

# Computer Entertainer

## the newsletter

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### COMING...

- A Complete CES Wrap-Up
- A Talk With Intellivision Inc.
- A Vision Software
- Electronic Arts Update
- FIVE VIEWS including...
- FixePaint for Amiga
- View to a Kill
- Fibo
- Slowfire
- and that's for Starters!!

### Our Preview of C.E.S. & 1986 Begins!.....

#### ALTERNATE REALITY Expands

The excitement has just begun with ALTERNATE REALITY: THE CITY. Recently released in formats for Apple II, Atari XL/XE, and Commodore 64/128, this graphic role-playing adventure is being converted for Amiga, Atari ST, IBM PC/PCjr, and Macintosh. According to a spokesman for H-P Software Productions (new owners of Datasoft), the company is aiming for a June, 1986 release of the new versions. Programmers are extending and expanding the game to take advantage of these machines' special capabilities. For example, your character will be able to secure temporary employment in the shops of The City in order to earn money to purchase items used in the game.

#### More ALTERNATE REALITY

And there's more: programming of the second game (out of a proposed series of seven) is approximately 50% complete. H-P Software expects ALTERNATE REALITY: THE DUNGEON to be ready for Apple II, Atari XL/XE, and C64/128 owners in June of this year. Although THE DUNGEON can be played on its own, it will be at its best when you use a character developed in THE CITY. Eventually, all seven ALTERNATE REALITY games will work together, each enhancing the experience of all the others. And we're told that events in each subsequent game may cause you to want to go back to an earlier game to develop certain skills or find certain objects that may help in a later game. These programmers are looking for a major investment of your leisure time!

#### New Titles and Conversions from Accolade

Exhibiting away from the show floor in hotel suites is becoming very popular among software producers. Newcomer Accolade joins the suite brigade at Winter CES, showing two new titles: PSI-5 TRADING COMPANY (Apple II, Commodore 64/128, IBM PC/PCjr) and FIGHT NIGHT (C64/128 and Atari XL/XE). The first is a multi-character space game, making you captain of a spaceship and responsible for the efficiency of both craft and crew. The second is a boxing game.

Also on display will be conversions of Accolade's excellent baseball simulation, HARD BALL. Currently available for C64/128, it's planned for Apple II, Atari XL/XE, IBM PC/PCjr, and Macintosh. LAW OF THE WEST, a re-creation of frontier justice for C64/128, will be shown in an Apple II conversion. (Check Availability Update for projected release dates of all Accolade programs and conversions.)

#### Amiga Titles to Be Shown at Access Booth

Promising "truly spectacular" demonstrations of software currently under development for the Commodore Amiga, Access Software of Utah is maintaining pre-CES secrecy concerning the actual content and titles of the programs. The company has four programmers working full-time on four Amigas at Access, and they expect to begin shipping their first Amiga titles in the second quarter of 1986. We'll have a full report on what we see for our post-CES issue in February.

#### Access Conversions

In working on programs for Amiga, Access is not abandoning the other systems. They'll also be showing their recently released conversion of BEACH-HEAD II for Apple II, along with RAID OVER MOSCOW for the same system, which is nearly ready to be released. Atari XL/XE owners will finally be able to enjoy these excellent titles, too. Atari versions of both BEACH-HEAD II and RAID OVER MOSCOW will soon be in stores, and they will be on display at the Access booth.

...continued on Page 4

**ALTER EGO/MALE VERSION** (NA/◆◆◆1/2) is not really a game. It is a "life simulation" designed by psychologist Peter J. Favaro, Ph.D. for *Activision*. It is the answer to that sometime desire all of us have experienced: to go back and re-live all or part of our lives again, to see what might have happened if we had made different choices--or even to try a completely radical lifestyle. It might sound like a crazy idea for a computer program, or one that could easily be boring. But it turns out to be a source of fascination, wonderment, and occasional revelation.

**The Developing Alter Ego**

You can begin the role-playing at almost any age, although it is recommended that you start with birth, which is what we did. And, even though there is a way to save the game in progress, we played for nearly 24 hours non-stop! (Prior to the "birth" of your Alter Ego, you must establish a basic personality profile for the character you wish to explore. This is done by answering 25 questions or letting the computer choose a profile.) Once the life of your Alter Ego begins, you will be presented with situations requiring your reaction. Each response affects the development of your Alter Ego's personality. Almost all scenarios allow you to choose a mood and an action, with multiple choice answers. For example, as a three-year-old, you might meet a strange looking man with a lot of hair and a big, ugly nose. You might feel fearful, cautious, or excited; you can choose to do nothing, wave to the man, or scream. After a while, you'll notice that some scenarios allow a slight contradiction in your two answers (cautious/scream), and other answers you give must match mood with reaction. In the case of the strange looking man, you can get away with almost any kind of answer. After all, you're only three years old, and the "man" turns out to be the first dog you have ever seen! (A tip-off comes in the next scenario when you learn that his nose is cold and black.) In other childhood experiences, you are rewarded for exercising caution, especially around strangers. You are frequently prompted to walk/run away.

**The Maturing Alter Ego**

As you get older, you have many more on-screen options, such as dating, education, job status, and family life. Answering only the basic questions is no longer enough for survival in the big world. Spend TOO much time chasing after dates and looking for work, and your profile begins to change. Between scenarios you are able to access icons showing your status as far as money, age, health, and several other factors. We don't want to tell you everything, but you are warned to watch this chart to see if you are starting to slip in the important areas of your life. All through the life of your Alter Ego, you are encouraged to shun liquor and drugs. You may become sexually active, if you wish, at a certain age. If you want to avoid sexually explicit questions, you may do so without penalty. (All sexually oriented questions are handled maturely and dealt with on a realistic basis).

**Entertaining Experience**

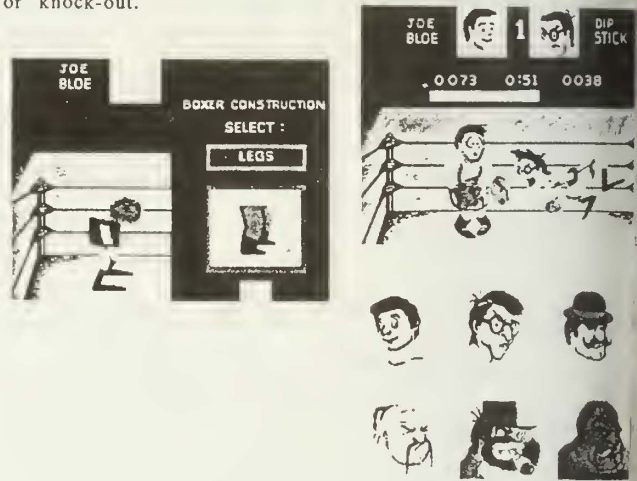
When you reach a certain age you may purchase items and make acquisitions. This may depend on how much you have made on your job, or other factors that might bring wealth/greed your way. (In fact, there's one good deed you can do in your childhood that results in your being rewarded later with a Hawaiian vacation for you and a friend!) Life marches on from birth to golden years, with ever more choices to be made at each stage. The journey through the life of your Alter Ego certainly has its ups and downs, but participating in the program never fails to be an entertaining experience. And ALTER EGO can be explored over and over again, each time allowing you to investigate new choices and their consequences. (Solo use; Joystick; 3 disks.) C64/128 male version reviewed; coming for Apple II, IBM PC/PCjr, Macintosh; female versions for the same four systems to follow.  
Recommended. (MSR \$39.95)

**Where's the Stars???**

It may be a jolt to some as you open this month's pages to find the Star ratings have disappeared, with diamonds taking their place.

In our continuing commitment to our readers, we have just (hours before deadline) brought an Apple LaserWriter in-house so our pages have a clean look and are easy-to-read. Unfortunately, there are no star symbols built-in to the LaserWriter Font memory bank. We hope you'll excuse the change in symbols...we think you'll be pleased with the overall look of the newsletter with this upgrade (meanwhile, we'll keep looking for the stars--they must be here somewhere!)

**FIGHT NIGHT** (◆◆◆1/2/◆◆1/2) is the latest offering from *Accolade Software* and was designed by *Sydne Software* of Canada. This is a whimsical look at boxing; you have the chance to go up against five different contenders who are real characters! The five opponents are actually the five levels available to you and it's a pret straight-ahead boxing match. There are three rounds, each lasting 3 minutes. You can play against the computer, friend, or watch the computer play against itself. Your moves are directed totally by joystick as you jab, move, fake blow, and move left and right. You can either win by points or knock-out.



**Boxing Construction Set**

An interesting feature of this program is the construction set available to you. You choose from various heads, bodies, legs, colors, and control. The control is the most important aspect as it allows you to choose the power of your boxer's jab and punch, as well as balance between offensive and defensive moves if you're constructing a computer-controlled boxer. You can also save or modify your boxer for later use.

**Pretty Ordinary**

The boxing match itself is nothing special. You can get the same action, with more variables in such games as *Genesis's Star Rank Boxing* and *Sierra Championship Boxing*. The construction set, while giving it additional value, isn't a complicated construction kit which we've often seen in other programs. The graphics are really very good for the time. *Accolade* has really shown us some terrific graphics in their first efforts; however, this one comes up just a bit short in the gameplay area. (one player; two-player simultaneous; joystick-controlled; reviewed on C64; coming for Apple)  
(MSR \$29.95)

**Wrong Broderbund Address**

Whoops! When we printed a listing of the software company addresses, we inadvertently printed an old address for Broderbund Software. The correct address is:  
17 Paul Drive  
San Rafael, California 94903-2101

Our apologies to all!

**THE RATING SYSTEM:**

- 4 SYMBOLS = EXCELLENT
- 3 SYMBOLS = GOOD
- ◆ = ENTERTAINMENT PROGRAMS (1st set of diamonds = quality of graphics; 2nd set = quality of game play)
- ◇ = APPLICATION PROGRAMS (1st set of diamonds = quality of graphics; 2nd set = quality of performance; 3rd set = suitability of use in home)
- NA - Not Applicable (i.e. all-text programs not rated for graphics)

Any program for a given system is compared only to other programs for the same system. In other words, C64-compatibles are judged separately from Apple. See programs which are virtually identical for multiple systems will be so noted. When we review software for more than one system, we will note differences and which versions are reviewed.

**PUDDINGDOWN FOOTBALL** (♦♦♦1/2♦♦♦) was originally released by *Imagic*, who also designed the game, and is now distributed by *Electronic Arts*. In this action football game, you'll be quarterbacking your team as you choose formations, pass patterns, and line blocking assignments. Within the thirty-second clock, you'll have to make quick decisions and program them on your joystick. There is a selection of choices as you tell you line what to do, as well as sling a play for both your left and right receiver. Once you have the ball to the line of scrimmage, you can make an "audible change" as you move the joystick to the desired change once you look over the defense. After the ball is snapped, you control the Quarterback. If you choose to run, only the quarterback can make the play. In a passing situation, you can pass either to the player at the top or bottom of your screen. Other plays you can accomplish include the punt, field goal, and kickoff. Once your team moves to defense, you choose only the formation. (If you don't make a choice, the computer will automatically choose a lone defense except on punts or field goals.) Once the ball is snapped, you control only one offensive player (chosen by the computer).

**Slightly Limited**

When this game was originally programmed (approximately 2 years ago), it was one of the best on the market (at that time, only an IBM PC/PCjr version was available); however, with the tremendous advances made in the past year or so, the game now pales in comparison to newer football games. Just recently, two of the best were released--Avalon Hill's *SUPERBOWL SUNDAY* and Epyx's *WORLD'S GREATEST FOOTBALL*. Both offer much more variation in play and capabilities. This is one time that a program should probably not have been reissued...only because the "state of the art" has progressed so far! (one player; two-player alternating; joystick; reviewed on C3--also works on C64; also available for PC/PCjr)

Not Recommended (MSR \$34.95)

**About Our Top Sellers**

We have so many new subscribers that it is time to explain our Top Sellers List (always appearing on our Front Page) is put together.

As is noted below the chart, we poll a select group of retailers and distributors around the country to derive the chart. Because we are entertainment-orientated, we use dealers and distributors who are also skewed towards entertainment. Unlike any other publication, we ask for not only their top selling titles, but we ask that they break down sales by computer system. That is why, on occasion, you will see a title listed more than once on our chart (i.e. Little Computer People is listed twice this month as it is showing strongly in two computer types). There's no question that it makes it harder for a title to show up if it's only available for a computer with a smaller installed base (as ADAM software never showed on the chart as there just were not enough machines out there at any time), but our feedback from our readers is they like it broken down by system. As a reminder, the abbreviations for the company responsible for the software can be found in the COMPANY CODE on the Availability Update page. The system codes are: AP=Apple, ATAtari XE/XL; Co=Commodore 64/128; MAC=Macintosh.

**It Expands This Month**

This month, for the first time, you will find our Top Sellers List expanded to a total of twenty titles. We feel that a shorter chart does not give us the opportunity to mention software which is strong, but was constantly being left off when we kept the listing shorter. There is so much good software available, that we want a better representation on our Top Seller Chart!

**Another Infocom Mystery**

If you love a mystery and live for each new Infocom release, you're in luck! Author Jeff O'Neill is putting the finishing touches on *BALLYHOO*, a standard level game for all popular personal computers. (Check Availability Update for release date for your system.) Although there's a crime mystery to solve, you're not really a detective in this game. While attending a circus, you manage to become involved in a crime, even though you're merely an innocent bystander.

**Nintendo's Market to Expand**

As reported here previously, Nintendo's Video Entertainment System has been selling very well in its initial release in the New York City area. Nintendo is not yet ready to take the unit into full nationwide distribution due to production capacities and other considerations. Instead, the plan is to introduce the unit and its game cartridges into the top 12 to 15 markets (such as Los Angeles, Chicago, etc.) gradually over the first six months of 1986. The first of these markets will be California, with shipments due to begin at the end of January. This means that our California readers can expect to start seeing the system in stores during February.



**CES Plans**

Because completely nationwide availability of the system is still many months away, Nintendo will not be at this month's CES in Las Vegas. They will be at the Summer CES (Chicago in June) when their system will be approaching full distribution. Nintendo is attempting to avoid creating a large, early demand that cannot yet be satisfied--the kind of demand that can make potential customers angry when they have to wait too long for something they have been promised. (We know exactly what they mean. How many times have gamers been frustrated by advertisements for products that weren't available, perhaps weren't even fully programmed, or worse yet, were never to be released at all?) We applaud Nintendo's restraint and good sense. In the meantime, while all of our readers await their chance to see the Nintendo system for themselves, we expect to be able to review the unit soon.

**Game Software Sightings Reported**

Bill Sommerwerck of Pennsylvania, one of our biggest game collectors, has called us to report that KayBee Toy Stores has gotten in a pretty fair amount of Atari's *WATERWORLD* for the 2600 at a price of \$10.00. He also saw a very small quantity of *JUNGLE HUNT* for ColecoVision under the Atari's brand name. If you are interested in purchasing either title, don't waste a second-look for your nearest KayBee store and buy what you want. You may have quite a bit of trouble locating *JUNGLE HUNT*.

**Desktop Organizer & Communications for Amiga**

Electronic Arts is quickly adding to its Affiliated Label Program, with *MaxiSoft* being the latest company to sign on with their Amiga productivity software.

**Desktop Organizer**

*MAXIDISK* is a desktop organizer with six different utilities: notepad, appointment calendar, alarm clock, electronic phone book, calculator, and keyboard helper which is a reference list which gives instant access to special keyboard characters. The suggested retail is \$69.95.

**Terminal Program**

*MAXICOMM* allows the Amiga owner to tap into the world of CompuServe, Dow Jones, the Source, or communicate with a friend. Featuring automatic dialing and hangup; built-in phone book, parity settings, and a baud rate adjustable from 300 up to 9600, it supports Hayes and other compatible modems. This program will link easily with other computers including the Macintosh and IBM and retails for \$49.95.

**New for Commodore 64/128**

Access is not about to leave C64/128 owners out of their plans. New titles include LEADER BOARD, a one- to four-player pro golf simulator and game which a company spokesman describes as having "the same realism as BEACH-HEAD II," including sophisticated animation and electronic speech synthesis. Also to be shown are THE INSIDE STORY, an educational package about human anatomy, and a professional-quality, machine language development system and assembler/editor designed to work on both C64 and C128.

**Speed & Utilities for Commodore 128**

Access will also be showing MACH 128 at CES. It's an updated enhancement package for C128 owners which crams a lot of desirable features into a \$49.95 bundle of cartridge and disk. When plugged into the expansion port of the C128, the cartridge automatically senses whether a 1541 or a 1571 disk drive is connected to the system and which mode the computer is in. The cartridge is said to speed program loading up to 700% with the 1541 drive, while allowing programs to load from the 1571 drive at "burst speed" (nearly instantaneous loading). Other handy features of the cartridge include a mode selection switch for selecting native 128 or C64 emulation mode and a reset switch to allow for "warm starts" without turning the computer off and on again. The disk that rounds out the MACH 128 package includes a disk organizer and catalog program, two monitors, and a BASIC +4K program for an added 4 kilobytes of transient memory area in the BASIC workspace. MACH 128 would seem to be a more useful choice for the C128 owner than any of the earlier speed-up programs.

**Robots and Computers Get Together at Multibotics**

Rounding out what promises to be a very interesting CES display, Access will be showing soon-to-be-released products from Multibotics, Inc. This new company will be offering a line of robotic and scientific experimenter/construction kits compatible with Amiga, Apple, Atari, and IBM personal computers. Access developed the robotic operating system and driver software for the kits, and they will be responsible for marketing and distribution of the Multibotics line. The four kits to be shown at CES include hardware and software for projects in electrical and electronic measurement and comparisons, digital audio recording and playback, computer-controlled robotics, time, temperature, moisture, noise, and light sensing and more. We promise a full report in our February issue!

**What's Up at Broderbund?**

One of many major companies that will not be seen on the CES floor this month is Broderbund Software. Recently named as one of America's fastest growing privately-held companies and widely respected for the quality of their software, Broderbund is an example of a company that no longer feels the need to display their wares at CES in order to attract new dealers and distributors. Programmers at Broderbund are currently hard at work on a number of conversions, including PRINT SHOP for Macintosh, ANCIENT ART OF WAR for Apple II, BANK STREET SPELLER for Commodore 64/128, and WHERE IN THE WORLD IS CARMEN SANDIEGO? for C64/128 and IBM PC/PCjr. (See Availability Update for projected release dates.) And surely no one will be surprised to learn that Broderbund's designers are already working on PRINT SHOP GRAPHICS LIBRARY #4, although no release date has been scheduled yet. And there is great news for Amiga owners: Broderbund's first Amiga program should be ready in March. Care to guess what it will be? PRINT SHOP, of course!

**New from Synapse**

Meanwhile, Synapse Software is working under the wing of Broderbund while maintaining its own programmers and label. In January Synapse will release an Apple II version of its spreadsheet program, SYNCALC, which has been quite successful in versions for Atari XL/XE and C64/128. (Atari 130XE owners note: the Atari version of SYNCALC has been recently upgraded to make use of the extra memory in your computer.) Progress on the Synapse line of Electronic Novels has been a little slow for gamers, but these kinds of programs do take time. MINDWHEEL, ESSEX, and BRIMSTONE are already available for Apple II, Atari XL/XE (2 disk drives), C64/128, IBM PC/PCjr, and Macintosh. The authors and programmers are now busy with RONIN, HOUSE OF CHANGES, and DEADLY SUMMER. All three are expected to be released during the second half of 1986, most likely in the order just named. Watch our Availability Update for more definite dates as they become available from Synapse.

**COMPUTER ENTERTAINER**

1985 AWARDS OF EXCELLENCE



**PROGRAM OF THE YEAR--ENTERTAINMENT**

- Atari XE/XL: KORONIS RIPT (Epyx & LucasFilm Game)
- Apple II: FANTAVISION (Broderbund Software)
- Macintosh: VIDEOWORKS (Hayden Software)
- Commodore: BEACH-HEAD II (Access Software)
- IBM PC/PCjr: ANCIENT ART OF WAR (Broderbund)



**PROGRAM OF THE YEAR -- PRODUCTIVITY**

- Atari XE/XL: HOMEPAK (Batteries Included)
- Apple II: THE WORKS! (First Star Software)
- Macintosh: CLICKART EFFECTS (T/Maker Software)
- Commodore: CAL-KIT (Batteries Included)



**DESIGNER OF THE YEAR -- ALL SYSTEMS (tie)**

- GARRY KITCHEN (Activision) for GAMEMAKER COMPUTER GAME DESIGN KIT (Commodore, Apple)
- STUART SMITH (Electronic Arts) for ADVENTURE CONSTRUCTION SET (Commodore, Apple)



**MOST INNOVATIVE PROGRAM -- ALL SYSTEMS**

- LITTLE COMPUTER PEOPLE DISCOVERY KIT - Activision (Commodore, Apple)



**BEST ADVENTURE/FANTASY (ALL-TEXT)**

- HITCHHIKER'S GUIDE TO THE GALAXY - Infocom



**BEST ADVENTURE/FANTASY (W/GRAPHICS)**

- KING'S QUEST II: ROMANCING THE THRONE - Sierra (Apple, IBM)



**BEST ACTION/ARCADE-STYLE GAME (ALL SYSTEMS)**

- KUNG FU: WAY OF THE EXPLODING FIST - UXB Software (Commodore)



**BEST STRATEGY/WARGAME (ALL SYSTEMS)**

- KAMPFGRUPPE - Strategic Simulations



**BEST EDUCATIONAL PROGRAM (ALL SYSTEMS)**

- BANK STREET STORYBOOK - Mindscape (Apple)



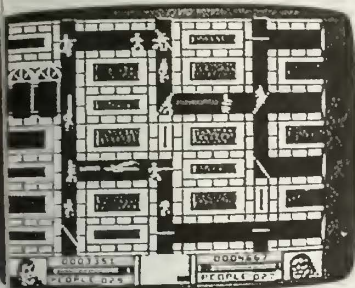
**BEST SPORTS PROGRAM**

(AWARDED BY COMPUTER CATEGORY)

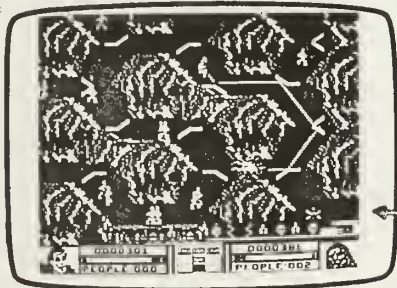
- Apple II: COMPETITION KARATE - Motivated
  - Macintosh: SIERRA CHAMPIONSHIP BOXING - Sierra
  - Commodore: SUPER BOWL SUNDAY - Avalon Hill
- (Note: due to strength of programs in this category, awards were broken down by systems)

Established four years ago, these awards are voted on by the staff and reviewers of COMPUTER ENTERTAINER, and are based solely upon the newsletter's discretion.

This has been the toughest year yet in choosing just a few programs as the award winners. The quality of programs this year has far outdistanced anything we have seen in the past with many of the non-winners strong enough to win in past years. There has truly been a tremendous leap in quality of the new generation of programs now available.



**SPERMAN THE GAME** (♦♦♦/♦♦♦) from *First Star Software* pits Superman against Darkseid, a new villain from DC, who threatens the entire universe. The player can choose to assume the identity of either Superman or Darkseid as you play against the computer or a friend. As Superman, you must use your heat vision, as well as the powers of flight, strength, and super breath against Darkseid, whose main weapon is his mastery of the "Omega Effect," enabling him to throw powerful beams from his eyes. In addition to using these beams against Superman, he also uses the beams to teleport citizens of Metropolis to his underground lair. There



several screens, involving different types of arcade action, beginning with Superman's flight between the buildings of Metropolis, fighting air currents and avoiding Darkseid's blasts. In the next screens, overhead views of the city, Superman's task is to save as many people as possible from Darkseid's clutches. Other screens include Darkseid dropping bombs from his plane, attempting to bomb the city and force the people underground while Superman attempts to "punch" the bombs before they reach the ground. You'll find underground where the battle continues through a series of screens depicting the caves below the city. Within these caves, Darkseid continually tries to hit Superman with his powerful eye beams. Superman must avoid those hits as he attempts to hit Darkseid with his heat vision. Within the cave maze screens, there is a billiard-like effect as the bombs bounce off deflectors placed among the cave walls. There are three levels of difficulty with six "core" game screens (three within the streets of Metropolis, three within the caves), and five interactive transition screens in which the two are large animated Superman and Darkseid figures. The interactive screens engage the two characters in various battles, in which each is trying to drain the other's strength. The winner is determined by either all the citizens of Metropolis having been rescued or captured (depending on which character you're playing), or if your opponent uses up all his strength.



*Fun for Arcaders*

There is quite a bit of varied action for the arcade lover as there are various skills needed to make it through the game. The ability to play either character in the one-player version also adds some variety. The graphics are quite good--you'll immediately recognize Superman in his red cape; and the transition screens where the characters are much larger have especially good graphic quality. This game is definitely for arcaders who love the "shoot-'em-up" variety of action. With all the adventures and strategy games coming on the market, this one is actually refreshing for those of us who like to test our quick reflexes! (one player; two-player simultaneous; joystick; reviewed on C128--will also run on C64; coming for Apple and Atari computers) Recommended (MSR \$29.95)

*Activision Sneak Previews*

At press time, Activision designers were working feverishly on about five "sneak preview" titles, of which three or four will probably receive their public debut at CES. Typically, even the management of the company won't know exactly which titles will be shown until a day or two before the show, so we will not have details for you until our post-CES February issue.

*Lots of Conversions*

In addition to the sneak previews, Activision will be showing a few new programs and a bevy of conversions and enhancements of existing titles. (Check Availability Update for projected release dates.) Atari XL/XE owners can look forward to **THE MUSIC STUDIO** and **GAMEMAKER**. (The latter title will not be shown at CES. It has been postponed to an indefinite date, but we have been assured that it has definitely NOT been cancelled.) Commodore 64/128 titles will be limited: only **ALTER EGO** (reviewed in this issue) and re-issues of **CREATIVE FILER**, **WRITER**, and **CALC** (part of Activision's acquisition of the Creative Software line). Apple II versions of **GAMEMAKER**, **ALTER EGO**, and the three Creative productivity titles will be on display, along with **ALTER EGO** on the Apple Macintosh. IBM PC/PCjr/Tandy 1000 owners can enjoy **IIACKER**, **ALTER EGO** and **Gamestar's GOLF** (working title only). **CREATIVE FILER** and **WRITER** will be re-released in IBM format. Both **SPACE SHUTTLE** and **THE MUSIC STUDIO** will be shown in considerably enhanced versions for IBM, promised to have new features not available in earlier versions of these programs for other systems. For example, **THE MUSIC STUDIO** for IBM works with the computer and an attached **MIDI** (Musical Instrument Digital Interface) instrument.

*Atari ST and Amiga*

Activision is also adding to their line for Atari ST (**MINDSHADOW** and enhanced **MUSIC STUDIO** with MIDI provision) and Amiga (**BORROWED TIME**, **GAMEMAKER**, and enhanced **MUSIC STUDIO** with MIDI). **IIACKER** is already available for both machines, as is **MINDSHADOW** for Amiga. Also in the works for Amiga, although it may not be shown at CES, is the **LITTLE COMPUTER PEOPLE DISCOVERY KIT**. Soon Amiga owners can coax the little person living in their computers to come out and play, as so many Apple II and C64/128 owners already have!

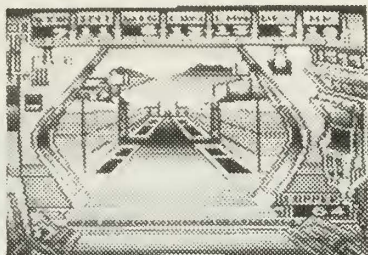
*Just What Is This "CES" Anyway?*

Twice a year you'll see numerous references to "CES" in *Computer Entertainer*. Sometimes we forget that some of you have no idea what we're talking about! The initials stand for "Consumer Electronics Show," a mind-boggling and foot-punishing exposition of the latest in electronic gear for home use. For over 30 years, CES has been the place for distributors and dealers to see what's new in home electronics. Held in Las Vegas in January and Chicago in June of each year, CES is not open to the public. Since 1982, we have been your eyes and ears at CES, reporting on the exhibits relating to computers and video games. (Other products shown at CES include video recorders and cameras, satellite TV systems, compact disc players, car stereo, robots, telephones, alarm systems--just about anything related to consumer electronics that you can think of.) Now you know!



**ALTERNATE REALITY: THE CITY** (♦♦♦♦/4 Atari, ♦♦♦♦1/2, ♦♦♦♦1/2/♦♦♦♦ C64) is a role-playing fantasy *Paradise Programming* for *Datasoft*. Designed to be

the first of seven unrelated ALTERNATE REALITY games, THE CITY begins on the Atari with an awesome combination of striking visuals and other-worldly music as you are kidnapped by an alien spaceship. Continuing the story, the ship heads into a star-strewn space as you head to the Alternate Reality theme song are



played on the screen. Finally, you're deposited in a room whose only exit is a portal to the "City of Xebec's Demise." As you pass through, spinning numbers are frozen, allotting amounts of stamina, charm, strength, skill, intelligence, wisdom, hit points, and coins of the realm to your character. (The opening sequence is abbreviated in the C64 version. There is no theme song, and graphics are less spectacular. Although the sequence is pretty enough, seeing the Atari version first guarantees a bit of a let-down on the C64.)

**Atari Version Has Graphic Edge**

The Atari version holds a graphic edge over the one for C64 all the way through, although the game itself is virtually identical on both systems. And a fine game it is, whichever version you play. The features of the City are viewed from a first-person perspective as you wander the streets, entering shops, inns, smithies, banks, taverns, healers, and guilds. It's easy to get lost (purchase a compass as soon as possible), or lose all your money or get killed if you stray too far from the town square when you're new to the City. And you have to watch out for encounters with evil creatures, especially at night or in the rain. There are one-way walls and secret doors, treasure to be found, and hints to be learned from the signs in taverns and other business establishments. Then there are cursed weapons, magic potions, spells, and even hidden entrances to areas that are part of subsequent ALTERNATE REALITY games. Trying to find your way out of ALTERNATE REALITY and back to your home planet is not going to be easy! But anyone who enjoys role-playing fantasy games will find this one a very entertaining experience. (Solo play; Joystick & keyboard; Pause; 2 double-sided disks.) Atari XL/XE and C64 versions reviewed; also available for Apple II. Recommended. (MSR \$39.95, except for Apple at \$49.95)

**Computer Entertainer's Bulletin Board**

For just over eight months, Computer Entertainer has been reaching for just the right combination of hardware and software to present an on-line service for our readers. We have finally settled on a software program called LET'S TALK, written for Apple II and Apple III. Writer Steve Russ has nicely created a Data Board concept, which allows for a true two-way telecomputing. We can put reviews, previews, new sales, gossip, and a great deal more, on-line for those who are interested.

**The Hotline**

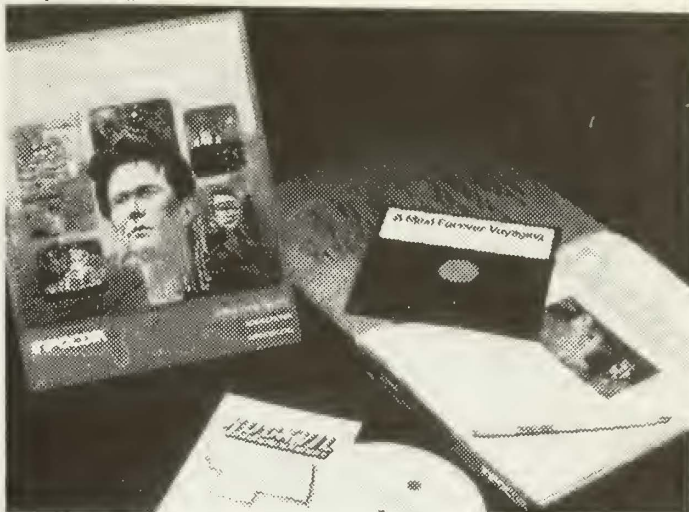
We have named our system THE HOTLINE, and it runs 24-hours-a-day, 7-days-a-week, at (818) 766-6442. There are two "levels" for callers, the first of which is Level A, which is accessible to all callers.

The second level, Level B, requires a password for entry. If you would like to have full entry, simply log-on, go to the WELCOME file in Level A and request a password. If you are a subscriber, please leave your subscriber number (the last four digits of your mailing label), in the comments area when you request your password.

**Computer Entertainer On-Line**

We soon hope to be able to put a major portion of Computer Entertainer on-line for you. And, as a subscriber, you can soon check out the monthly newsletter as it is being written!!

Give us a call and let us know what you think!



**A MIND FOREVER VOYAGING** (NA/♦♦♦♦) is called "Interactive Fiction Plus" by *Infocom* for its greatly increased vocabulary and ease of communication. (This comes at a price, however, since the program runs only on computers with at least 128K RAM.) Written by Steve Meretzky, this story of the 21st century casts you as PRISM, the world's first truly sentient computer. Society in the United States of North America, and indeed the entire world, seems to be on a downward spiral. (Take all of the worst that is happening in today's world, magnify it many times, and that is the dreary picture painted in this scenario of the year 2031.) Enter the Plan for Renewed National Purpose, the drastic solution proposed by one Senator and a group of society's leaders. Everyone wants to believe the Plan will work, but there is only one way to be sure. PRISM will embark on a simulation of the future, ten years hence, to test the effects of the Plan. Now YOU are the mind of that sentient computer on a mission to save humanity from itself.

**Life As a Computer**

Being a computer, you (as PRISM) can operate in any of five different modes: Communications, Library, Interface, Sleep, and Simulation. Of these, Simulation is the most similar to other interactive text games because you can move around and manipulate objects in the environment. This is the mode where the structure of the Plan is tested: PRISM essentially records the future as it would be after enactment of the Plan. Other modes allow PRISM to explore databases for information (very useful), rest its mind, and interact with other devices. Puzzles are kept to a minimum in this program where exploration of the future is the key, and the visions are fascinating. The concept of the program is riveting--perhaps because it's so totally believable. Science fiction fans will barely come up for air once they become immersed in this game. (Solo play; Keyboard.) Available for Amiga, 128K Apple II, Atari ST, IBM PC/PCjr, 512K Macintosh. Recommended. (MSR \$44.95)

**Clever Holiday Greetings**

Among the joys of the season for us at COMPUTER ENTERTAINER is receiving unique Christmas cards from software manufacturers. This was an especially good year, and we'd like to share two of the best. A crew of strange-looking characters who seemed to have stepped out of the imaginations of Infocom's interactive fiction writers graced the front of that company's card. The message: "In our kingdom, it's customary to celebrate near the close of the year with feasts, dancing, gift-giving, and wishes of peace and goodwill. May the holidays in your realm be just as merry." The card is very...uh...Infocom!

Another greeting was on disk, enclosed in a folder advising us to "Deck the Halls with Random House Software." The disk featured "Peanuts" characters in an animated group of scenes: Snoopy atop a house strung with lights and snow falling all around, then Snoopy coming down the chimney to direct Sally, Linus, Charlie Brown, and Lucy swaying in time to Christmas songs. We loved it!

### Sierra Expands Number of Titles & Systems

Of all the companies without a booth at CES, Sierra may have one of the most crowded hotel suites based on the sheer number of new titles and conversions scheduled for 1986. (Please check Availability Update for specific release dates.) Sierra will be filling some gaps in their software line by making a number of existing titles available for more systems. For example, conversions of Sierra's Walt Disney Personal Computer Software titles to be available in 1986 include DONALD DUCK'S PLAYGROUND (Apple II, Atari ST, IBM PC/PCjr) and WINNIE THE POOH IN THE HUNDRED-ACRE WOOD (Amiga, Atari ST, IBM). WINNIE THE POOH will be Sierra's first program for Amiga, spurred by demand from Amiga owners and development funding from Walt Disney Productions. A new addition to Sierra's Disney line in 1986 is GOOFY'S WORD FACTORY (Apple II, Commodore 64/128, IBM).

#### KING'S QUEST and Beyond

Those who delight in role-playing games, especially the kind that feature beautiful graphics, will find something to look forward to in Sierra's 1986 schedule. Conversions include KING'S QUEST (Amiga, Atari ST), KING'S QUEST II (Amiga), and BLACK CAULDRON (Amiga, 128K Apple II, Atari ST). Plans to convert these titles for the Commodore 128 have been dropped, at least for the near future. According to a Sierra spokesman, there were some programming difficulties because "that extra 64K [in the C128] has a lot of strings on it." The two KING'S QUEST programs have developed a very devoted following among fantasy gamers, and we're told that Sierra has received quite a few calls asking about the availability of KING'S QUEST III, even though the title hadn't even been announced! However, Roberta Williams is working on KING'S QUEST III for 1986. It probably will not be ready before September, but at least the announcement gives fantasy gamers something to look forward to. Meanwhile, the KING'S QUEST II design team is also working on a new role-playing fantasy, STAR QUEST, said to be a satire of popular science fiction movies such as *Star Wars* and *Close Encounters of the Third Kind*. This will be Sierra's first adventure to feature a lot of humor.

#### ULTIMA II Might Be Scarce

The rights to ULTIMA II from Sierra have reverted to the designer, Lord British (Richard Garriott), and his own company, Origin Software. As a result, Sierra will stop production of all versions of ULTIMA II at the end of March, 1986. Consider yourself warned, dear readers. If you don't already own this game, don't procrastinate! Although ULTIMA II might again become available through Origin Software at a later time, there's no way to predict when that might be. ULTIMA I went out of production some time ago, and it has become virtually impossible to find.

#### Replacement for ULTIMA II

Sierra intends to fill the void created by the loss of ULTIMA II with THE POWERS OF SEVEN, the beginning of a series of role-playing adventures that will run only on computers with a minimum of 128K RAM. Initially set to be available for Atari ST and IBM, Sierra promises a game that will be "graphically spectacular" and full of new features to make adventuring more fun. For example, there is a "leash spell" that allows you to add an animal to your party for a short time, and combat information will be more specific. (A "combat window" will tell you exactly where on the body your character was hit, giving you the opportunity to make better choices in the next round of combat.)

#### Boxing and Chess

Sierra entertainment releases for 1986 will be rounded out by the conversion of SIERRA CHAMPIONSHIP BOXING for Apple II, and a brand-new chess simulation. KEMPELEN CHESS has been battling it out with Hayden's SARGON III in Europe for several months, with the Sierra game the apparent victor, so they've decided to release it in the U.S. for C64/128 and Atari ST. (We were told that CHESS may be Sierra's last release for C64.) Productivity and Business Programs

Sierra's popular word processing program, HOMEWORD, has been upgraded with a built-in, 35,000-word spelling checker. The new program will be known as HOMEWORD PLUS (Apple II, C64/128, IBM). (The Apple II version of HOMEWORD PLUS runs under ProDOS and supports all the new Apple hardware, including the 3-1/2" UniDisk.) Sierra's productivity line will expand in '86 with the addition of SMART MONEY (\$69.95 for Apple II and IBM). This home finance program will compete with existing programs such as HOME ACCOUNTANT (Arrays/Continental), MANAGING YOUR MONEY (MECA), and DOLLARS AND SENSE (Tronix/Monogram). SMART MONEY from Sierra is designed to interface with HOMEWORD, HOMEWORD PLUS, and HOMEWORD FILER. Moving from home finances to those of small business, Sierra is about to complete the

MacOneWrite accounting series with Receivables and General Ledger modules, along with a Payroll Package designed to work with the three MAC ONE-WRITE module. Sometime in January, all three modules (Cash Disbursement, Receivables, General Ledger) will be available as a \$595.00 bundle, representing a \$150.00 savings over separate purchase of the three modules. PC ONE-WRITE (IBM) and ST ONE-WRITE (Atari ST) along with Payroll Packages for these systems will be ready during the first half of 1986.



#### New Computer Furniture from Bush

A number of our readers have begun asking about furniture for their computer set-ups (after all, how long can you leave it on the dining room table?), and we've just come across a new line from Bush which is quite attractive. Called the O Artisan Collection, the furniture is constructed of solid oak and oak laminates. The desk (50" wide by 29" deep work surface), has a list price of \$199.95 while the printer stand \$159.95. The hutch, which is placed on top of the desk, also retailed at \$199.95.

#### Mindscape Plans

In addition to recently released programs such as RACTE for Macintosh, Mindscape plans to preview three new titles

**THE AMERICAN CHALLENGE: A SAILING SIMULATION**, for Apple and IBM, will allow two players (it can be also played by one player) to race either at the same location using direct connect cables or in different locations using modems. A match race competition will pit the top eight sailors against each other to win a trip to Australia

#### Race Horses Too

**DICK FRANCIS' HIGH STAKES**, an interactive text adventure for Apple and IBM users, puts you in the role of wealthy English horse owner who is being cheated in a sinister plot. Based on the book by the popular mystery writer, Dick Francis, you'll gamble your money, reputation and life as you try and uncover the plot to cheat you.

#### More Bond

In **JAMES BOND 007 GOLDFINGER**, as Bond, you'll have to prevent fiscal disaster in an interactive text adventure based on the classic Goldfinger movie. Also planned for Apple and IBM, the program, as well as the others, will list for \$39.95. (See Availability Update for projected release dates on all three programs.)

#### BACK ISSUES AVAILABLE...

Don't miss out on all the great back issues! We've been covering the computer and dedicated game field for five years. Most issues are still available (none left of Vol 1 #1,2,3). Send \$2.00 for each back issue you want. Buy six or more, and they're just \$1.50 each. Make certain you have a complete set!



**MOVIE MAKER** (♦♦♦1/2♦♦♦) adds yet another "construction set" to the Electronic Arts product line. This is really an expanded and improved version of a computer animation program first released in 1982 by Interactive Future Systems, Inc. Although it seems less revolutionary than when it first appeared, MOVIE MAKER is still capable of inspiring creativity and providing many hours of entertainment.

**the Studio**  
The program is set up like a movie studio, where your job is producer. Your crew includes the Stage Manager, Art Department, Director, Cameraman, and Soundman. Working with different members of your crew, you create and polish your movies in the four main sections, or "Rooms," of the program. The Composing Room is where you create background scenery and draw the shapes you will be using in your animations. (You may also modify existing shapes or backgrounds that are provided on the program disks.) In the Recording Room, shape and background files are transformed into animation files, and music and sound effects are added. (The Atari version allows up to four audio tracks, the Commodore up to three; the Apple version has no provision for sound.) At any point, you can look at the "rough cut" of your movie. When you're satisfied with what you have created, add titles and remove flickers in the Editing Room. Then it's on to the Screening Room to view your completed masterpiece at any of several speeds. If your epic won't fit within the 300-frame limit (338 on the Atari), you can chain files together and use a videocassette recorder to make a longer movie.

**Program Resources**  
Along with a number of files containing ready-to-use shapes, backgrounds, and sounds, MOVIE MAKER also provides you with a selection of completed movie files, including three holiday featurettes by cartoonist Gahan Wilson (an exploding birthday cake, a demonic Christmas scene, and an appropriately macabre Halloween skit). These movies can be studied for pointers or re-worked and customized. It's also possible to copy a few specified files from the master program disk so that you can create a disk with a boot routine and your own movies, allowing you to lend your movies to a friend who doesn't own MOVIE MAKER.

**Parents Creative Play**  
Youngsters with an interest in art and animation will probably get the most enjoyment from this program, although they may need a little help initially. Teens and adults will have an easier time with the mechanics of the program. All three versions share an ability to foster creative play, but there is more visual appeal to the Atari and Commodore versions. Due to system limitations, color selection and graphic resolution are less pleasing in the Apple version. For the Atari, this is the best program of its type that we've seen. However, Apple owners interested in animation should also check out Broderbund's "Fantavision," which C64/128 owners should look into "Garry Kitchen's Animation Maker" from Activision. (Solo use; Joystick & keyboard & Joypad on Apple; 2 disks.) Atari XL/XE, C64/128 & Apple II versions reviewed. (MSR \$32.95, except Apple at \$39.95)

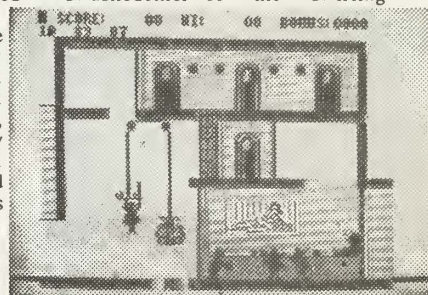
**EUROPE ABLAZE** (♦♦♦/♦♦♦♦) is a strategic wargame from the Australian design team of Strategic Studies (Roger Keating, Eric Baker, and Ian Trout), marketed through the Affiliated Label program of Electronic Arts. This program offers just about everything you could possibly want in a strategic game of air warfare. Covering a variety of scenarios during the air war over England and Germany from 1939 to 1945, the game provides a multi-level challenge for one to twelve players. The three main scenarios are "Their Finest Hour" (Battle of Britain, August 10 to September 4, 1940), "Enemy Coast Ahead" (Bomber Command strikes by night over Germany, July 23 to August 10, 1943), and "Piercing the Reich" (8th Air Force turns the tide, February 3 to 26, 1944). Roles of Allied or Axis Commander-in-Chief may be taken by a human player or the computer in each scenario. Additional roles of Allied or Axis Air Fleet Commanders are also available to either human or computer players. The C-in-C issues orders and directs the offensive in a global sense, while the Air Fleet Commander controls a more detailed portion of the offensive. If you really want to stay busy, you can take on six roles at once (C-in-C plus five Commanders). There are day and night bombing missions planned twice each day, including choices of targets, speed, course plots and allocation of strike forces. Changing weather can foil your plans. And once you become familiar with World War II operations, you can take advantage of the included Game Kit to create variations of the existing scenarios and

even original campaigns.

**Easy to Learn**

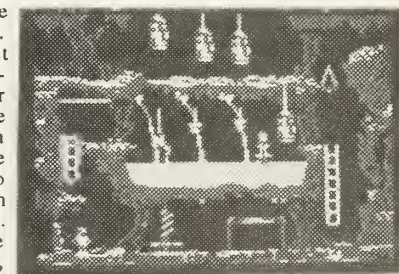
Although it is no less complex or deep than others of its type, EUROPE ABLAZE manages to be a whole lot easier to approach and learn than many such wargames, mostly thanks to its tutorials. Once you make your way through the tutorials, which takes about 30 to 40 minutes, you will have a very clear understanding of the structure and operation of the game elements. From that point, it's a matter of gaining experience in the tactical and strategic aspects of World War II air warfare. This is truly an excellent program that is very carefully and lovingly designed. It would be virtually impossible for a devoted wargamer to grow tired of EUROPE ABLAZE, with its wealth of variations and opportunities for creative play. (Solo play; up to 12-player competitive and/or cooperative play; Keyboard.) Apple II and C64 versions reviewed. Recommended. (MSR \$49.95)

**ZORRO** (♦♦♦1/2♦♦♦) seems the perfect character to star in his own game. This 20-screen action-adventure from Datasoft (now owned by H-P Software Productions) features the famous masked swashbuckler of the swirling cape and slashing blade. His mission is to rescue the beautiful young lady who has been kidnapped by the wicked Sergeant Garcia. Nothing deep, mysterious, or cosmically significant here--just good, honest action and lots of fun. Zorro leaps and climbs, runs and slashes swords with Garcia's guards as he moves



through the screens. The scenery is just what you'd expect: a small village of sun-dried adobe buildings. Within those buildings and beneath the ground there are many objects to be found and used in Zorro's quest. And while Zorro is branding bulls, finding his way beneath the graveyard, restoring stolen mission bells, and trying not to drown in a well (among other adventures), the familiar theme music of the "Zorro" TV show sets the mood. (The music can be turned off, if desired.) ZORRO offers the gamer a rousing blend of action and puzzle-solving with good animation and colorful graphics. (Solo play; Joystick; Pause; Disk.) Atari XL/XE and C64/128 versions reviewed; also available for Apple II. Recommended. (MSR \$29.95, except Apple at \$39.95)

**THE GOONIES** (♦♦♦1/2♦♦♦1/2) is another action-adventure from Datasoft (now part of H-P Software Productions), and it is, of course, based on the



Steven Spielberg movie of the same name. However, this is not just another action adventure. The very clever twist in this one is the use of two on-screen characters that must be used cooperatively to solve the puzzles in each brightly colored setting. The two Goonies are controlled one at a time, but the test for the player is to discover how they can work together to make it through the screen. There are eight screens, each representing a scene in the movie, and the background music is "The Goonies R' Good Enough." The question is, are YOU good enough to avoid all the bats, flying skulls, terrible traps, and mean Fratellis while you figure out how to solve the puzzles? We felt pretty smug after making it through the first screen, but it gets a lot more difficult from that point on. Fortunately there's a demonstration routine when you first boot up the game, or we never would have seen the pirate ship at the end of the game! THE GOONIES will keep you both frustrated and well entertained, testing your puzzle-solving abilities along with your joystick skills. And the cooperative use of two characters is just the right original touch. (Solo or 2-player alternating; Joystick; Pause; Disk.) Atari XL/XE and C64/128 versions reviewed; also available for Apple II. Recommended. (MSR \$29.95, except Apple at \$39.95)

**MOEBIUS** (◆◆◆◆/◆◆◆◆) by Greg Malone is a graphics-oriented, role-playing fantasy that stretches the limits of adventuring. The innovation of the game is not surprising, really, since this program is from Origin Systems (marketed under the affiliated label program from Electronic Arts). At one level, MOEBIUS is an Ultima-style adventure, a quest for the Orb of Celestial Harmony. Kaimen, a Warlord of the East Wind, has stolen the Orb from Moebius the Windwalker, profoundly disturbing the formerly peaceful land of Khantun. As the newest disciple of Moebius, your task is to travel the four elemental planes of Earth, Water, Air, and Fire to free the Holy Ones of Moebius, defeat the evil Monks and Kaimen himself, and finally recover the Orb. Your travels through these four planes are difficult, fraught with climatic changes (earthquakes, heat waves, torrential rains, rockslides). Graphics are somewhat three-dimensional in this main portion of the game, with your character represented by a Ninja-like, black-hooded head. There are friendly people with whom you can communicate, but evil creatures and wild animals are everywhere. The setting is Oriental, so the magic in the game has undertones of Eastern mysticism. Among your weapons are Shurikens, the metal stars that are part of the Ninja's arsenal. Even the scoring is in tune with the theme, using the Oriental symbol of yin and yang to keep track of your Karma.

**Martial Arts Combat**

At another level, MOEBIUS is a beautifully animated game of martial arts combat. As in most adventure games, your character encounters others who insist on fighting. Rather than watch little stick figures collide, though, you get to really control large figures in sword and karate combat. (Half of the regular game screen disappears during combat; it is replaced with two well-animated fighters.) The action sequences are superb, requiring a combination of joystick expertise and tactical sense. (Our resident martial arts expert proclaimed the moves in the fight sequences to be "beautifully accurate.")

**A Monster Hit**

What do you get when you combine a role-playing fantasy of excellent depth and quality with a smoothly animated martial arts combat game? Given the huge popularity of both game styles, how can MOEBIUS be anything less than a monster hit? Once the word gets out among game players--and the word is too good not to get out--MOEBIUS could be the best seller Origin Systems ever had. (Solo Play; Joystick & Keyboard; 2 double-sided, 64K disks.) Reviewed on Apple II; coming for C64/128. Recommended. (MSR \$59.95)

**PRINCE**, from Baudville, brings color images to your Apple printer via a package which includes software, four special transfer ribbons, and a kit which has a paper selection, envelopes, label/ sticker stock, and cloth test patch for transfers.

Once you boot-up the disk, you'll need to setup your particular configuration (listing of compatibles at the bottom of review), and a Print Activity Menu will appear. From that menu you can choose to go to one of five sub-menus. The first, *Pic ture*, is just that. You can load your favorite picture from a clip art disk (such as the Print Shop series) and edit it by changing its size or adding text. You can also load different text fonts and format



new data disks. Once you're happy with your picture, you can choose to print it. The *Transfer* menu works the same way, but the image is *flipped* for ironing on a t-shirt, etc. The *Cards* menu allows you to design a greeting card, while the *Labels* section lets you print picture labels, bumper stickers, etc. Finally, once you become highly proficient, you can choose the *Expert* menu where you can control all facets of cropping, density of print, rotate, and much more.

**Printing--a Test of Patience**

Obviously, a program such as this requires a bit of patience as you learn how to use the four color ribbons. It's certainly not a fast process, as your picture must be printed "four" times with you changing the ribbon between each run-through. If your printer has reverse linefeed, the process isn't too difficult; however, if your's doesn't have the feature (the Epson MX-80, for instance), you must manually rewind the paper to the top of your image between each ribbon color. That will try the patience of all but the most

sure-handed. However, the instructions are pretty good and "practice makes perfect."

**Fun for the Family**

This is a program/accessory which is fun for the family work on together. There's a great deal of satisfaction when transfer is printed out by the kids and Mom or Dad irons onto their t-shirt to show-off at school. In fact, your biggest expense could be all the t-shirts you'll have to buy to put a those personalized pictures and messages on! (designed for Apple II+, IIe, IIc with at least 64K with the following printers: Epson MX-80, RS-80, FX-80; Imagewriter, DM, C.Itoh 8510/Prowriter, 8510SC, NEC 8023 with most popular printer interface cards. Supports B&W, green, and RG monitors and one or two disk drives) Recommended (MSR \$69.95)

**THE EIDOLON** (◆◆◆◆/◆◆◆◆1/2) is a trip into the pit from Lucasfilm Games and Epyx, a first-person to through a maze of caverns with a time machine (the Eidolon as your vehicle. This is a conversion for Apple II of the game released earlier for Atari XL/XE and Commodore 64/1 computers.

**In the Caverns**

Within the chambers of the fractally generated cave graphics lurk many strange creatures, sparkling jewel multi-colored fireballs, and a single dragon per level. Awakening the dragon and defeating him is your ticket to the next level. As you gain experience in traveling through the caves, avoiding or battling creatures, and capturing jewels and fireballs, you become more aware of the importance of sound and color clues that are crucial to your success. It's a time-stressed battle to accomplish the necessary tasks before the Eidolon's energy reserves give out and you are returned to the lab above the caves. THE EIDOLON is an action and adventure game that requires a good sense of direction (there's no time to make maps) and an alert mind. Graphics are superbly realistic, giving you a sense of actually traveling through the caverns. Even the musical accompaniment is considerably better than usual for the Apple. Best of all, THE EIDOLON is just plain fun to play (Solo play; Joystick; Pause.) Apple II version reviewed. Available for Atari XL/XE and C64/128. Recommended. (MSR \$39.95)

**THE BLACK CAULDRON** (◆◆◆◆/◆◆◆◆) is the latest 3 animated adventure from Sierra, the makers of "King's Quest" I and II, and it's really something special! Based on the Walt Disney movie of the same name, the game has you searching for the Black Cauldron which contains a cruel and evil king. Many years ago, he was captured and thrown into the cauldron because it was the only thing strong enough to hold him. But before he was captured, that king declared that whosoever should find the cauldron would become all-powerful. In a classic struggle between good and evil, you must find the cauldron before the Wicked Horned King does. And your quest is hindered by the need to protect Hen Wen, the pig that can see into the future. If the Wicked Horned King manages to find Hen Wen, he will then be able to find the Black Cauldron and unleash its destructive wrath upon the world.

**Aimed at Kids**

This game is unique among graphics-and-text adventures in that almost all commands are activated by the joystick. Want to open a door? Just approach it and push a button. Want to feed a pig? Simply approach and push a button. The mode of interaction couldn't be easier to manage, and the commands have been reduced to a bare minimum. This is for good reason, because the designers wanted this game to be attractive to kids and not present them with the frustration of figuring out how to "talk" to the game. I don't think this lessens the program's appeal to those of us who are more sophisticated about adventure games because it doesn't. The music, bright colors, charming characters, and beautiful scenery make this an excellent adventure for the young or the young-at-heart (don't you just love cliches). I recommend it highly. (Solo play; Joystick.) Reviewed on IBM PCjr; coming for Amiga, 12 Apple II, Atari ST.

Recommended. (MSR \$39.95)

--Patrick McGrath

S.A.A.F. (♦♦♦♦♦) is one of the latest wargame strategies from Strategic Simulations (SSI) with the scenario taking you to Nazi Europe covering the period of August 1943 to the end of the war. The gentlemen of the S.A.A.F. (United States Army Air Force) attempted very dangerous missions where they braved the daytime skies over Nazi Europe in order to accomplish precision bombing. Of course, the daytime exposure also was high risk as they flew amidst flak and enemy fighter fire. In this simulation, there are several phases as both sides (you can choose to play for the USAAF or Luftwaffe) have morning briefings, target assignment for the USAAF, Luftwaffe deployment, and combat phase. There are three different time periods to choose from, as well as the choice of a short game or campaign. The short game, ending after one month of combat, can be best won by choosing one industry to go after (the rubber industry) as opposed to a campaign situation where you will go after several industries in order to win the war. Clever use of your patrol planes, escort fighters and, as the Luftwaffe, choosing the target cities to concentrate your flak, will all factor in. As the campaigns rage on, new weapons become available to you at the same times they were actually developed during WWII. By playing the German side, you can actually accelerate the availability of new aircraft by converting aircraft factories.



**Another Involved Simulation**

Once again, designer Gary Grigsby (who has also brought us *Carrier Force*, *Kampfgruppe*, and others), has come up with a very tough, but highly realistic wartime simulation. There are countless ways to approach the game, and the detailing of information and action is the stuff the wargame players love. Typical of SSI programs, you can save your game in progress to rejoin the battle later. Overall, this is a fine wartime simulation for advanced players. (one player; two-layer simultaneous; reviewed on Apple but also available for Atari and Commodore computers) Recommended (MSR \$59.95)

**Beam Big On Promotions**

Beam plans to be at C.E.S.; however, they won't be showing any new product. Instead, they will be introducing contests and promotions.

**Another Bow Mystery**

The author of *Sherlock Holmes: Another Bow*, Peter Golden, has written a small mystery in pamphlet form. This mystery

can be found in many software stores around the country in the Spiral Mystery Display. Take the pamphlet home (you do not have to purchase the computer program), solve the mystery, and send in your solution prior to March 15, 1986. There will be a grand prize drawing from among the winning solutions with the lucky winner getting an all-expense paid weekend in Boston.

**Rebates Continue**

Beam will also be continuing their \$5.00 rebate offer on their programs through the middle of January. The Parsiply Medical Diet program will receive a special discount from January 15th through March 31st with a "Spring Sale" promotion which is also a \$5.00 rebate.

**POWERPRINT** from Strategic Software is a printing enhancement utility for ADAM including many features originally left out of the SmartWriter program which are common in most other word processing programs. Used in conjunction with (not alone) SmartWriter, the program can be used only after loading SmartBasic. If you haven't already created a SmartWriter file using PowerPrint, you must choose the option to do this. Creating a SmartWriter file with PowerPrint amounts to saving a carriage return in BASIC so that when you actually use SmartWriter to type your document and then reload PowerPrint, the program will be able to read the format of your text.

Once you've typed your document and loaded PowerPrint, you will be presented with a menu that gives you five options: 1) Create SmartWriter File; 2) Print SmartWriter File; 3) View Disk Directory; 4) View Data Pack Directory; and 5) Exit from PowerPrint. The program gives you fourteen changeable options including right justification, margin width, line spacing, etc. making it easy to print your document in the format you've chosen. It is also possible to insert various commands into the text which will allow you to do much more with your ADAM printer. By inserting the "@" character followed by a two-character letter code, it's possible to center your text, use different line widths, change daisy wheels, add headers and footers, and more.

**Improves SmartWriter**

PowerPrint is an improvement for ADAM owners who are tired of SmartWriter's shortcomings. Ideally, though, the program should have allowed a feature allowing other printers to be hooked up to ADAM (I have personally used it with my EPSON and it works; however, it takes the printer's 100 cps down to ADAM's 10.5 cps and doesn't print bi-directionally). All in all, it does fill the bill as an improvement over the SmartWriter alone. (available from Strategic Software, 424 East John St., Lindenhurst, NY 11757) (MSR \$24.95) ...Joe Blenkle

**HOMEWORK HELPER: MATH WORD PROBLEMS**

(NA/00001/2) from Spinnaker Software is just the right piece of software for students in grades 7-12 who have difficulty solving word problems in math. Translating the words of such problems into the required number computations can be frustrating, even for kids who are quite competent at the calculations themselves. This program is divided into three sections that build skills systematically. The tutorial covers various types of word problems (distance, mixtures, etc.) and helps the student translate them into equations. The second section builds on the tutorial by giving the student practice in breaking down and solving word problems. Questions, prompts, and hints make the process easier. The third section allows the student to enter his or her own homework problems and receive prompts and questions leading to step-by-step solutions. A built-in calculator can even help with the actual solving of the resulting equation, and the steps of the solution process can be printed out. This is an invaluable piece of software for any junior high or high school student. (Solo use; Keyboard.) Reviewed on Apple II; also available for C64/128 at \$32.95. Recommended. (MSR \$39.95)

**New VOICE MASTER Technology to Debut**

Covox, Inc., will debut enhanced software for its popular VOICE MASTER speech system at CES.

The first area they will address is environmental control whereby the user can control lights, appliances, and other electrical devices through voice control. The system will utilize the wireless remote control modules currently available through BSR, Radio Shack, and others. The user will be able to voice a command such as "lights on" with immediate response. This system would, of course, be a wonderful device for the handicapped.

Another item especially exciting for the handicapped is software for a VRK (voice recognition keyboard) which will allow the user to dictate words and have the computer respond to them as if they were entered directly from the keyboard.

**DR J AND LARRY BIRD GO ONE-ON-ONE** (◆◆◆◆/◆◆◆◆), the now-classic from *Electronic Arts*, has just made it to another format --the Macintosh--and it's better than ever! The premise is simple. Playing either in the one- or two-player mode, you can play either of the basketball legends and play against the computer or a friend. On offense, you attempt to move around your opponent and make the basket while on defense you attempt to block the shot and get the rebound.

**Greatly Enhanced**

We thought we were going to have to wait for the Amiga version to get the realistic sounds of the ball hitting the backboard, the squeak of tennis shoes on the boards, and the roar of the crowd. WRONG! The sounds of the Macintosh version give you the feel that you've walked into a real gym (now we REALLY can't wait to see the Amiga version). Electronic Arts has added a crowd in the background as well as an umpire who will blow his whistle and join the players on screen when there has been an infraction (offensive charging, etc.). This game gains a great deal of ease of play with the use of the mouse. We found ourselves with a much greater control than in past versions and were, within moments, making all sorts of fancy moves such as a run to the outside, jump, swirl and shoot! You've got to try a slam-dunk just so you can have the thrill of shattering the backboard! You'll find the four difficulty levels as in the other versions, as well as the 24-second clock, win by time or points, and built-in fatigue levels. This game is a real beauty and becomes the newest member of a strong library of sports-oriented games which have recently become available for Mac (one or two-player-keyboard must be used in two-player version; also available for Commodore, Apple, Atari, ColecoVision, IBM, coming for Amiga)  
Recommended (MSR \$39.95)

**HABADEX 2.0** from *Haba Systems* is the latest desktop management product available for Macintosh owners. This program features some highly useful, and easy-to-use functions as it integrates a database, appointment book and calendar, communications with automatic dialing, and print functions allowing you to design and print your own labels.

The DataBase feature uses the Macintosh to its best advantage as it works just like a flip-up address book. It's easy to design your files, as well as search for information you need later.

**Communications Features Good**

Normally, we're not too excited about automatic dialers. After all, it seems like a lot of work just to find a friend's phone number and dial it. However, this program, with its built-in telecommunications ability, is perfect to store phone numbers for CompuServe, Dow Jones, your favorite BBS's, as well as computer friends you "chat" with via computer. You can store automatic log-on procedures for up to eight different services, and you can store how you wish to dial them if any are long distance. In other words, if calling your favorite BBS is cheaper by Sprint or MCA, you can store the access numbers for automatic dialing whenever you wish. This is much more than just an electronic phone book!

The appointment calendar is set-up for easy use also with various ways to access the information. There's the "month at a glance," as well as a daily listing.

The last feature allows you to print mailing labels; however, these labels can be custom designed via a design grid allowing a great deal of flexibility. You can print the labels in zip code order, if you need that feature for bulk mailings. The label feature can also be integrated with MacWrite (versions 4.0 or later) and HabaWord, allowing you to personalize form letters.

Overall, this is a good, basic program with the kind of features than home computer owners can really use. We found the program clear, concise, and easy to use. Our only caution is there were several reported problems with earlier versions of this program, although it appears the programs have been overcome. (modem required for auto dialing)  
Recommended (MSR \$99.95)

**MOVED???**

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

**Miles Release Mac the Knife 3**

Miles Computing is following up its earlier clip art success with the release of MAC THE RIPPER (Mac the Knife Vol. 3). In addition to new clipart, it promises display fonts inspired by various comic book artists of the 60's and 70's.

**Entertainment Software Coming**

MAC WARS, written by the designer of Harrier Strike Mission and MacAttack, is planned for an early '86 release as well as FUSILLADE, a shoot-'em-up arcade game. These programs will be covered within our pages as soon as we receive the product. By the way, due to some changes Apple people have made within the Mac, OVERLORDS have been put in indefinite hold until it's decided whether it's worth the additional expenditure to rewrite the game work on the current Macintosh's coming out of Apple.

**WIZARDRY: PROVING GROUNDS OF THE MA OVERLORD** (◆◆◆◆/◆◆◆◆) from *Sir-Tech* is a meticulously re-programmed version of one of the best of role-playing fantasies. This version for Macintosh was 3 years in development, and every minute of that time was well-spent. This is the very same game that has caused many an Apple or IBM owner to forego food and sleep, but it's even better on the Mac because the machine's special capabilities have been utilized to the fullest. Lots of windows, plenty of useful commands in pull-down menus and the ease of mouse control put more information on the screen than in the other versions. More information on the screen means less time shuffling through the manual and more fun for the player.

**The Story**

Just in case you're not familiar with the story (you've been visiting Mars, perhaps?), the Proving Grounds of the MA Overlord, Trebor, consist of diabolical mazes full of monster treasure, and that arch-fiend, Werdna the Evil Wizard. Werdna skulks about in the deepest reaches of the mazes clutching a magic Amulet that belongs to Trebor, and the Overlord wants his Amulet back. (He also wants to conquer the world, but that's another story.) Foolhardy adventures that you are, you keep gathering parties of up to six to explore and loot the mazes. Trebor keeps an eye on the adventurers, hoping that they will grow in strength and stature, so that he can enlist them in his Elite Guard. And he really gets lucky, they might even find his Amulet. (See play; Keyboard & mouse.) Reviewed on Macintosh; also available for Apple II and IBM PC/PCjr.  
Recommended. (MSR \$59.95, except Apple II at \$49.95)

**A Friendly Mac Group**

One of the friendlier user groups we've learned about recently is one for Macintosh owners, a LA Mac based in Los Angeles. *Computer Entertainer* was invited to a recent meeting scheduled as a showcase for games on the Mac, and we're always ready to play! (We brought HACKER and MINDSHADOW before they were released, so a LA Mac members got an advance look at them.) Then we ran Ron Bastone, club director and editor of their newsletter, when he and our Review Editor, Celeste Dolan, were the guests on the Christmas edition of the Famous Computer radio show. For Mac owners interested in a group that's friendly and not highly structured with layers of bureaucracy, a LA Mac is a club worth checking out. They have two to three meetings a month and sponsor a public domain software library, a monthly newsletter, and a discount program at five area Apple dealers. They also produced a 13-exhibitor trade fair in Hollywood and plan a larger exposition this spring. Write a LA Mac at P.O. Box 27429, Los Angeles, CA 90027 (phone 213-462-2860).

**MicroProse Sneaks New Versions**

There will be sneak demos in the MicroProse booth as they plan to show an Atari ST (uncompleted) version of their strategy seller, SILENT SERVICE. Another demo which should be popular and running is an upcoming Amiga title, GUNSHIP. Last, but certainly not least, there may be a "Top Secret Project" unveiled which will be shown if the program's designer feels there's enough to show.



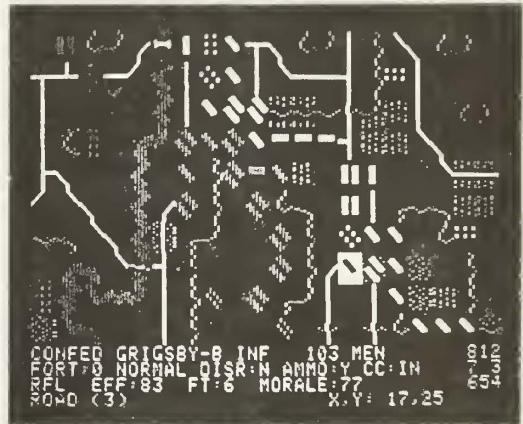
**SPELLBREAKER** (NA/◆◆◆◆) by David Lebling for Infocom brings the "Enchanter" trilogy to a close, completing the story that began with ENCHANTER and was further developed in SORCEROR. Infocom classifies this one as an "Expert Level" interactive fiction, and they're not kidding. SPELLBREAKER contains the most complicated puzzles found in the "Enchanter" series, and we would advise you not to tackle this one until you've solved the first two.

**The Maturing Magician**  
In ENCHANTER, you were a novice caster of spells who met the challenge of defeating the evil warlock, Krill, thus earning a seat in the Circle of Enchanters. In SORCEROR, you gained further powers as you sought and found Belboz the Sorcerer, leader of the Guild of Enchanters who was trapped in an evil spell. In SPELLBREAKER, you have become the new leader of the Circle of Enchanters at a most crucial time in your land, which is totally dependent upon sorcery. Magic is failing. Spells don't always work the way they should. The task of discovering and destroying the source of the chaos is yours alone. You set off from the Guild Hall, leading behind your fellow Guildmasters who have all been turned into amphibians, to chase the shadowy figure who seems to be the key to the disaster threatening your world. As you make your way through the magical universe, the puzzles and challenges are endless. And, for the first time ever in a game of interactive fiction, you will be able to add to the vocabulary of the story. (This occurs as you travel through portions of the story with completely identical rooms.) When you assign names to these rooms, the program will recognize your referring to them by these names.)

**Sher Joy**  
Infocom's interactive fiction writers just keep on bumping the barriers and stretching the limits. The entire Infocom product line is the most consistently excellent group of entertainment programs from any one company, and yet they keep getting better. SPELLBREAKER is sheer joy for those who love role-playing games. It's the perfect conclusion for the "Enchanter" trilogy, which can now join the classic "Zork" trilogy as a must-have for all fantasy gamers. (Solo play; Keyboard; Disk.) Available for Amiga, Apple II, Atari ST & XL/XE, C64/128, IBM PC/PCjr, and Mantosh. Recommended. (MSR \$49.95, W/Atari XL/XE, C64/128 at \$44.95)

**KAPFGRUPPE SCENARIO DISK 1 Ships**  
SSI has just shipped the first Scenario disk for its popular KAPFGRUPPE (this year's Strategy/Wargame winner from Computer Entertainer), the tactical-level combat game set in the Russian Front between 1941 and 1945. Five new maps are included in this disk. The first, BRIDGEHEAD, finds advance German units racing to cross the river, capture the road hub in the town, and save the last unblown bridge. PAPER THRUST finds the German Commander trying to capture a town in the middle of the map where there are already Soviets in place. EAGLE'S NEST is a Soviet assault on a Nazi bastion while INFERNO is a German assault on a Soviet urban center. BERLIN recreates April 28, 1945 when the Soviets made an assault on Berlin's perimeter defended by the 20th Motorized Division. The disk is available for Commodore, Apple, and Atari computers. (MSR \$19.95)

**BATTLE OF ANTIETAM** (◆◆◆/◆◆◆1/2) from *Strategic Simulations* (SSI) takes us back to the bloodiest day of the Civil War--September 17, 1862. In this simulation for beginners, intermediate, and advanced players, you can even set the computer to play both sides (a great way for the beginner to get a sense of how simulations work). Beginning with the first shot at 6AM, you take tactical control of either side. In the real battle, General Lee's men were outnumbered by more than 2 to 1 but still held off McClellan's men until nightfall when they slipped away. You can choose to play Union General McClellan and attempt to make the correct tactical decisions that escaped him--smashing Lee's army and winning the war. The effectiveness of the troops is measured by morale, fatigue, and number of men in the demi-brigades. Of course, the men of both armies carry the firearms actually issued at that time in history--muskets, pistols, carbines, etc.



**Down To The Last Detail**

There is tremendous detail to this simulation and the documentation is excellent with organizational charts, historical situation maps, and a 7-page piece on the history of that bloody day entitled, "ANTIETAM: Indecision's Triumph." It's good reading, terrific background for the simulation, and a brief history lesson. We especially like the three levels of play so everyone can enjoy the simulation, regardless of your expertise and several menu options make it easy to step through the operation. All in all, this is a terrific simulation for all levels of gamers. (one player; two-player simultaneous; reviewed on Apple, also available for Atari and Commodore computers) Recommended (MSR \$49.95)

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## ATARI COMPUTERS

**DECEMBER**  
 x-Movie Maker (EA)  
**JANUARY**  
 Battle of Antietam (SSI)  
 Beachhead II (Acc)  
 Raid Over Moscow (Acc)  
 U.S.A.A.F. (SSS)  
**FEBRUARY**  
 AcroJet (Mic)  
 Ballyhoo (Inf)  
 Music Studio (Act)  
 Software Golden Oldies (EA)  
 Spy vs Spy Island Caper (FS)  
 Superman the Game (FS)  
 World's Greatest Football (Epy)  
**FIRST QUARTER**  
 Fight Night (Aco)  
 Gamemaker (Act)  
 Hardball (Aco)  
**SECOND QUARTER**  
 Conflict in Vietnam (Mic)  
 Crimson Crown (Pen)  
 Frank & Ernest's Adv (Pen)  
 Gunship (Mic)  
 Oo-Topos (Pen)  
**THIRD QUARTER**  
 Margaritaville (Pen)  
 Romo (Syn)  
**FOURTH QUARTER**  
 Breaker (Syn)  
 Deadly Summer (Syn)  
 House of Changes (Syn)

## ATARI ST

**DECEMBER**  
 x-Hacker (Act)  
 x-Kings Quest II (Sie)  
**JANUARY**  
 x-A Mind Forever Voyaging (Inf)  
 Black Cauldron (Sie)  
 King's Quest (Sie)  
 x-Sorcerer (Inf)  
 x-Spellbreaker (Inf)  
 Winnie the Pooh in 100-Acre Wood (Sie)  
**FEBRUARY**  
 Ballyhoo (Inf)  
 Mindshadow (Act)  
**MARCH**  
 Donald Duck's Playground (Sie)  
 Kempelen Chess (Sie)  
 Powers of Seven (Sie)  
 ST One-Write (Sie)  
**JUNE**  
 Alternate Reality: City (DS)  
**FIRST QUARTER**  
 Flight Simulator II (Sub)  
 Music Studio (Act)  
 Silent Service (Mic)  
**SECOND QUARTER**  
 GATO (Spe)  
 Frank & Ernest's Adv (Pen)  
 Orbiter (Spe)  
 Payroll Pkg for ST One-Write (Sie)  
 Phantasia (SSI)  
**THIRD QUARTER**  
 King's Quest III (Sie)  
 Margaritaville (Pen)  
 Star Quest (Sie)

## COMMODORE 64/128

**DECEMBER**  
 x-Bard's Tale (EA)  
 x-Fight Night (Aco)  
 x-Goofy's Word Factory (Sie)  
 x-Homeword Plus (Sie)  
 x-Imagic Football (EA)  
 x-Jet (Sub)  
 x-Kampfgruppe Scenario 1 (SSI)  
 x-Mach 128 (Acc)  
 x-Quake Minus One (Min)  
**JANUARY**  
 Bank St. Speller (Bro)  
 Battle of Antietam (SSI)  
 Graphic Magician Jr (Pen)  
 P.S.I. Trading Co (Aco)  
 U.S.A.A.F. (SSI)

**FEBRUARY**  
 Alter Ego (Male)(Act)  
 Ballyhoo (Inf)  
 Conflict in Vietnam (Mic)  
 Goofy's Word Factory (Sie)  
 Gunship (Mic)  
 Kempelen Chess (Sie)  
 Oo-Topos (Pen)  
**APRIL**  
 Alter Ego (female)(Act)  
 Where in World is C. Sandiego (Bro)  
**JUNE**  
 Alternate Reality: Dungeon (DS)  
**FIRST QUARTER**  
 AutoDuel (Ori)  
 Commando (DE)  
 Gateway (Pry)  
 Inside Story (Acc)  
 Leader Board (Acc)  
 Moebius (Ori)  
**SECOND QUARTER**  
 Frank & Ernest's Adventure (Pen)  
 Moebius (Ori)  
**THIRD QUARTER**  
 Margaritaville (Pen)  
 Romo (Syn)  
**FOURTH QUARTER**  
 Deadly Summer (Syn)  
 House of Changes (Syn)

## COMMODORE 128

**DECEMBER**  
 x-Mach 128 (Sie)  
**FIRST QUARTER**  
 PerfectCalc (Com)  
 PerfectFilter (Com)  
 PerfectWriter (Com)

## AMIGA

**DECEMBER**  
 x-A Mind Forever Voyaging (Inf)  
 x-Catalog Product from Infocom  
**JANUARY**  
 x-Archon (EA)  
 x-Arctic Fox (EA)  
 x-Borrowed Time (Act)  
 Crimson Crown (Pen)  
 x-DeluxePaint (EA)  
 Deluxe Video Const. Set (EA)  
 x-Financial Cookbook (EA)  
 Flight Simulator II (Sub)  
 Marble Madness (EA)  
 x-MaxiComm (EA)  
 x-MaxiDesk (EA)  
 x-One on One (EA)  
 Radar Raiders (Sub)  
 Return to Atlantis (EA)  
 x-7 Cities of Gold (EA)  
 Skyfox (EA)  
 Software Golden Oldies (EA)  
**FEBRUARY**  
 Ballyhoo (Inf)  
 Oo-Topos (Pen)  
**MARCH**  
 GameMaker (Act)  
 Kings Quest II (Sie)  
 Print Shop (Bro)  
 Winnie the Pooh in 100-acre Wood (Sie)  
**APRIL**  
 Black Cauldron (Sie)  
 Deja Vu (Min)  
 Kings Quest (Sie)  
 Little Computer People (Act)  
**JUNE**  
 Alternate Reality: City (DS)  
**FIRST QUARTER**  
 Halley Project (Min)  
 Keyboard Cadet (Min)  
 Maserette (Scar)  
 Music Studio (Act)  
 Sargon III (Hay)  
**SECOND QUARTER**  
 Frank & Ernest's Adv (Pen)  
 OATO (Spe)  
 Gunship (Mic)  
 Orbiter (Spe)  
 Phantasia (SSI)  
**THIRD QUARTER**  
 Kings Quest II (Sie)  
 Margaritaville (Pen)  
 Star Quest (Sie)

## AVAILABILITY UPDATE

### APPLE II

**DECEMBER**  
 x-Battle of Antietam (SSI)  
 x-Eidolon (Epy)  
 x-Fourth Protocol (Ban)  
 x-Imagic Football (EA)  
 Lords of Conquest (EA)  
 x-Movie Maker (EA)  
 x-Moebius (Ori)  
 x-Racler (Min)  
 x-U.S.A.A.F. (SSI)  
 x-Voodoo Island (Min)  
**JANUARY**  
 Alter Ego (Male)(Act)  
 Championship Boxing (Sie)  
 Gamemaker (Act)  
 Graphic Magician Jr (Pen)  
 Hardball (Aco)  
 x-Homeword Plus (Sie)  
 x-Kampfgruppe Scenario 1 (SSI)  
 Law of the West (Aco)  
 P.S.I. Trading Co (Aco)  
 Raid Over Moscow (Acc)  
 SynCalc (Syn)  
**FEBRUARY**  
 Ballyhoo (Inf)  
 Conflict in Vietnam (Mic)  
 Goofy's Word Factory (Sie)  
 Gunship (Mic)  
 Oo-Topos (Pen)  
 Smart Money (Sie)  
**MARCH**  
 Alter Ego (Female)(Act)  
 Ancient Art of War (Bro)  
**JUNE**  
 Alternate Reality: Dungeon (DS)  
**FIRST QUARTER**  
 AcroJet (Mic)  
 American Challenge:  
 Sailing Simulation (Min)  
 AutoDuel (Ori)  
 Commando (DE)  
 Chns E. Lloyd Tennis (AG)  
 Dick Francis High States (Min)  
 Entrepreneur's Game (AG)  
 Escape (Ban)  
 Flight Simulator Scenery  
 Disk (Western Region)(Sub)  
 Forbidden Quest (Pry)  
 Gateway (Pry)  
 James Bond Goldfinger (Min)  
 Nine Princes in Amber (Tel)  
 Ogre (Ori)  
 Spy vs. Spy Island Caper (FS)  
 Superman the Game (FS)  
**SECOND QUARTER**  
 Frank & Ernest's Adventure (Pen)  
 Star Quest - 128k (Sie)  
**THIRD QUARTER**  
 Kings Quest III-128k (Sie)  
 Margaritaville (Pen)  
 Romo (Syn)  
**FOURTH QUARTER**  
 Deadly Summer (Syn)  
 House of Changes (Syn)

### MARCH

Alter Ego (Female)(Act)  
 Payroll Pkg-MacOneWrite (Sie)  
 Print Shop (Bro)  
**FIRST QUARTER**  
 Gemstone Warrior (SSI)  
 I Damiano (Ban)  
 InMotion (Ann)  
 King's Quest (Sie)  
 Lunar Explorer (Ann)  
 The Mist (Min)  
 Rendezvous with Rama (Tel)  
 Software Golden Oldies (EA)  
 Shadowkeep (Tel)  
 Skyfox (EA)  
 Telstar (Spe)  
 Temple of Apsahai Trilogy (Epy)  
 Voodoo Island (Min)  
 Winter Games (Epy)  
**SECOND QUARTER**  
 Frank & Ernest's Adventure (Pen)  
 Phantasia (SSI)  
 Ultima 4 (Ori)  
**THIRD QUARTER**  
 Margaritaville (Pen)

### IBM PC/PCjr

**JANUARY**  
 Adventure Construction Set (EA)  
 Alter Ego (Male)(Act)  
 Crimson Crown (Pen)  
 Decision in the Desert (Mic)  
 x-Homeword Plus (Sie)  
 Winnie the Pooh in 100-acre Wood (Sie)  
**FEBRUARY**  
 Ballyhoo (Inf)  
 Hacker (Act)  
 Smart Money (Sie)  
**MARCH**  
 Orbiter (Spe)  
 PC OneWrite (Sie)  
 Powers of Seven (Sie)  
**APRIL**  
 Alter Ego (Female)(Act)  
 Space Shuttle (Act)  
**JUNE**  
 Alternate Reality: City (DS)  
**FIRST QUARTER**  
 American Challenge:  
 Sailing Simulation (Min)  
 Black Cauldron (Sie)  
 Chns E. Lloyd Tennis (AG)  
 Dick Francis High States (Min)  
 Entrepreneur's Game (AG)  
 Great Intl Paper Airplane  
 Construction Kit (SS)  
 Hardball (Aco)  
 James Bond Goldfinger (Min)  
 Music Studio (Act)  
 P.S.I. Trading Co (Aco)  
 Temple of Apsahai Trilogy (Epy)  
 Ultima 4 (Ori)  
**SECOND QUARTER**  
 Payroll Pkg-PC OneWrite (Sie)  
**THIRD QUARTER**  
 Kings Quest III (Sie)  
 Romo (Syn)  
 Star Quest (Sie)  
**FOURTH QUARTER**  
 Deadly Summer (Syn)  
 House of Changes (Syn)  
 Where in World is C. Sandiego (Bro)

NOTE: Any program noted with an "x" indicates it has shipped prior to our going to print. May not be in national distribution yet, however.

## COMPANY CODES:

ACC - Access  
 ACO - Accolade  
 ACT - Activision  
 AG - Avant Garde  
 AH - Avalon Hill  
 AT - Atari  
 BAN - Bantam  
 BAU - Baudville  
 B1 - Batteries Inc.  
 BRO - Broderbund  
 CBS - CBS Software  
 COS - Cosmi  
 DE - DataEast  
 DS - DataSoft  
 EA - Electronic Arts  
 EPY - Epyx  
 FP - Fisher-Price  
 FS - First Star  
 GAM - Gamestar  
 GRO - Grolier  
 HAY - Hayden  
 IMG - Imagic  
 INF - Infocom  
 MIC - Microprose  
 MIS - Microsoft  
 MIN - Mindscape  
 ORI - Origin  
 PEN - Penguin  
 PRY - Priority  
 SCR - Scarborough  
 SIE - Sierra  
 SIL - Silicon Sftwr  
 SPE - Spectrum-Holobyte  
 SPN - Spinaker  
 SS - Simon & Schuster  
 SSG - Strategic Studies Group  
 SSI - Strategic Simulations  
 SIR - SirTech  
 SUB - SubLogic  
 SYN - Synapse  
 TEL - Telarium

# Subscriber Buying Service

Program	Cost	Sys/Format	Quantity	Total
Alter Ego--Male (Co*;Ap*;I*;Mac*)			28.80	_____
Alternate Reality (Co;At)			28.80	_____
Alternate Reality (Ap)			36.40	_____
A Mind Forever Voyaging (Am;Ap-128k; ST;I;Mac-512k)			32.90	_____
Battle of Antietam (Ap;At;Co)			36.40	_____
Black Cauldron (I;Am*;Ap*;ST*)			28.80	_____
Eidolon (Ap;At;Co)			28.80	_____
Europe Ablaze (Co;Ap)			36.40	_____
Fight Night (Co;At*)			22.30	_____
Fight Night (Ap*)			26.10	_____
Goonies (At;Co)			22.30	_____
Goonies (Ap)			28.80	_____
Habadcx 2.0 (Mac)			74.50	_____
Homework Helper-Math Word Problems (64k Ap,I--28.80; Co--24.90)				_____
Kampfgruppe Scenario #1 (Ap;At;Co)			14.80	_____
MaxiComm (Am)			36.40	_____
MaxiDesk (Am)			47.70	_____
Moebius (Ap;Co*)			43.60	_____
Movie Maker (Ap--28.80;At;Co--24.90)				_____
One on One (Mac;Am;Ap;At;Co;I)			28.80	_____
Prince (Ap--Epson series)			47.70	_____
Prince (Ap--Imagewriter, etc)			47.70	_____
Spellbreaker (Am;Ap;ST;I;Mac)			36.40	_____
Spellbreaker (At;Co)			32.90	_____
Superman the Game (Co;At*)			22.30	_____
Superman the Game (Ap*)			26.10	_____
Touchdown Football (Co)			28.80	_____
USAAF (Ap;At*;Co)			43.60	_____
Wizardry (Mac;I)			43.60	_____
Wizardry (Ap)			36.40	_____
Zorro (Co;At)			22.30	_____
Zorro (Ap)			28.80	_____

**ITEMS FOR PRE-ORDER (\*--see other side for explanation)**

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UPS: \$2.00 for 1st item, 50¢ ea  
addtl item (48 states). **POSTAL:**  
\$3.75 1st item, 75¢ ea addtl

**NOTE:** all computer prgms on disk unless noted.

**KEY:** \* = preorder; ct = cartridge; AM = Amiga; At = Atari XE/XL item (US/APO/FPO) CANADA:  
Ap = Apple II; Co = Commodore 64/128; I = IBM PC/PCjr; \$4.75 1st item, 75¢ ea addtl item.  
Mac = Macintosh; ST = Atari; CV = ColecoVision

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### *New Learning Software from Fisher-Price*

Fisher-Price will expand their children's educational software line with four titles: Peter Rabbit Reading, Prokofiev's Peter and the Wolf Music, Jungle Book Reading, and The First Men in the Moon Math. Both Reading and Music are designed for children ages 3 to 6, while Reading is for children 6 to 12 and Math is for players aged 9 to 12.

### *GATO To Amiga*

Spectrum-Holobyte will join many other companies preparing Amiga software as they are readying a version of their award-winning GATO for the new Commodore machine. Also feeling confident about the early signs of the Atari ST, they will also prepare an ST version of the program.

### *New Space Shuttle Simulator*

Moving from underwater with GATO, to far-off space, Spectrum-Holobyte is working on ORBITER for Macintosh. It's a three-dimensional, real-time space shuttle simulation, and conversions are planned for IBM, Amiga, and the Atari ST.

### *Synapse Ships Tax Program*

FINANCIAL INDEPENDENCE, a personal money management and tax estimation program, is being distributed by Synapse after being only available through mail order by Charles Schwab & Co. (through the mail it cost \$299.95; now it will retail for \$149.95). The program helps users prepare their federal income tax returns and automatically figure returns in several different ways.

In addition to preparing your tax form, the IBM-compatible program can help you track net worth, prepare stock holdings reports, and set savings goals.

### *Jumbo Lode Runner Contest*

In the world's largest video game category, Broderbund's **LODE RUNNER** was played at the World's Fair in Japan recently. A competition was played on Sony's Jumbo TV, which has a display area of 80-feet by 150-feet (100 feet larger than a 20-inch TV screen). The fifty contestants, chosen from 3,700 applicants from all over Japan, had 15 minutes of playing time on the jumbo TV to score as many points as possible. The winner, a 12-year-old boy, scored 12,750 points. The second-place 12-year old girl had 12,750 points with the 3rd-place 11-year-old girl garnering 12,750 points. How would you have fared?

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### \* - PRE-ORDERS on Non-Reviewed Product

We have had many requests from subscribers regarding the ability to pre-order, prior to release, programs which we haven't reviewed yet. This is especially true of those programs we announce as upcoming reviews on our Front Cover. Due to the amount of requests, we will honor ALL pre-orders, at the Special Subscriber Prices and ship the item(s) to you on the day of release! This way, you won't miss out on a popular title as the first stock sells out before you even know it's out! If you pay by bankcard, we will automatically figure the correct price. If ordering by check or money order, give us a call on our 800-number (1-800-22VIDEO) and we will quote you the correct pricing. **BE SURE TO GIVE THE OPERATOR YOUR SUBSCRIBER #** to insure you get the special pricing.

We don't want you to have to wait until a review appears on our pages before you can take advantage of your Subscriber Benefits.

### *New Toolkit for C64/128*

Epyx has just shipped **THE PROGRAMMER'S BASIC TOOLKIT**, an assembly language programming tool allowing the user to use simple BASIC commands. Special commands allow development of professional-quality application programs for home or business-use graphics. You can create high-quality graphics for game-playing and incorporate computer joystick functions into your program. It includes complete documentation as well as a Command Reference Card and will retail for approximately \$40.00-\$45.00.

Epyx has also entered into an agreement where they've marketed Microsoft Multiplan for the C64/128. Multiplan, a highly successful program for other computers, is a full-featured, professional-quality spreadsheet and financial modeling tool. Features include windows, linked worksheets, built-in financial, mathematical, and statistical functions, alpha or numeric sorting, and fast formatting. Retail should be in the area of \$50.00-\$60.00.