attacking Zytrons. The player chooses the number of days (1 to 28) that he or she thinks it is possible to survive, and then it's on to the Lunar Map which covers four screens. The object is to save the buildings scattered around the lunar

base: command centers, repair and power stations, and munitions buildings. On the Lunar Map, the player observes the position of his or her Lunar Assault Vehicle (LAV) in relation to the incoming attackers, along with energy levels and other vital information. Traveling as much as possible on Power Strips to conserve energy, the LAV moves to intercept groups of Zytrons and then switches to the Combat Zone to fight the enemy ships. The combat screens have a three-dimensional appearance, and the LAV can move in all directions to fire at the Zytrons' different ships. Some Zytron craft are easily stopped with one missile, while others can take as many as seven hits to destroy. If there is an attack in another sector while the player is engaging the Zytrons in combat, a warning will sound and flash, showing the type of building under attack. The player must decide whether to rush to the defense or activate one of the limited number of Deflector Shields to save the building.

Battling the Zytrons

While moving back and forth between Lunar Map and Combat Zones, the player must be alert for the need to recharge batteries, repair damages to the LAV, or replenish missile supplies. Unlike many space games, it isn't enough to simply fire away at the enemy. Strategic thinking is a vital ingredient in a successful defense of the Lunar Outpost. The longer the LAV is able to stave off the Zytron attack, the more cunning the enemy becomes, realizing that they have a worthy opponent. They begin to deploy Black Bombers and Decoy Ships that will follow the LAV. When one of these catches the LAV, it is left in the center of a radioactive crater that throws it temporarily out of control. They also start sending out invisible ships, which are more difficult to hit in combat. Fortunately, the invisible ships do have shadows. The game ends when the player survives the number of days decided at the beginning of play, or when the Zytrons have destroyed all the buildings of the outpost.

Requires a Thoughtful Approach

LUNAR OUTPOST is a different kind of space game because it requires a thoughtful approach. While we have seen other games that require moving back and forth between a map and the actual combat zones, this one demands more perseverance than most. A typical session can last an hour or more if the player is reasonably good at defending the buildings. With such an extended game, it is imperative to develop a plan. Those who like space games but are weary of the typical ones that require nothing but shooting should like LUNAR OUTPOST. (Solo Play; Pause; Joystick; Disk or Cassette.) (MSR \$35.00)

Indus Working on C64 Disk Drive

In what would be excellent news for C64 owners, we have learned that INDUS SYSTEMS is developing a replacement disk drive for C64. The disk drives which they have on the market for Atari and Apple have been highly praised for quality, power, how quietly they run, and speed — something C64 owners could really appreciate! No release date is set yet.

Back issues are available for most issues of COMPUTER ENTERTAINER/VIDEO GAME UPDATE (none left of Vol 1, #1,2, or 3). Send \$2.00 for each back issue you wish. Buy any four for \$6.00 and any six for \$9.00. Make certain you have a complete set!! Remember, we reviewed over 325 games in 1983 alone!!!

CRITICALLY SPEAKING..TI 99/4A

JUNGLE HUNT (★★★/★★★) is a faithful Atarisoft adaptation of the Taito arcade game. The player controls Sir Dashly, a pith-helmeted jungle hunter trying to save the Lady Penelope from savage cannibals under the pressure of a time limit. In the first of four scenes, Dashly is perched on a tree limb, poised to make his way across the Deadly Forest on a series of swinging

mes. Surviving this scene is a matter of good timing with the joystick button and watching for the best moment to make the leap. Sir Dashly leaps into a crocodile-infested river from the last vine, armed only with his hunting knife. The crocs can be stabbed or avoided by diving beneath the surface for a short time. In the third scene, our fearless hero races up a hill while dodging bouncing rocks—the weakest of the four scenes graphically. In the last scene, rescue is imminent, if only Dashly can avoid the poison-tipped spears of the dancing cannibals. At last, with great skill and daring, Sir Dashly saves the lady just before she is to become Penelope new, and the player earns a bonus. This adaptation should please fans of the coin-op game because it has been done with care. This game suffers from the same problems as the original, though: uneven quality of the different scenes. All the scenes are undeniably cute, but some become boring after repeated plays, especially the one sequence and the screen in which Dashley jumps over boulders. If you like JUNGLE HUNT in the arcades, you'll definitely like this version, but those unfamiliar with the coin-op should check it out before purchase, if possible. Note: this game is compatible with all T.I. 99/4A computers *except* those with Version 2.2 Operating System. (Solo Play; 2-Player Alternating; Pause; Joystick or Keyboard; Cartridge) (Also available for Atari 2600 and Commodore 64 and VIC-20; coming soon for Atari computers, ColecoVision.) (MSR \$44.95)

MOON PATROL (★★★/★★★^{1/2}) from Atarisoft is based on the arcade game by Williams in which the player controls a tank-like vehicle patrolling the low-gravity lunar surface. Against a background of whimsical music, the strange little machine bounces along the pock-marked land, exploring sectors under the pressure of a time limit. Its guns fire straight ahead and upward simultaneously, taking care of obstacles in its path and invaders from above with equal aplomb. (The vehicle must jump over some of the obstacles.) There is quite a variety of enemies and pitfalls, from tanks and mines to craters and rock piles. Some enemies are even weak enough to approach from behind the player's vehicle! MOON PATROL is a delightful game with attractive graphics that will have you spending hours happily riding and hopping along the lunar surface. Note: this game is compatible with all T.I. 99/4A computers *except* those with Version 2.2 Operating System. (Solo Play; 2-Player Alternating; Pause; Joystick or Keyboard; Cartridge) (Also available for Commodore 64 computer, Atari 2600 and Commodore 200; coming soon for Apple II, Atari computers, ColecoVision.) (Recommended. (MSR \$44.95)

MS. PAC-MAN (★★★★/★★★^{1/2}) is a delightful translation from Atarisoft of the popular maze muncher arcade game by Ballymidway. The player may start at any of nine levels, so the more accomplished players needn't work their way through the lower levels to reach their favorite mazes. This version offers all the goodies of the original: floating fruit, varying maze configurations, cartoon intermissions, and plenty of challenge. Typically, the response of the T.I. joystick is a little sluggish unless you're very accustomed to it; this is one game that really benefits from the use of a good third-party controller. MS. PAC-MAN is a superb test of quick reflexes, requiring split-second decisions to avoid the pursuing ghosts. PAC-MAN is the original, and still one of the best maze-chase games, but his girlfriend is even peppier! Note: this game is compatible with all T.I. 99/4A computers *except* those with Version 2.2 Operating System. (Solo Play; 2-Player Alternating; Pause; Joystick or Keyboard; Cartridge) (Also available for Atari Apple II, Commodore 64 and VIC-20 computers; Atari 2600 and Commodore 5200.) (Recommended. (MSR \$44.95)

POLE POSITION (★★★/★★★) has come to the TI, enabling



owners of the 99-4A to have a quality driving game in their library. This version plays very well with excellent graphics and encompasses all the features of the earlier home computer versions. In this particular case, the TI joystick, which usually is a strong negative to gameplay, works very well. The joystick acts as your steering "wheel" and speed control while the "fire" button is your gearshift.

With the lack of software coming for the TI system, it's good to see a strong title such as this one become available. (Joystick or keyboard; one player. Also available for VCS, 5200, Atari computer, C64; coming for Apple).

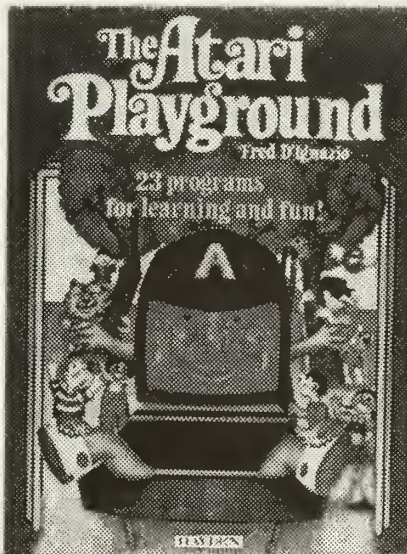
Recommended (MSR \$44.95)

BOOK REVIEW

THE ATARI PLAYGROUND by Fred D'Ignazio introduces children to the Atari computer with 23 short stories and original programs which teach word and number skills. There are several word and number games with quick guides for teachers and parents. The book includes a list of programs and instructions for using the Atari graphics keys and each chapter explains how to modify the programs. The book is written in a very friendly and simple manner and allows the child to insert names and numbers which mean something to him, adding to the potential attention span.

Hayden Books (MSR \$9.95)

ATARI IN WONDERLAND by Fred D'Ignazio introduces children ages 6-10 to Atari with twenty-two short stories and original program that teach word and number skills. The book is easy to understand and has tips for both parents and teachers. The first programs are a few lines and produce happy and sad faces on the screen. From there, the book explains how to write a book report, has spelling bees, creates songs, tests reflexes, learn to count in French and Spanish, and more. The book includes a list of programs and instructions for using the Atari graphics keys and each chapter explains how to modify the programs. All



the programs are listed in the book and can easily be typed into your Atari computer. We found the book extremely easy to read and understand and recommend it as an entertaining and educational experience for children.

Hayden Book Co (MSR \$9.95)

New from Interphase

Interphase plans to sneak a new ColecoVision title "with a twist" at the show, in addition to a new C64 title. We should be looking at finished versions of VIKING RAIDER and BLOCKADE RUNNER for C64 also.

Imagic to Introduce Entire New Series!

Imagic has been extremely busy the last few months in rebuilding their position as one of the top entertainment software houses. At the show they will introduce four new product lines — *Fun With Experts*, *Educational Simulations*, *Living Literature*, and *Time Travelers!* The packaging of the entire line will change as the product will be presented in a hard vinyl storage box with a book-like cover.

Fun With Experts

The first software in this category will be *CRIME AND PUNISHMENT*, created in cooperation with prominent criminal justice experts. The program gives players the opportunity to assume the role of judge in sentencing offenders for thousands of crimes. Players' sentences are compared with actual decisions of real judges.

Educational Simulations

INJURED ENGINE is the second in this category (Microsurgeon being the first) and it provides the player with the technical information and tools necessary to repair and tune a detailed simulation of an automobile engine.

Living Literature

Imagic has joined forces with Bantam Books to create this category. The first product brings R.A. MacAvoy's acclaimed *DAMIANO* trilogy of sorcery and fantasy into the realm of interactive graphics adventure, combining the strategy of a text adventure game and the action of the arcade.

Time Travelers

This series opens with *ANOTHER BOW*, a Sherlock Holmes mystery set in post-Victorian England, and *THE TIME MACHINE*, based on H.G. Wells' science fiction masterpiece. *ANOTHER BOW* takes the player back in time to work alongside Holmes and Dr. Watson in solving a tightly-woven series of suspenseful mysteries. *THE TIME MACHINE* carries the user far into the future to the land of the Eloi to face the dreaded Morlocks.

Three-in-One for Atari Computer

In another development, Imagic will introduce a three-in-one software format which will offer three games in one for the Atari computer. The first to use this format (we do not know if others will follow) will include *WING WAR*, *QUICK STEP*, and *LASER GATES*.

New Role-Playing Games

Avalon Hill plans to release several role-playing games for computer fans within the next couple of months. *DREADNOUGHTS*, a strategy war game for Apple, allows you to recreate all the major naval action in the North Atlantic during the early years (1939-41) of WWII. Most all of the major warships actually utilized by the British, German, French and American navies are represented. In *GULF STRIKE* (Atari computer), allows one or two players to examine most every aspect of the Persian Gulf. This is a brigade level simulation pitting Iran and the US vs. Iraq and the USSR complete with scrolling map. *UNDER SOUTHERN SKIES* (Apple) is a simulation of the 1939 naval battle which took place off the River Plate between the K.M. Graf Spee and the H.M.S. Exeter, Ajax, and Achilles.

London Blitz Conversion

Commodore 64 owners will be able to play a conversion of the award-winning *LONDON BLITZ* where you enter the perilous world of bomb disposal in London during WWII. And, in something a little different for Avalon Hill, Atari owners will be able to play *SPACE COWBOY*, a fast paced arcade game and *FREE TRADER* (Atari and Apple) which is a simulation of free lance commerce in the far future. You will have to make decisions on which commodities to buy, scout for markets for your wares, and keep your ship supplied with fuel and weapons.

Boulder Dash to Multiply

Boulder Dash, the hit Atari computer game from First Star, has just been licensed to Micro Lab for conversions to other systems, including Commodore 64, ColecoVision, and Apple. *Boulder Dash* has been one of the biggest titles for First Star and this agreement will allow many more gamers to guide the loveable Rockford through the many screens of tumbling boulders.

Activision Supports C64

Summer will bring some of Activision's most popular titles to one of the most popular computer systems—the C64. Planned for both disk (34.95) and cartridge (39.95) (as always, check our Availability Update for details), *PITFALL*, *PITFALL II*, *BEAMRIDER*, *H.E.R.O.*, and *DECATHLON* will be released for the C64. In addition, two brand new titles will be introduced—*ZENJI*, a mystic game of intuition and *TOY BIZARRE* (formerly entitled *BALLOONY BIN*) which features a toy factory gone amuck as gangs of tyrannical toys begin bounding from level to level taking over the toy shop as the balloon valves open.

Activision plans several "sneaks" at the Show and we'll sneak them to you *BEFORE* anyone else! Planned for the Fourth Quarter the titles are targeted for C64, ColecoVision, Atari computers, with other systems possible. Bear in mind these are "working titles" and therefore, may not be the names used when they are released (we will, of course, keep you up to date on what the titles will be as soon as Activision locks in on the titles). The first sneak is *EXPLORER*, designed by David Lubar, a strategic adventure game in which the player probes the ruins of a mysterious, deserted planet. The player must struggle between self-protection and his mission: retrieve artifacts, tools, and other life-saving devices. In *WONDER BOLT*, designed by Action Graphics, the player controls an industrious high-rise construction worker trying to connect and bolt down errant girders into their proper, blueprint pattern. *CAMP CLEAN UP*, designed by Tony Ngo, is a simple-to-play but challenging game for children. The player is a camp ranger at Camp Cleanup, whose job is to pick up litter from the campgrounds and lake, rescue swimmers in distress and avoid summer camp dangers. Two other include *ZONE RANGER*, which was previously entitled *Warp Wars*, and *ACTIVISION PENCIL* by Gary Kitchen, described as a creative and programmable (with your joystick) program in which you can save designs you've drawn onto the disk.

Activision to Distribute Gamestar

In another development, Activision has announced its intentions to distribute Gamestar's line of sports-oriented software including such hits as *STAR LEAGUE BASEBALL*, *STAR BOWL FOOTBALL*, and their upcoming *ON FIELD FOOTBALL* and *ON COURT TENNIS*.

Epyx to Breakdance!

Could it be inevitable that gamers will be able to Breakdance?? If Epyx has anything to say about it, you just may! Several games will be shown in an unfinished state (not all will make it to your retailer's shelves—much will be decided by the reception of the C.E.S. attendees) including *ROBOTS OF DAWN*, *TEAM PLAY*, *PITSTOP II*, *BREAKDANCE*, and *MORETA: DRAGON LADY OF PERN*, the sequel to *Dragonriders of Pern*. Decisions regarding release and system availability have not been decided yet, but we will pass along the information as soon as it is more complete.

Coleco Titles

TEMPLE OF APSHAI and *SUMMER GAMES* are both planned for ColecoVision release this summer (see Availability Update for all the Epyx titles); and Epyx will introduce a new category entitled "Activity Toys." The first three titles planned for this area include (via a licensing agreement with Mattel) *BARBIE*, *HOT WHEELS*, and *GI JOE*.

Screenplay to Introduce Second Wave

Several more games will ship this fall from Screenplay including *DANGER RANGER* (Atari and C64) where you must race across the screen, avoiding fireballs and acid rain, to collect the treasure; *WARRIORS OF RAS* series which is billed as a world shrouded with mystery, trap wires, acid pools, and poisonous gases and high adventure for high stakes. *DUNZHIN* (Atari, C64, Apple, IBM PC) is the first in the series. *KAIV* (Atari, C64, Apple) finds you in a cave battling the unknown; *WYLDE* (Atari, C64, Apple) has you in a wilderness fighting treacherous enemies; and *ZIGGURAT* (Atari, C64, Apple) lands you in a maze in the middle of a Mayan Pyramid.

THE VIDEO GAME UPDATE

What Happened to All the Reviews?

If you own one of the dedicated game systems—Atari 2600 or 200, ColecoVision or Intellivision—right about now you're wondering why there are so few reviews in the *Video Game Update* section this month. Before you sit down to write us a poison letter, telling us that we're terribly mean for slighting your system, we want you to understand that we have reviewed every piece of software for dedicated systems that was available this month. We don't design and produce games—only the manufacturers can do that, and they just didn't have much ready this month. As we have said before, you can be sure that we will continue to cover the dedicated game systems as thoroughly as we always have.

CRITICALLY SPEAKING..

ATARI 5200-COMPATIBLE

METEORITES (★★ / ★★½) from **Electra Concepts** will be immediately familiar to most game players, because it's a dead ringer for the Atari arcade game, *Asteroids*. The player controls a little blue ship that starts in the center of the screen. Its movements are limited to forward thrust and clockwise and counter-clockwise rotation. The object is to blast large meteorites into smaller ones and finally obliterate the small pieces into cosmic powder. The familiar, rhythmic pulsing sounds, somewhat reminiscent of the shark warning sounds in the movie, *Jaws*, accompany the game. High-pitched warning tones announce the arrival of alien saucers, which will fire at the player's ship. As in *Asteroids*, it is possible to send your ship into hyperspace when a collision seems imminent. This can be a dangerous move, however, because you can't be sure where your ship will reappear.

Just Like Asteroids

Though the graphics are rather sparse-looking, there is good detail in the bumpy meteorites. There isn't much you can say about the game play, except that it's just like *Asteroids*. If that arcade game is among your favorites, you'll like **METEORITES**. Incidentally, the designers suggest playing the game with a digital (Atari 2600-type) joystick and the Masterplay 5200 Interface, which is another product from **Electra Concepts**. That combination does work better in this game than the standard Atari 5200 controller. The Wico analog joystick for the 5200 used in self-centering mode also performs well with this game. (Solo Play; 2-Player Alternating; Pause.)
MSR \$37.95

Parker Bros. Has Hot Plans

We spoke with Parker Bros. before the show to get a sneak glance at their C.E.S. plans. First, **STAR WARS: THE ARCADE GAME**, which has been designed for Parker Bros. by **Imagic**, will feature all three screens of the arcade game — the Tie Fighter battle, laser tower scene, and flight through the trench — plus the climactic Death Star destruction. In addition, **MR. DO'S CASTLE** will make its way into the home as a translation of the hit arcade game. The perennial hit, **Frogger**, will see a sequel in **FROGGER II: THREEDEEP** which features three distinct screens that take the high-jumping amphibian underwater, over water, and through the clouds as he sidesteps a bevy of foes including electric eels, snapping alligators, naracadas, sharks, hippos, poisonous butterflies, Clyde the Dragon, and a deadly prop plane. **CIRCUS CHARLIE** is another arcade favorite in which Charlie must demonstrate his circus prowess in a series of challenging stunts under the video big top. The game features four screen for the VCS and five screens in the Coleco and C64 versions. **MONTEZUMA'S REVENGE**, designed by a 17-year-old, is a game within a game. Players must solve the puzzle of the maze with their daredevil adventurer, Panama Joe, who fights his way through 100 interconnected chambers (24 in the VCS version) in search of Montezuma's treasure trove. All games will retail around \$30.00 and systems and availabilities are listed in our Availability Update.

CRITICALLY SPEAKING..

ACCESSORIES

FIRE COMMAND II by **GIM Electronics Corp.** features a very tight, short throw joystick mounted on a very heavy (4 lb) wide base which can easily be balanced on your lap. It's compatible with all Atari 2600, Atari computers, C64, VIC-20, and ColecoVision units (there is a sticker on the package which indicates it's also compatible with Apple computers; however, it is *ONLY* compatible with the use of a joystick port—it will not plug directly into your Apple computer). The unit features dual firing buttons on both sides on the base to accommodate both left and right-handed gamers on all games, including those which demand the use of two firing buttons. We tried the **Fire Command II** on several types of games and were quite satisfied with the results. Although our first reaction was that the joystick appeared too stiff, we had no problems whatsoever maneuvering in some of the faster maze games such as *Tutankham*. It also performed well in the "slide-and-shoot" games. Because the joystick shaft was short, we found that it was very comfortable to rest the edge of our hand on the base for hours of gameplay without the fatigue which is inherent in some joysticks. With a base of heavy cast metal, we had the feeling this would last through many hard hours of gaming. The company seems to agree as they back the unit with a one-year warranty. With all the joysticks on the market, we weren't overly excited when the product came in for review; however, we were very pleasantly surprised and recommend it wholeheartedly. By the way, **GIM** also manufactures the **Fire Command I** which has one firing button on each side of the base for those who do not have the games which require dual fire buttons.
(MSR \$39.95)

Intellivision Inc Still in Transition

In checking with **Intellivision Inc.**, we learned they will not have a booth at the Chicago C.E.S.; however, indications are they will be ready with a booth for the January show. Within the next few weeks they plan to begin production on such titles as **MASTERS OF THE UNIVERSE**, **PINBALL**, **MOTOCROSS**, **TREASURE OF TARMIN**, **BURGERTIME**, and **BUMP 'N JUMP**. Plans call for 3-4 new titles to be shipped just before Christmas. They will begin, within the next few weeks, to ship the E.C.S. with software including **BASEBALL**, **BASIC**, **SCOOBY DOO**, and **MIND STRIKE**. We understand **Intellivision Inc.** will also develop additional product for C64 (shipping before Christmas), IBM PC, and Apple. Stay tuned for more information.

Sunrise to Feature Mountain King

Sunrise Software will feature their ColecoVision version of **MOUNTAIN KING**, in addition to another game, not yet named, to be available first for ColecoVision billed as an "entertaining number game" featuring addition, subtraction, and number recognition. Also making their debut will be C64 versions (disk and cassette packaged together) of **QUEST FOR QUINTANA ROO**, **GUST BUSTER**, **ROLLOVERTURE**, and **CAMPAIGN '84**. In an interesting packaging idea, **Sunrise** will also make available a disk/cassette package of all four games which will retail at approximately double the price of one title! By the way, **QUEST FOR QUINTANA ROO**, which has been a very successful title for **Sunrise** in the Coleco format, will be shown in an Atari computer version (again disk/cassette packaged together), IBM PCjr, and 5200 version. Check our Availability Update for shipping dates.

More Stores Carry COMPUTER ENTERTAINER

Thanks to the following retailers who have just begun to carry **The Computer Entertainer** in their store:
Video Enterprise of Kenmore, New York
Video Station of San Francisco, Calif.
Video Plus of Orange, Calif.

We urge our readers to frequent these fine retail outlets who are experts in their field

If your company would like to rack our newsletter at your location, please call or write us for details. Good profit and increased foot traffic guaranteed.

Atari/Lucasfilm Games for Multiple Systems

In our May issue, we reported on two exciting games from Atari and Lucasfilm that were to receive their press debut on May 8. While that May issue was on its way to our subscribers, we attended the press conference at the Lucasfilm facilities in Marin County, California and had a chance to meet with some of the key members of the project from both Atari and Lucasfilm.

Atarisoft Versions

It was obvious that all of the people involved in the Atari/Lucasfilm project are very excited about their first two games, "Rescue on Fractalus!" and "Ballblazer," but there is more to come from this partnership. (Of course, no one was ready to talk about what is in development at this stage!) As we reported in May, the two games were designed for the Atari 5200 and Atari computers, but further agreement was reached shortly before the conference to release adaptations of the two titles for Apple, Commodore 64 and IBM computers under the Atarisoft label during the fourth quarter. And, along with the unveiling of the new Atari 7800 ProSystem on May 21, it was announced that the games would be enhanced for that format. Thus, "Rescue on Fractalus!" and "Ballblazer" will be available for most advanced game and computer systems. Atari is counting on these products, along with the 7800 ProSystem and other, as yet unannounced, products to "revitalize Atari and revitalize the video game industry," according to Atari's Senior Vice President of Marketing, Dave Ruckert. Game-buying consumers will be the ones to make that prediction true or false, of course, but there's a lot of optimism at Atari these days. In fact, an Atari representative said that the two Atari/Lucasfilm games "got the highest response of any games ever" when they were play-tested by a group of game players.



Key members of the Lucasfilms Games Group, left to right: Peter Langston, group leader, David Fox, project leader for *Rescue on Fractalus!*, and David Levine, project leader for *Ballblazer*. The models in front of the designers were created for use in packaging artwork and advertising for the games: Jaggi saucer, Valkyrie Class Fighter, and Rotofoil. (Computer Entertainer staff photo by Celeste Dolan.)

Freedom to Create

We were interested in learning more about the development of these unique games by the Games Group of the Lucasfilm Computer Division. Some of the designers were disappointed at first when they learned they would not be able to develop games based on the *Star Wars* movies. Disappointment faded and enthusiasm grew, however, as they relished the freedom to create something entirely new. The pieces came together from diverse sources. For example, landscapes of the planet Fractalus are newly generated each time the game player attempts to save the Ethercorps pilots, unlike the typical storage and repetition of identical views in other games. This was made possible by the application of fractal geometry, a technique that the Lucasfilm Computer Division used in creating the Genesis Effect, bringing a barren planet to life, in the Paramount film, *Star Trek II: The Wrath of Khan*. Fractal mathematics allows for "controlled randomness" in the computer generation of terrain graphics, but the technique had never been used before in a game. The use of sound in these games has been finely developed, too. For example, Games Group Leader Peter Langston is both computer whiz and performing musician. He con-

tacted a diverse group of musician friends to improvise on his base line, chords, and riffs, and the result is "a unique composite score which varies each time it's played" for the introduction to "Ballblazer." He explains further that "almost everything is tuned...the players are really creating an original piece of music" every time they play the game and polish their skills. Game players can look forward to some very exciting products if the first two games are an indication of the innovative talent at the Lucasfilm Computer Division's Games Group.

CRITICALLY SPEAKING..

ATARI 2600-COMPATIBLE

MagiCard Is Back!

MagiCard is a very special card that allows you to access the 6502 microprocessor inside the Atari 2600. This item was available several years ago but was removed from the market in 1982 after only limited production. Even when it was available, it was not widely

known. As a result, the MagiCard became something of a legend among collectors and programmers because there are so few in existence. CommaVid has reinstated production of this self-contained programming module for a very limited time. Once their existing supply of parts is exhausted, MagiCard will not be produced again.

Communicating with the 6502

MagiCard requires a pair of Atari Keyboard Controllers for input. You will need to become familiar with the hexadecimal (base 16) number system in order to communicate with the computer that resides in the Atari 2600. Fortunately, this is explained thoroughly in the 128-page manual that comes with MagiCard. Among the many topics also covered in the manual are a detailed description of the 6502 microprocessor, an outline of the MagiCard memory map, features of the 2600 VCS (Video Computer System)—including controller interfaces—and descriptions of the MagiCard monitor subroutines contained in ROM (read-only memory). Most of your programming will be done with low resolution displays, although the manual does touch on the use of high resolution displays. You will even be able to access the sound-generation capabilities of the 2600. A sample program, the "Life" game invented by Professor John Horton Conway of the University of Cambridge, is also included. Those of you who are handy with a soldering iron will want to construct the cassette interface described in the manual so that you will be able to write and read programs on cassette tape. For those who love to experiment, for those interested in programming, and for collectors—MagiCard is a must. (MSR \$58.88)

VIDEO LIFE is another limited-run release from CommaVid. It is a video cartridge version of the board game developed by John Horton Conway, a mathematician at the University of Cambridge, that was first reported in Martin Gardner's "Mathematical Games" column in the October, 1970 issue of *Scientific American*. The rules of the "game" are based on cellular automata theory, and they allow for the orderly development of fascinating graphic patterns.

Electronic Doodling

VIDEO LIFE employs both joysticks to create and change any desired pattern on the TV screen, turning the Atari 2600 into a sort of sophisticated electronic doodling machine. The left joystick is used to create a basic pattern that can be as simple or complex as you wish. The right joystick is then used to set the growth of new patterns into motion, according to the specific rules of VIDEO LIFE. A counter on the screen keeps track of the number of generations of changes in the original drawing. Two other numbers on the screen indicate the exact position of the bright dot used to create the original pictures. These can be handy when you wish to duplicate a specific pattern, such as the many classical Life patterns provided in the instruction manual. Though we've experimented with many video drawing programs, this one is particularly appealing because of the interaction of the computer as it uses the rules of VIDEO LIFE to change what you've drawn. This is not a video game in the usual sense, but it's immensely entertaining nevertheless. Recommended. (MSR approx. \$40.00)

ENTIPEDE. Another arcade classic, GALAGA, will be available, as well as DESERT FALCON, an original game in which you pilot falcon over the deserts of the Far East battling giant scarab beetles, ang gliders, and evil sphinxes; and, finally, FOOD FIGHT, another arcade translation which includes 50 skill levels. The unique "Instant Replay" feature of the original arcade version is left intact, allowing you to review especially close calls in game play.



Pole Position II



Proline Joysticks (included with 7800)

Home Computer Conversion Later

Before the end of the year, 7800 owners will be able to purchase a computer keyboard (price unknown at this time) which will expand the unit to an introductory computer with approximately 4K. We were, understandably, disappointed with the limited memory and, although an optional memory cartridge taking the memory up to 20K is promised, we can only hope further memory expansions will be available as this could prove the one very strong drawback to the system. Atari is touting the computer as one for the novice which will be able to run word processing and other useful home programs. The plus side of this computer is that it will be compatible with all Atari printers, most storage devices and peripherals currently available for the Atari home computer, and a new line of programs designed specifically for this system. It will also operate current programs available for the Atari home computer (within its limited RAM capabilities). One thing which must be pointed out is the 7800 computer keyboard will NOT be able to run a disk drive, just as the 600XL cannot do so. We feel, if Atari is to truly make this their answer to the expandable home computer, they will have to eventually solve this problem so users can grow with their computer, not out of it!

High Score Cartridge

For the serious game enthusiast, Atari will manufacture a Hi-Score cartridge which enables you to permanently record your best scores. Once the cartridge is inserted, the player can enter his name (up to 30 characters) to personalize the cartridge. He then has a different scoring chart for each difficulty level of up to 65 different games. The initials and top scores are specially displayed on the screen in the color graphics and logo of the game. Most games also herald the champion's achievement by playing a victory tune as well as providing a readout on the honor roll, noting the player's position among the top six scorer's. Planned availability is the fourth quarter with a price to be announced.

Unrelated news (or is it??)

Meanwhile, inside sources tell us that very serious talks are going on between Atari and N.V. Phillips of the Netherlands regarding a 50% interest in Atari. (It's really no secret that Warner Communications Inc. has been quietly looking for a buyer for some time.) This immediately brings to mind an article we ran several months ago regarding talks which had been going on between Atari and Phillips about manufacturing a laser disk for the home game. With the expansion interface in the 7800 and the promises of "many more peripherals for the system before the end of the year," we can't help wondering if the laser is being readied for introduction within the next few months.

The Next Few Months Will Tell

There's no doubt that the next few months will tell us a great deal about Atari's future. It's no secret that they have gone through severe shakeouts (and more are planned) in personnel and extremely large losses. This is a very gutsy move and the success of which can only be guessed. There is a large contingent of serious gamers out there (many of them among our readers) who are always looking for the "ultimate home experience". The question is whether they are prepared to spend the \$150 for the 7800 and whether Atari can sell enough to make the development of the system pay for itself. Stay tuned!



Planned Computer Keyboard

SUBSCRIBE TO COMPUTER ENTERTAINER FOR ONLY \$22.00

(12 issues—mailed First class each month)

Foreign Airmail—\$34.00 Foreign Seamail—\$26.00

check or money order Visa MasterCard American Express

Card No. (all digits, please) _____

Expiration Date (Visa/Mastercard) _____ Valid from _____ to _____
(American Express)

Signature (required if using credit card) _____

Please Print Name _____

Address _____ Apt. # _____

City _____ State _____ Zip _____

ATARI COMPUTERS

JUNE

First Strike (TYM)
Gandalf (TYM)
Gyruss (PB)
Imagic 1-2-3 (Wing War, Quick Step, Laser Gates)
Millipede (AT)
Quest for Quintana Roo (SUN)

JULY

Summer Games (EPYX)

THIRD QUARTER

Ankh (DM)
Ballblazer (AT)
Beat the Beatles II (INAC)
Computer Title Bout (AH)
Flight Simulator II (SUB)
Free Trader (AH)
Gulf Strike (AH)
Jet Boot Black (DM)
Moon Patrol (AT)
Mycess II (DM)
Polar Pierre (DM)
Rescue on Fractalus (AT)
Short Circuit (MF)
Space Cowboy (AH)
Star Wars (PB)
Timebound (CBS)
Webster: the Word Game (CBS)

AUGUST

Beamrider (ACT)
Chopper Hunt (IMGC)
Decathlon (ACT)
Frogger II: Threedeeep (PB)
H.E.R.O. (ACT)
Mr Do's Castle (PB)
Pitfall II (ACT)
Seti (TRAP)
Super Football (NEXA)
Twisted (TRAP)
Zenji (ACT)

SEPTEMBER

Danger Ranger (SCRN)
Dunzhin (SCRN)
Kaiv (SCRN)
Montezuma's Revenge (PB)
Wylde (SCRN)
Ziggurat (SCRN)

VIC-20

SECOND QUARTER

First Strike (TYM)
Galaxian (AT)
Gandalf (TYM)
Jungle Hunt (AT)
x-Moon Patrol (AT)

COMMODORE 64

JUNE

x-Battlezone (AT)
Beamrider (ACT)
Beyond Castle Wolfenstein (MUSE)
x-Campaign 84 (SUN)
x-Cosmic Balance (SSI)
Drebls (SYN)
Flight Simulator II (cass-SUB)
x-Geopolitique 1990 (SSI)
Galaxian (AT)
x-Gust Buster (SUN)
Gyruss (PB)
Juno First (DS)
Lost Tomb (DS)
x-Lunar Outpost (EPYX)
x-Oil Barons (EPYX)
Paintbrush (HES)
Pitfall II (ACT)
x-Pole Position (AT)
Puzzle Panic (EPYX)
x-Quest for Quintana Roo (SUN)
x-Rolloverture (SUN)
x-Sorcerer (INF)

JULY

Decathlon (ACT)
Heist (MF)
H.E.R.O. (ACT)
Impossible Mission (EPYX)
Pitfall (ACT)
Viking Raider (INT)
World's Greatest Baseball (EPYX)

AUGUST

Ankh (DM)
Circus Charlie (PB)
Decathlon (ACT)
Demon Attack (IMGC)
Dracula (IMGC)
Dragonfire (IMGC)
Frogger II: Threedeeep (PB)
H.E.R.O. (ACT)
Jet Boot Black (DM)
Mabel's Mansion (DM)
Moonsweeper (IMGC)
Mr Do's Castle (PB)

Mycess II (DM)
Nova Blast (IMGC)
Polar Pierre (DM)
Seti (TRAP)
Swords & Serpents (IMGC)
Toy Bizarre (ACT)
Twisted (TRAP)
Pitfall II (ACT)
Zenji (ACT)

SEPTEMBER

Boulder Dash (IMGC)
Chopper Hunt (IMGC)
Danger Ranger (SCRN)
Death in the Caribbean (MF)
Dunzhin (SCRN)
Injured Engine (IMGC)
Kaiv (SCRN)
Miner 2049er II (MF)
Montezuma's Revenge (PB)
Short Circuit (MF)
Time Machine (IMGC)
Wylde (SCRN)
Ziggurat (SCRN)

TI 99/4A

SECOND QUARTER

x-Jungle Hunt (AT)
x-Moon Patrol (AT)
x-Ms Pac-Man (AT)
x-Pole Position (AT)

APPLE II/III

JULY

Boulder Dash (MF)
Short Circuit (MF)
Summer Games (EPYX)
Beyond Castle Wolfenstein (MUSE)
Dreadnoughts (AH)
Free Trader (AH)
Galaxian (AT)
Genesis (DS)
Joust (AT)
Liberator (THORN)
Moon Patrol (AT)
x-Ms Pac-Man (AT)
Pole Position (AT)
Under Southern Skies (AH)
Webster the Word Game (CBS)

THIRD QUARTER

Ankh (DM)
Another Bow (IMGC)
Dragonfire (IMGC)
Dunzhin (SCRN)
Earthly Delights (DM)
Injured Engine (IMGC)
Kaiv (DM)
Mabel's Mansion (DM)
Miner 2049er II (MF)
Mycess II (DM)
Seti (TRAP)
Station 5 (MF)
Twisted (TRAP)
Wylde (SCRN)
Ziggurat (SCRN)

FOURTH QUARTER

Ballblazer (AT)
Rescue on Fractalus (AT)

IBM PCjr

JUNE

Crime & Punishment (IMGC)
Football (IMGC)
x-Microsurgeon (IMGC)
Quest for Quintana Roo (SUN)

JULY

Baseball (IMGC)
In The Chips (CS)
Match Wits (CBS)
Murder by the Dozen (CBS)
Pipes (CS)
Summer Games (EPYX)
Timebound (CBS)

FALL

Earthly Delights (DM)
Miner 2049er II (MF)
Short Circuit (MF)

ADAM

Electronic Flashcard Maker (COL)
English I (MF)
Flash Facts-Amer History (COL)
Flash Facts-Math & Science (COL)
Flash Facts-Vocabulary (COL)
Math I (MF)
Recipe Filer (COL)
Smart Filer I (COL)
Smart Letters/Forms (COL)
Smart Logo (COL)
Sub Roc (COL)
Type Right (COL)
U.S. Constitution (MF)
Zaxxon (COL)

FALL

American History (MF)
Health (MF)
High School Algebra (MF)
High School Geometry (MF)
Jr High School Algebra (MF)
Jr High School Geometry (MF)
Physics (MF)

ATARI 2600

SECOND QUARTER

Gyruss (PB)
Rock N Rope (COL)
Stargate (AT)
Star Wars (PB)
Tarzan (COL)

SUMMER

Choplifter (AT)

AUGUST

Circus Charlie (PB)
Frogger II: Threedeeep (PB)
Mr Do's Castle (PB)

SEPTEMBER

Montezuma's Revenge (PB)

INTELLIVISION

JUNE

Mind Strike (II)
One-Player Baseball (II)

COLECOVISION

JUNE

Gyruss (PB)
Jungle Hunt (AT)
x-Keystone Kapers (ACTV)
SECOND QUARTER
Antarctic Adventure (COL)
Bump 'N Jump (COL) ★★★★★
x-Dragonfire (IMGC)
Dukes of Hazzard (COL) ★★★★★
x-Fathom (IMGC)
Fortune Builders (COL)
Joust (AT)
Jungle Hunt (AT)
Lunar Leeper (SOL)
Moon Patrol (AT)
Pole Position (AT)
Smurf Paint & Play (COL)
Star Wars (PB)
Super Action Football (COL) ★★
Tarzan (COL)

JULY

Decathlon (ACT)
H.E.R.O. (ACT)
Temple of Apschai (EPYX)

AUGUST

Circus Charlie (PB)
Frogger II: Threedeeep (PB)
Mr Do's Castle (PB)
Pitfall II (ACT)
Summer Games (EPYX)
Zenji (ACT)

SEPTEMBER

Montezuma's Revenge (PB)

THIRD QUARTER

Boulder Dash (MF)
Crisis Mountain (MF)
Mountain King (SUN)
Short Circuit (MF)

★★ for use with Super
Action Controllers
★★★ for use with
Roller Controller
★★★★ for use with
Expansion Module 2

ATARI 5200

JUNE

Flip and Flop (FS)
Gyruss (PB)
Jawbreaker (SOL)

JULY

H.E.R.O. (ACT)
Meteorites (ELE)
SECOND QUARTER
Choplifter (AT)

Final Legacy (AT)
x-Keystone Kapers (ACTV)
Millipede (AT)
Scraper Caper (BIG5)
Star Wars (PB)
Tutankham (PB)
THIRD QUARTER
Ball Blazer (AT)
Montezuma's Revenge (PB)
Quest for Quintana Roo (SUN)
Rescue on Fractalus (AT)

AUGUST

Beamrider (ACT)
Decathlon (ACT)
Frogger II: Threedeeep (PB)
Mr Do's Castle (PB)
Pitfall II (ACT)
Tempest (AT)
Zenji (ACT)

ATARI 7800

THIRD QUARTER

Ballblazer (AT)
Centipede (AT)
Desert Falcon (AT)
Dig Dug (AT)
Food Fight (AT)
Galaga (AT)
Joust (AT)
Ms Pac-Man (AT)
Rescue on Fractalus! (AT)
Robotron: 2084 (AT)
3-D Asteroids (AT)
Xevious (AT)

COMPANY NAME CODES:

ACTV - Activision
AH - Avalon Hill
AM - Amiga
ART - Artwork
AT - Atari
BRO - Broderbund
CBS - CBS Electronics
COL - Coleco
COMM - Commodore
CS - Creative Software
DM - DataMost
DS - DataSoft
EA - Electronic Arts
ELE - Electra Concepts
EPYX - Epyx
FS - First Star
FUN - Funware
II - Intellivision Inc
IMGC - Imagic
INAC - Interactive
INF - Infocom
INT - Interphase
MB - Milton Bradley
MF - Microfun
MICP - Microprose
MMG - MMG Micro Software
PB - Parker Bros.
PDI - Program Design Inc
ROK - Roklan
ROM - Romox
SIR - Sirius
SOL - Sierra On-Line
SPN - Spinnaker
SSI - Strategic Simulations
ST - SirTech
STRSIM - Strategic Simulations
SUB - SubLogic
SUN - Sunrise
SYN - Synapse
TG - TG Products
TGV - Tigervision
TRO - Tronix
TYM - Tymac
XON - Xonox

BULK RATE
U.S. POSTAGE
PAID
N. Hollywood, Ca.
Permit No. 809

© 1984 Video Game Update/Computer Entertainer. \$30 annually in U.S. funds for 12 issues, published monthly, via first class mail. Foreign \$38 Airmail; \$35 Seamail. Send payment to: Video Game Update, 12115 Magnolia Blvd., #126, No. Hollywood, CA 91607. (818) 761-1516. The Video Game Update accepts no advertising from any software manufacturer. The philosophy of this newsletter is to provide the reader with honest evaluations of software products on the market. It is our intention to act as an independent watchdog, providing critical commentary and analysis. The opinions are solely those of Video Game Update and are not influenced by the manufacturers. To describe a game, we may use existing literature from the manufacturer, but that will have no bearing on the rating system. Any reproduction, duplication, or re-publication of this copyrighted work without written consent of Video Game Update is strictly prohibited. Any violation of applicable copyright laws will be vigorously prosecuted and subject to civil and criminal penalties. This work may not be changed or altered in any way.