

**INCORPORATING  
HOME  
VIDEO  
MAGAZINE**

**\$1.95**

THE WORLD AUTHORITY ON HOME VIDEO

## CBS Labs Test Radio Shack VCR







## SPECIAL REPORT

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Bad Boy Penn: cutting remarks.

on comic books, and a scene of a girl identifying the boy who raped her, and they're nowhere to be found on the cassette. If the tape had cost \$39.95 I'd be furious, but at \$79.95 I am outraged. Why were these scenes cut?

Mike Gladson  
Knoxville, TN

**A** According to Thorn EMI, the cutting was done for the British release, and that's the version it released on video in the US, unaware of the cuts. Once the company discovered the problem, it released the complete version, a company spokesperson told us.

Thorn EMI will exchange your tape for a complete one. Write to its office at 1370 Ave. of the Americas, NY, NY 10019.

## USED BLUES

**Q** About a week ago I bought a prerecorded videocassette of MGM/UA's *My Favorite Year* at a local video store. When I got home and opened the plastic wrapping, it was evident to me that the cassette had been used for rentals. The blue Polaproof seal at the bottom of the cardboard box had been reattached, but in the wrong place. Furthermore, the cassette looked anything but new.

I returned the cassette and exchanged it for a new copy, without too much bickering, though the manager said that rental tapes could be sold as new. Is this legal?

M. Mancuso  
White Plains, NY

**A** Selling a used tape as new constitutes a deceptive sale, according to Gary Shapiro, chief counsel for the Electronic Industry Association.

Send your queries to:

**Hot Seat or Questions**  
Video Review,  
350 E. 81st St.,  
NY, NY 10028

Sorry, no personal replies.

If a store manager refuses to exchange such a tape, the buyer can contact the local consumer affairs officer.

## GAME GHOST

**Q** I have an Intellivision game console wired to an Amco switcher, along with my VCR and cable-TV lines. The problem is that I'm getting a ghost on the left side of the videogame graphics, but there's no ghost when I switch to the other sources. Any suggestions?

Tony Cariello  
Rosemead, CA



Since you say there's no ghost from the other video programming sources, the problem lies in the videogame-switcher connection. Assuming that you've already made sure that the cable is tightly connected at both ends, the cause of the ghost is probably within the cable itself. The cables that come with most game consoles are usually between six and eight feet long and are susceptible to interference—and this is undoubtedly what's creating that ghost.

Try coiling the excess and putting a rubber band around it. If that doesn't help, buy a new, shorter cable, preferably one that's shielded or well insulated. □

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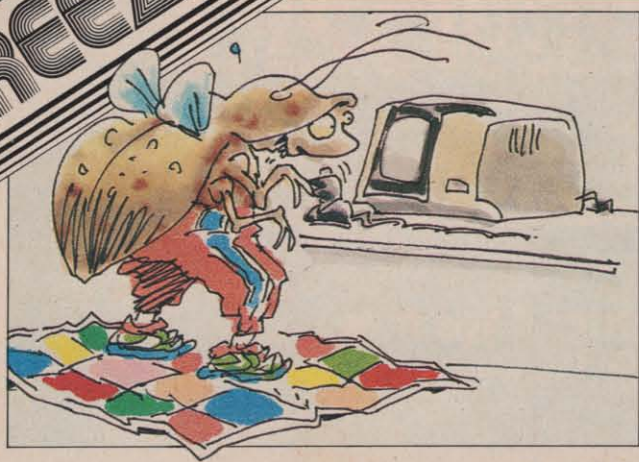
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# Aping video, Vader and DTV



## Compusize

In their ongoing effort to answer the burning question "Why does anyone need a home computer?" several software manufacturers have come up with packages that could be called Jane Fonda on a chip. Physical fitness—not something you'd normally associate with sedentary computer life—is the object of four new programs.

"Foot Craze" is a two-by-three-foot foam pad with five colored dots on it, reminiscent of the *Twister* game of days gone by. It attaches to an Atari VCS like a joystick, and under the dots on the pad are pressure-sensitive mechanisms very much like the fire buttons on standard joysticks. When the pad is used with the cart *Reflex*, the screen is divided into five colored squares and an insect jumps around from square to square. You must try to stomp out the bug by stomping on the appropriate colored dot on the pad. After a few minutes of stomping, you're sure to have worked up a nice little sweat.

On the flipside of the health-ware coin are two software packages intended to prevent you from working up a sweat. *Relax*, a "stress-reduction system" from game-maker Synapse (perhaps intended for use after a strenuous game of *Fort Apocalypse*), comes with a floppy disc, an audiocassette and a headband with three built-in sensors. These sensors measure the electrical activity in your muscles and plot the

results on a moving graph on your home-computer screen. The audiotape walks you through the program, teaching you how to relax. *Calmpute*, from Thought Technology, works in much the same way, but extracts data from your fingertips.

Both sound straightforward enough, but beware: If you're too good at relaxing, you may run into a minor difficulty—bottoming off the graph. While this can be compensated for, the first time it happens can be very stressful since, according to the computer, you appear to be dead. (A.R.)

## Department of Vindication

The controversy over who was the first to reach the North Pole, Dr. Frederick Cook or Robert Peary, has smoldered ever since

1909 when both made that claim. When CBS dramatized the case in *Cook and Peary: The Race to the Pole*, it looked like a particularly egregious example of television's tendency to see every controversy in good-guys-vs.-bad-guys terms.

Casting handsome Richard Chamberlain as Dr. Cook and grizzled old Rod Steiger as Peary, the show had the viewer rooting for Cook from the opening scenes. Peary came off as vain, pompous and glory-hungry, while Cook appeared unfailingly kind, generous and self-effacing. Moreover, the show followed Cook on his trip to the pole, as if to validate his claim, while it expressed doubt that Peary ever reached the pole at all.

A number of commentators, including one from *The New York Times*, criticized the show for its one-sided dedication to Cook's side of the story. Many reference books routinely cite Peary as the Pole's discoverer. Yet the show didn't even make a pretense of showing Peary's side. How typical of television's most manipulative tendencies, they said.

Actually, a look at the historical record indicates that the show, for all its seeming one-sidedness, stayed close to the facts. Although at the time Peary received the glory and Cook was vilified as a liar, today most Arctic historians doubt Peary ever

made it to the pole and believe Cook had much more right to the claim. Theon Wright, for example, in his study of the controversy, *The Big Nail*, concludes that Peary's story is "a myth." As for casting aspersions on Peary's character, the CBS show actually refrained from showing him in some of his less noble moments, such as the time he ordered several sick Eskimos out of his camp to perish in the snow for fear they would infect his men. (J.M.)

## Louie, Dewey 'n' Hughie Lewis

The harshest critics of the cable service MTV believe its music video clips, in which rock bands strike macho poses and celebrate



## DISNEY TELEVISION

violence, are pretty Mickey-Mouse. But how will these critics react when such cartoonish fantasies are acted out by genuine cartoons?

By this summer, the Disney Channel cable service will unveil DTV, a music video program which will blend rock songs with classic as well as new Disney animation sequences. There could be clips of Donald Duck paddling to Michael Jackson's "Beat It." Or Dumbo, wearing shades, doing Ozzy Osbourne's "Bark at the Moon." Childish themes for grown-up rock bands will become the grown-up stuff of children's cartoon characters.

Initially, 300 DTV clips of various lengths will be produced. The first will be of David Bowie's "Let's Dance."

A Disney spokesperson expects that many of the DTV clips will be available on home videocassettes, perhaps in the form of video singles, by the end of the year. (B.J.)





## After Betamax: taping still on trial

### CONGRESS TO STUDY TWO BILLS

By Lucy Huffman

WASHINGTON—VCR owners haven't heard the last of the matter, even though the Supreme Court may have handed down its decision in the Sony Betamax case in favor of home taping. The Motion Picture Association of America, the movie industry group, has been lobbying hard, and with some success, on Capitol Hill for support for two bills, either one of which would make home taping more expensive.

Most observers concede that at least one of the movie industry's proposals—adding a royalty to each blank tape and VCR manufactured—won't get too far. But another, an alteration of the "First-Sale Doctrine," may fare somewhat better—and it may do so very soon. Under this proposal, the First-Sale Doctrine would be changed to permit copyright owners more control over a movie, even after the first sale to a videocassette distributor. The net effect of the change, agree the experts, would be an increase in the cost of videocassette rentals.

According to Washington wisdom, however, time is probably too short for either of these two bills to become law any time soon, especially given the vagaries of election-year politics. Even so, the movie industry doesn't seem inclined to wallow in defeat. Already two new cases have been filed in California court, both of which are far broader than the Betamax case and seek to settle the legality of taping pay-TV channels, among other things. Some lawyers say that these cases could result in decisions less favorable to home tapers.

Time may be on home tapers' side. The more VCRs in American homes, the less likely politicians will make waves. (L.H.)



Pay for play: football may become pay-per-view.

## All Play on Pay For TV Sports Fans

By Seth Goldstein

NEW YORK—Sports fans may soon, of necessity, become cable-TV fans. More and more sports events are leaving broadcast TV for the cable, where the devoted rooster will have to pay

to watch. And we're not just talking about pro sporting events on basic cable, either. Sooner or later, most of the big college games are going to be seen only on some kind of pay-per-view service.

For a glimpse of this future,

consider recent moves by ESPN. Earlier this year, the mostly sports cable service bought up exclusive rights to show many of the basketball games of the Atlantic Coast Conference on a pay-per-view basis. Complaints and lawsuits from irate ACC fans forced ESPN to drop the last 11 of its planned 21 games, but executive Roger Warner vows it will be back, next time with the support of the Federal Communication Commission. The FCC confirmed ESPN's right to charge cable viewers extra for those games and to black out those who don't want to be billed. Says Warner: "It gives us some confidence in looking at the future and similar kinds of deals."

The latter could include college football if the Supreme Court voids the NCAA's control over scheduling, now a broadcast TV exclusive. In a suit that has worked its way up through the courts, several colleges want to be freed of NCAA constraints that prevent them from selling their teams' games to the highest bidders. A ruling in favor of the colleges appears probable.

The end result may be an additional price for America's Sunday football-watching besides that of broken marriages and overgrown lawns. (S.G.)

## VIDGAME GONERS: ONE SURVIVES

By Robert Gerson

NEW YORK—There's more bad news for videogame enthusiasts, but some rare good news too. One game system has gone to the grave, while another has received an eleventh-hour reprieve.

The bad news is the recent announcement by toymaker Milton Bradley that it has discontinued making Vectrex, the first home game system with a high-resolution monochrome X-Y display. Owners of the Vectrex system will not see any new games for the system. Milton Bradley's announcement came

within a month of the Winter Consumer Electronics Show in Las Vegas, where the company introduced a host of new acces-



sories for Vectrex, including a helmet with rotating goggles that produces full-color 3D images.

As of just before presstime, the future of the Intellivision game system was also in question. But a group of investors bought the game system from Mattel even as the company was giving signs it would discontinue it. Under the terms of the sale, Mattel will continue to produce software for the system—and for the three million game fans who own Intellivision modules—for a year. (R.G.)

Vexing: failed Vectrex.





Commodore VIC 20: 5K memory and a see-sawing fate.

## 20: VICtim Or VICtor

By Carl S. Kaplan

NEW YORK—Confusion must reign in the minds of Commodore VIC-20 owners. Last year, industry insiders speculated that Commodore would soon pull the plug on the VIC-20 (see Nov. '83 VR), leaving owners of the machine possibly in the lurch in regard to new software. But at the Winter Consumer Electronics Show last January, Commodore president Jack Tramiel announced that, despite the introduction of a new Commodore computer

(model 264, with built-in word processing) Commodore's entire line from the VIC-20 on up would remain intact. Added marketing vice president Myrdin Jones, "We'll continue to manufacture and market the VIC-20 as long as there is a market for it, and the market shows no sign of diminishing."

Shortly after WCES, however, both Tramiel and Jones abruptly resigned. Commodore chairman Irving Gould appointed a new president and declared that the company would delay the introduction of the model 264 until late 1984, leaving the future of the VIC-20 uncertain once again. (C.S.K.)

## CITIES' CABLE CUT

Woe is cable TV, forever shrinking. First it was the many programming services going kaput. Now, it seems, cable systems in some of America's biggest cities may undergo a drastic cutback in the quantity of services they offer.

The villain in this case is Warner Amex, which has suddenly discovered that it no longer has the cash to deliver what it promised to city cable viewers just a year or so ago. The first belt-tightening measure the company has taken is to eliminate the 90 minutes a night of interactive programs it had offered on its Qube network to its franchises in Cincinnati, Columbus, Dallas, Pittsburgh, Houston and St. Louis.

The measure that followed was to ask the city officers in Milwaukee (where it is building a cable system), Dallas and Houston to allow it to: cut the size of the 108-channel system in half; reduce the number of public-access channels from 18 to six; and drop the 12-channel service provided to subscribers free with the cost of installation. There is widespread speculation that Warner Amex will seek sim-

ilar concessions from New York, where the company has the franchise contract to build a cable system in particular portions of several of the city's outer boroughs.

City officers can either agree to the cutbacks or be faced with reopening the whole grab bag of bidding for the cable contracts all over again. Reopening the bidding in those areas in which the cable systems have yet to be built would likely mean viewers would have to wait far longer—perhaps years—for their cable service than they'd anticipated. (S.G.)

## Be-Here-Now Video: Play-Only VCRs

Some people like to watch the action but not necessarily tape it. For them, there's now the world's first true consumer model videocassette player (VCP)—or, to put it another way, the first VCR that can't record—which is on the way to the US from Japan's Funai Electric. It should be here this summer, but it won't be for sale, most likely, for some seasons to come.

In the US and Canada, the

## Teletext Torrent Ready to Turn On?

By Gary Arlen

WASHINGTON—Video fans anxious to receive teletext have had a long wait, but one that, at least in the major American cities, may soon pay off. Several recent developments will bring teletext closer to home:

- Panasonic, Quasar and Sony will soon begin selling teletext decoders in the New York, Los Angeles and Chicago areas. CBS and NBC will coordinate their electronic information and ad packages with the decoder introductions. The decoders will cost about \$900 at first and will work only with certain late-model component TV sets.

- There are strong hints that

would bring the price for being able to receive teletext down to only a few hundred dollars above the price of a conventional TV set.

- Visitors to the Olympics in Los Angeles this summer will be able to use teletext on KTTV (Channel 11), a Metromedia station, to look up late results from the games, find out about road conditions to the scattered events and even get tips about other area activities. Two hundred teletext receivers, made by Zenith and Sanyo, will be placed in public sites around L.A. as part of a test by Metromedia and other supporters of the World System Teletext format. (That format



Olympic hopeful: Sanyo's teletext receiver to post scores.

RCA will introduce teletext-compatible TV receivers—with the decoder integrated directly into the set, rather than as a separate add-on—as part of its 1985 product line, due out in a few months. Such a move

happens to be incompatible with the technology CBS and NBC are using, meaning that L.A. customers who buy a Sony, Panasonic or Quasar decoder won't be able to pick up the KTTV signal. (G.A.)



## PIRATE GAME PLOY?

The home-copying issue, recently settled by the Supreme Court as it relates to video time-shifting, is about to enter a new arena—home videogames.

A few weeks ago, an Oklahoma-based company called Texas Hi-Tek began offering a videogame "storage" device called Micro-Mate in parts of Texas. By inserting an original VCS-format cartridge into a slot on the side of Micro-Mate and pressing a button, the contents of the game are immediately entered into Micro-Mate's memory. A game fan can then play any game that is stored by plugging the dummy cartridge connected to the Micro-Mate unit into any VCS game console. Up to eight games can be stored in Micro-Mate at one time.

Bill Stewart, a Texas Hi-Tek executive, reports the company will begin nationwide shipments of Micro-Mate (which costs \$129) beginning in April. Asked if he thinks Micro-Mate is a tool that infringes on the copyrights of videogame publishers, he replied: "Our lawyers have researched the question and the answer is no. With Micro-Mate you can't dupe a cartridge and resell it. Our product simply stores programs in memory for replay later."

## Hi-D Ho!

True high-definition TV (HDTV), with 1,125 horizontal lines of resolution, may be a step closer if a new method developed by NHK, the Japanese governmental broadcaster, is the breakthrough it appears to be. Past proposals for sending high definition pictures required the use of at least two standard broadcast or cable channels. NHK says it only needs one.

In today's standard broadcasts, stations send 60 fields, or half-pictures, per second. The new NHK HDTV method uses the same frame-speed rate, but uses four fields for each picture. NHK says the high brightness that results from this system eliminates any flicker.

To transmit these pictures on only one channel, the NHK system only sent the non-white portions of the picture. (R.G.)

Last December, a second videogame cloner, Prom Blaster (sold by a Chicago mail order outfit), was taken off the market after Atari won a court injunction, pending judicial review of the copyright issue. Unlike Micro-Mate, Prom Blaster copies any VCS-type game onto a blank cartridge. "We're not going to let someone come along and copy our games illegally," says Atari spokesperson Bruce Entin. Replies the mail-order exec: "It's legal to make backup copies since game cartridges are subject to damage." (C.S.K.)

Call 1984 the year of living downloadingly. Several companies are putting forward means of transmitting computer and videogame software from central computer banks either into shoppers' homes or to their favorite video and computer stores. Here's a roundup of some of their plans:

—The recently announced joint venture between Atari and Activision to investigate software downloading to homes via the airwaves is on track. Atari execs say the two companies will begin testing their system in the first half of '84.

—Another direct-to-home software downloading scheme, this one using phone lines, is the venture between Coleco and AT&T. Coleco president Arnold Greenberg recently declined to comment on the venture's progress.

—Xante Corporation recently unveiled a machine to be used in computer stores that can program software titles onto blank ROM cartridges or floppy discettes. The Xante system can supply software for the Atari, Apple, Commodore 64, VIC-20 and IBM PC formats. The menu has 400 titles from which to choose. A computer dealer, by entering numbers on a keyboard and placing a blank cart or discette into a prom slot, loads a program for a shopper. The Xante machine also prints up a receipt with game instructions and a box label. The cost for a Xante-made program is comparable to current prices

*Romoxie: The second Romox Programming Terminal.*

## Info For Stay-at-Homes

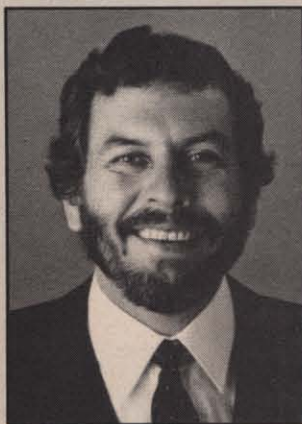
For videotex users, the American Express slogan may soon be altered to "Don't stay home without us." The financial services giant is plunging into videotex in a big way, preparing to offer at-home shopping, travel-planning, bill-paying, even insurance and stock brokerage, as well as such information as restaurant reviews, airline schedules, travel tips and business ideas, through various videotex and teletext systems around the US.

Working with hotel chains,

restaurants, travel bureaus and others who accept American Express cards and travelers checks, the company is also creating new systems to deliver travel, entertainment and business services to videotex customers.

Assembled under the name "Advance," the first AmEx services are now available to Viewtron videotex customers in southern Florida and later this year will go online to Times Mirror Videotex users in southern California. (G.A.)

## Fans to Get Games Down Home



*Cumma chameleon: Bushnell*

for software. The system's major advantage is that it gives consumers a potentially unlimited choice of programs at any one retail outlet. Xante says it will begin delivering its machine to selected stores this spring.

—A second new company is Cumma Corp., a startup opera-

tion funded by videogame pioneer Nolan Bushnell. At a recent convention, Cumma showed a software vending machine that also prints software programs on blank carts. In addition, Cumma also offers shoppers the opportunity to erase and reprogram software. Cumma officials say there are around 70 titles in the menu at present. The company will test-market its machine in selected stores in northern California this spring. Blank Cumma carts will cost \$18 to \$50. To load one program will cost between \$1 and \$10.

—Romox will also offer store owners a vending machine that erases and reprograms game carts. The Romox menu has 220 titles at present. The company says that it will bring out its system by spring and will have it in 2,500 stores by the end of the year. (C.S.K.) □





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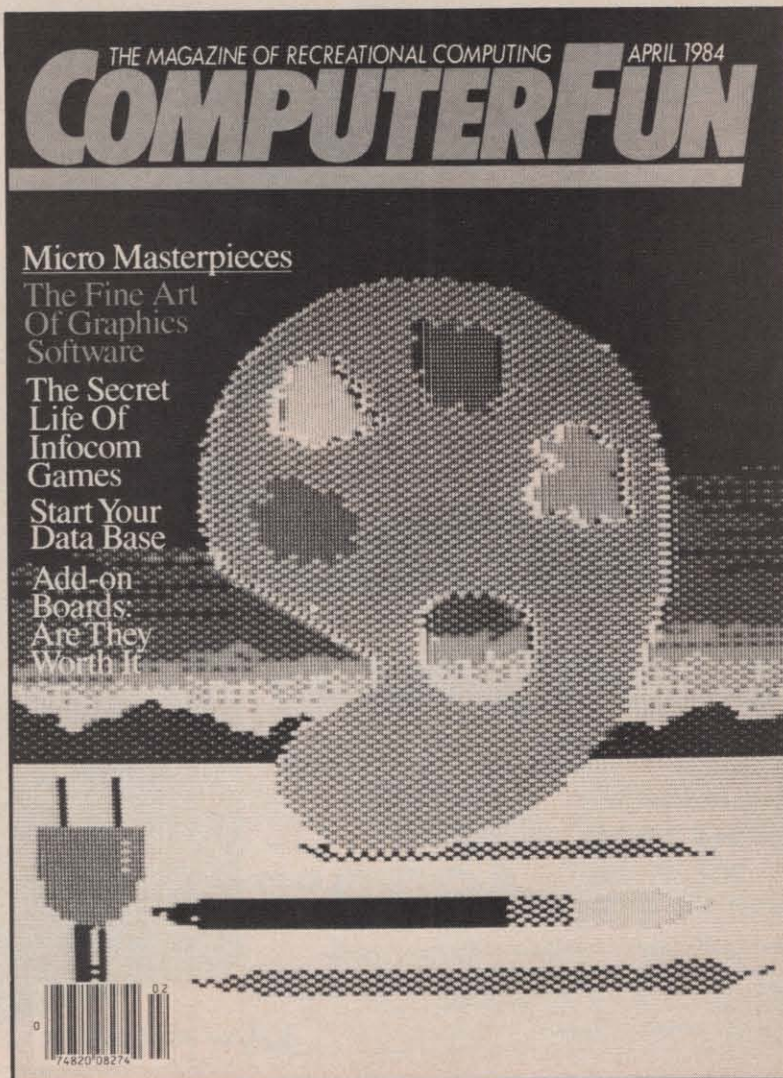
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# Jumping Joe, jogging memory

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*Murphy takes a bite out of the usual boredom of tutorials in Exploring the PCjr.*

## Personal

**EXPLORING THE PCjr** ★ ★ ★ ★  
Designed by Digital Learning Systems. (IBM, disc for IBM PCjr. Packaged with PCjr disc drive version.)

By Suzan D. Prince

This beautifully thought out introduction to the PCjr not only makes grasping the fundamentals of IBM's latest baby a snap, but actually lures the user to the keyboard with its jolly tunes, vibrant color and wonderfully folksy approach to learning.

Opening with screen credits ("IBM and Digital Learning Systems proudly present...") and a friendly "welcome," *Exploring the PCjr* takes owners on a half-hour adventure into the system's major functions. As the first instruction screens reveal, the program is divided into five chapters: a) Instructions for operating the program; b) The Keyboard; c) Disc Storage and Disc Operating System (DOS); d) BASIC Language and Programming; and e) Printers.

In the first chapter, you are shown how to use the Function (Fn) key and the Shift key, in conjunction with Page Up (Pg Up) and Page Down (Pg Dn) to move from screen to screen or from chapter to chapter (backwards or forwards). A lively snippet of music draws you into the first lesson, The Keyboard. Here, you are given an

overview of the keyboard in which it is graphically compared to a standard typewriter. Later, each key may be individually showcased by pressing it, and always, there is a graphic representation to reinforce the lesson—bravo! A miniword processing tutorial ("Funwriter") follows, allowing the user to become facile with Insert, Delete and other necessary keys.

In the Disc Storage and DOS section such information as how a disc drive captures and stores text is given. Although this could be easily learned from any written manual, Digital Learning Systems' constant use of colors and pictures succeeds in driving home especially vital points. For example, "Murphy the Caterpillar" (who is inclined to slink along the screen and take an occasional bite out of a mishandled discette, thus rendering it inoperable) aptly illustrates the need for proper discette care. In the last two chapters, computer graphics are put to even more fruitful use, with BASIC Programming vividly depicting the computer and its essential parts (input, output, processing, memory, and software), and Printers (a blatant commercial for IBM's graphics printer) showing a print head "printing out" the chapter.

All software developers should absorb Digital Learning Systems' approach to on-screen documentation. The program isn't syrupy—it's right for children and adults.

Hats off to *Exploring the PCjr*—if standards for disc tutorials need to be set, then this program should set them.

### THE EINSTEIN MEMORYTRAINER ★ ★ ★

Designed by Michael G. Samet, Ph.D. and Dov Rubin, Ph.D. (The Einstein Corporation, discs for Atari 800 and Apple II/II+ /Ile. \$79.95 Atari; \$89.95 Apple)

By Sheldon Leemon

For those of you who have yet to come up with a good answer to the question "Why did I buy a computer?", the Einstein Corporation has come up with a legitimate self-improvement application. Its *MemoryTrainer* program is designed to expand the user's memory power.

Designed by a psychologist, it uses an experimentally proven method of memory improvement. The basic concept involves associating a word or a number with a vivid visual image. For example, if you wanted to remember someone whose name was Bill, you might try picturing him with a dollar bill stuck to a prominent feature, such as his nose. Linking the name to this unusual picture makes it easy to remember. This simple concept can be extended so that you can link many images together to remember lists of things in a certain order.

The *MemoryTrainer* program includes five lessons on four disks. The lessons start with the relatively simple task of matching names to faces, and progress to methods for remembering lists of objects and numbers in order. Finally, these techniques are used to focus on the specific tasks of remembering important dates and phone numbers. Each lesson is divided into parts where you study the technique and memorize the images which you will associate with each name, number or date, and parts where you practice making the association. A *Memory Mix* game provides the ultimate challenge of matching faces with names, birthdays and telephone numbers.

### ABOUT THESE REVIEWS

To ensure that our critics' experience reviewing software parallels that of other potential users of the programs, all VR critics review software in their homes over a period of weeks.

Programs are reviewed in all formats available at presstime. When other formats are scheduled to become available after presstime, this is indicated at the end of reviews. Unless otherwise indicated, all software reviewed is supplied by its manufacturers.

#### RATINGS

★★★★ OUTSTANDING  
★★★ GOOD  
★★ AVERAGE  
★ BELOW  
AVERAGE



This package is well thought out and executed. The instruction manual is clearly written and so thorough that there is even a two-page index for the 28-page manual. More important, the program is laid out so clearly that there is little reason to refer to the manual. The only fault that I find with the *MemoryTrainer* is that it doesn't really make creative use of the computer's capabilities. An effective program.

### **SOOTHSAYER: THE ELECTRONIC I CHING ★ ★ ★**

**Designed by Issam Hassad.**  
(Warlock, disc for Apple II/II+ /Ile.  
\$39.95)

**By Abigail Reifsnnyder**

*Soothsayer* is a unique piece of software. It puts the ancient Chinese process of divination, the I Ching, on a modern, high-tech medium, the floppy disc. The mystic can now look for guidance from the computer's unflinching logic.

The way I see it, *Soothsayer* will appeal to two groups of people. The first group includes those who take the I Ching seriously, but find the divination process too complex and time-consuming. The second group is made up of computer owners who want to share the wonders of their computers with their friends, but find their friends are usually bored by spreadsheet and word processing programs.

I belong to the second group. I found it bizarrely entertaining to ask my computer about the future of my career. More bizarre still was the response: "The second line, moving, shows its subject like the crane crying out in her hidden retirement, and her young ones responding to her. It is as if it were said, 'I have a cup of good spirits,' and the response were, 'I will partake of it with you.'" If you know what that means about my future, you're a better person than I.

The program is one of the easiest to use that I've ever encountered, and seems to contain an enormous amount of (for lack of a better word) information. I'm giving it three stars not because it's a great program (it isn't, really), but because it's such a surprising and unique use of the silicon chip.

## **Games**

### **POGO JOE ★ ★ ★ ★**

**Designed by William F. Denman.**  
(Screenplay, disc for Commodore 64.  
\$24.95)

**By Robert Alonso**

*Pogo Joe* is no sloppy-joe kind of game. Rather it's a Q\*Bert clone that surpasses the arcade original in all the qualities that make a game lovable. Its graphics are unparalleled in any home computer game and its soundtrack distinguishes it even further.

*Pogo Joe* is a multicolor, hi-res jumping game that will keep your eyes glued to the screen and your palms sweating on the

joystick. You can choose which of the 64 different screens you would like to begin on or work your way through them all from the beginning. The player is represented on the screen by Joe, a cute little fellow equipped with a pogo stick. There are villains to contend with and pesky tops that constantly change all the blocks that Pogo Joe has colored in. Pink elephants are thrown in for your amusement, but if you feel just a bit evil you can clobber them for points by jumping on them.

The soundtrack is an unusual melody that is both vivacious and amusing. It makes the player reminisce about riding a merry-go-round as a kid. This, coupled with the exciting game play, makes *Pogo Joe* a candidate for best game of the year.

### **BOING! ★ ★ ★**

**Designed by Alex Leavens and Shirley A. Russell.** (First Star, cartridge for Atari VCS. \$21.95)

**By Craig Kubey**

One of the big problems in home videogame design is that companies often try to do too much with too little. In particular, they try to stretch the little old 1977 Atari VCS into a refined 1983 arcade videogame. This is sort of like trying to get a calculator to do word processing.

But the designers at First Star Software have exercised refreshingly good judgment. They stay well within the limited capabilities of the VCS, using simple graphics and bright colors and limiting joystick movements to left, right, up and down. They also have provided a game that, in its simplicity and challenge (very quick reactions are required in advanced stages), reminds one of classic board games, from checkers to Go.

You operate a small bubble on a playfield of 36 steps, six by six. What you have to do

is jump each bubble to each step (changing its color). This isn't all that easy, because your bubble is chased by a pin and by a little guy named the Bubble Eater, who looks like an extracted molar. The pin tries to pop your bubble and the Bubble Eater, as his name suggests, attempts to eat it.

In a world of too many patently terrible games, falsely promoted as bringing the arcade into the living room, here we have an honest effort—an attractive design that is extremely well executed.

### **AQUATRON ★ ★**

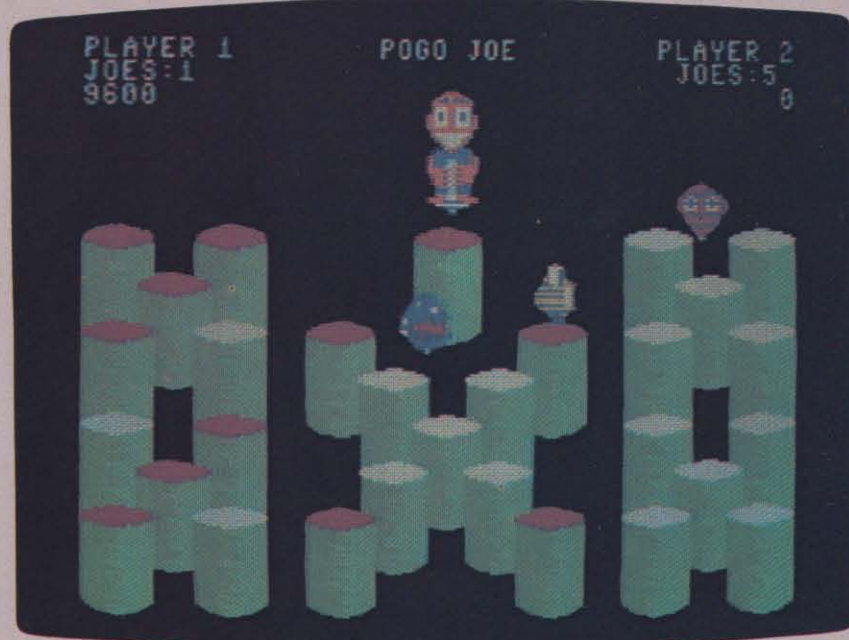
**Designed by Justin Gray.** (Sierra On-Line, disc for Apple II/II+ /Ile. \$29.95)

**By Michael Blanchet**

Computer games and army recruiters have a lot in common. They both promise you the world but rarely deliver. And so it is with *Aquatron*. "The best of both air and sea arcade classics, together in one game" barks the package. If this is the best, I'd hate to see the worst. Yet another reworking of the *Defender* motif, *Aquatron* is, nonetheless, a passable version of that classic.

Your spaceship, according to the instructions, has been abandoned on an ocean covered planet. Waiting for a rescue party wouldn't make for a very interesting game, so instead you are asked to attack and capture as many of the locals as possible. The opposition's roster consists of nine alien ships, all with such typical names as destroyer, interceptor and escort. Of this group, not one appears overly bent on the idea of destroying you.

Initially, the pace of play is a bit too relaxed. All you need to do is fly across the screen and blast everything that comes into view. At your disposal are two weapons: a limited supply of proximity missiles that kill if close to a target, and the standard equipment blaster. Certain ships—sub



*Pogo Joe: This Q\*Bert clone is no sloppy-joe kind of game.*



chutes, power mines and emergency chutes—can be captured for more points than if destroyed.

Points or no points, this business of capturing seems oddly out of place. It is almost as if designer Justin Gray threw it in as an afterthought. If the purpose of the game were to capture and study or rehabilitate aggressive aliens, then its inclusion would be understandable. In this case, though, it appears that it was only worked into the game to distinguish it from *Defender*. This also seems to be the reason for the aquatic theme of the game. A ship capable of maneuvering through the elements of sea and sky is a novel idea, but if it weren't for the blue tint of the ocean,

you'd never know that half the screen was sky, the other water.

Although *Aquatron* lacks originality and, to a large degree, realism, it is fun to play—that is, if you like mindless, rack-up-points-till-you-die-type contests.

(Also scheduled to be released for Atari home computers.)

#### DINO EGGS ★ ★

Designed by David Schroeder.  
(Microlab, disc for Commodore 64.  
\$40)

By Ken Uston

*Dino Eggs*—a climbing and jumping game—offers above-average playability,

below-average graphics and a game theme that stretches the imagination.

The player controls Time Master Tim, a 2047 A.D. time warper who has trekked back to the Mesozoic Era, when dinosaurs dominated our planet. Somehow, Tim has managed to infect the dinosaurs with the measles, and has dedicated his life to gathering dinosaur eggs and transporting them to the safety of the 21st century.

It takes a while to figure out the object of *Dino Eggs*. It's also difficult to distinguish between and understand the significance of various objects on the screen.

Tim runs around subterranean passageways that look suspiciously like the infrastructures in *2049er* and *Loose Runner*. He must avoid dangling proto-spiders, crawling proto-snakes and, in later levels, speedy proto-pedes. If he comes in contact with any of these creepy crawlers, he turns into a proto-spider himself—unless he's able to reach the safety of his time warp. As Tim progresses through the underground mazes, he finds dino eggs and boulders, which, when kicked, expose more eggs. Tim's goal is to pick up the eggs, carry them back to his time machine and "warp" out (by pulling downward on the joystick and pressing the fire button at the same time.)

Mother dinosaurs pose the most serious threat. We never get to see their bodies or faces, but they've got the hugest legs in videogame history. Periodically, these monstrous limbs descend from the top of the screen in a search-and-destroy mission.

There are several ways to avoid the Legs. One is to hang around at the edges of the lower platforms. If a leg threatens, make Tim wrap around to the other side of the screen. A second method is to wait inside the warp chamber. The moment the Mega-leg appears, Tim can warp out, and Dino's leg timidly retreats to its invisible home above.

Yet another way of avoiding the Legs is to build a fire by picking up a piece of wood and depositing it on top of another one. When the message "Start A Fire" appears at the bottom of the screen, Tim should collect the wood pronto. Fire keeps adult dinosaurs at bay.

Though the graphics and sound effects in *Dino Eggs* are not very impressive, the playability is there. Climbing-game addicts will probably enjoy it.

(Also scheduled to be released for Atari home computers, ColecoVision and IBM PC.)

#### MR. ROBOT AND HIS ROBOT FACTORY ★ ★ ★ ★

Designed by Ron Rosen. (Datamost, disc for Atari 400/800. \$34.95)

By Phil Gerson

At first play, *Mr. Robot* appears to be just another *Miner 2049er* or *Jumpman*. The player moves *Mr. Robot* along various structures, collecting all the power pills.

*Mr. Robot* faces many hazards, including enemy creatures and bombs, on his quest.

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Aiding him are ladders, escalators, poles, trampolines, magnets, treadmills and energizer tokens. Unfortunately, most of the levels can be completed only by using a certain technique, which can only be learned by playing a level several times.

What sets *Mr. Robot* apart from other climbing games occurs after a player has lost interest in the 22 levels built into the game. When this happens, there is no need to put the game in the closet, because it comes with everything you need to design your own screens. As many as you can imagine. By simply switching over to the Robot Factory mode, you get a clear screen to work with, and a cursor which can pick up and place beams, bombs and so on anywhere you want. Anyone who has wished for a chance to design videogames should be delighted with *Mr. Robot*. It's even better than two games in one.

(Also scheduled to be released for Commodore 64.)

### ASTRO CHASE ★★★

Designed by Fernando Herrera.  
(Parker Brothers, cartridge for Atari 5200. \$30 approx.)

By Tom Hirschfeld

*Astro Chase* is a very good action game, especially in its graphics. The animation sequences punctuating the game after every fourth chase are technically superb and, what's more, cute. Your ship's control system, thanks to Parker Brothers' trademarked "single thrust propulsion," lets you choose different directions for simultaneous flight and firing with just one joystick—like shooting over your shoulder on horseback. You'll need that versatility if you want to survive in advanced chases, so practice it early on.

Eight deadly megamines are hurtling toward Earth, and your pilot must blast all of them before one makes your planet explode into a trillion glimmering pieces. Just a few problems involved: Your ship has limited energy; it can't fly through the many planets and hot stars in its way; and enemy ships are constantly trying to shoot your ship.

Maneuvering in the crowded galaxy can be tricky, particularly since you must fly within Earth's invisible force field, and you lose energy whenever you touch it. Beware especially of getting cornered between the force field and a planet or star.

The ships home in on you in a predictable fashion, flying in a random straight line from the edge of the screen until they're in position to make a direct horizontal or vertical attack. Keeping this in mind, you can evade them or draw them into traps. They're wider than they are high, so it's even easier to shoot them vertically than horizontally. The only other way to dispose of them consumes much more energy, so it's worthwhile only against several pursuers at once: When you activate your shields by flying through one of the shield depots along the outside of the force field, any enemy you touch in the next 10 or so

seconds is instantly demolished.

Toward the end of an advanced chase, you may have to stick close to Earth to guard against the megamines that are closing in. But you can't get cocky since Enemy ships have a nasty trick of sneaking up on you behind Earth. Touches like that make *Astro Chase* an exciting, fast-paced game that challenges your mind as much as it does your reflexes.

(Also scheduled to be released for Atari home computers.)

### MASTERS OF THE UNIVERSE: THE POWER OF HE-MAN ★★

Designer uncredited. (Mattel, cartridge for Intellivision. \$27 approx.)

### MASTERS OF THE UNIVERSE: THE POWER OF HE-MAN ★

Designer uncredited. (Mattel, cartridge for Atari VCS. \$27 approx.)

By Len Albin

He-Man, the star of an afternoon cartoon show (of the same name), is a musclebound hulk who travels in space—sort of a Luke Skywalker on steroids. Since the *He-Man* show features evildoers who must be destroyed, it's another excuse for a "science-fiction" videogame. (How do barbarians master space technology? Ask your local Jedi.)

The actual gameplay of the Intellivision cartridge is slightly less atrocious than the concept behind the game. All the comic-

book overtones disappear in the software, leaving a two-phase game. The first phase, which resembles a stripped-down version of *Defender*, requires you to steer He-Man, who's piloting a horizontally-traveling spaceship (or "Wind Raider"), through a hail of fireballs. Points are scored for blowing up these fireballs with laser-blasts from the Wind Raider or by dropping bombs on Skeletor; He-Man's arch-enemy who runs around on the bottom of the screen. (After a while, you'll find that no direct hit is needed to vaporize Skeletor: Just drop the bomb behind him and it counts.) But zapping Skeletor isn't the object of Phase I; rather, it's to avoid getting your ship destroyed before you reach "the Mountains."

At this point, Phase II starts. Now He-Man parks his ship and tries to catch Skeletor, who's waiting on the opposite side of the screen. Naturally, Skeletor emits lightning balls that can stun He-Man. He-man can use his shield (press "fire" button) to survive, but he can't move toward Skeletor when his shield's in use, and that's bad, because there's a time limit for catching Skeletor. Points are scored for shielding-off lightning balls, for catching the floating "Magic Sword" and for nabbing Skeletor (the big payoff). And what happens *then*? Has Skeletor *had* it? No—he and He-man have a duel with swords. Then He-man gets to repeat the same chase. Unfortunately, he never gets to kill Skeletor. On the bright side, the graphics and sound effects aren't

Great moment #72





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bad, and—gee whiz!—those swords sure sound real!

In the Atari VCS version, there are also two phases, but Phase II has only one screen—the "Castle." Also, He-Man is theoretically able to defeat Skeletor, but there's a catch—the enemy is nastier and the game play more difficult in this version. (Otherwise, there are only minor differences: the VCS version has less impressive graphics and a slightly less memorable He-Man theme song.) It's surprising, though, that Phase I is so difficult. There's an enemy (an "Evil Warrior") below He-Man's spaceship, but for some barbaric reason this Evil Warrior also fires shots at He-Man's spaceship. Assuming that *He-Man* has the greatest appeal for boys between the ages of five and seven, it seems ridiculously hard.

#### FAX★★

**Designer uncredited. (Epyx. disc for Apple II/II+/Ile. \$40 approx.)**

*Fax* is a game for all closet trivia maniacs. You know the kind—they tune in AM radio stations and eagerly wait for a question to answer. I often picture these learned people as having closets full of complimentary tee-shirts and albums. *Fax* won't reward your knowledge with clothing or music, but you'll have lots of fun just the same.

When you start the game you'll be offered a choice of subjects. You can choose between entertainment, history, sports or a grab bag of questions. Each of these categories can be played at any of three difficulty levels. Unlike the arcade predecessor it imitates, though, *Fax* is too easy even at the Genius level.

Besides being too easy, *Fax* has several answers misspelled—a serious flaw in a trivia game. For example, George Eliot is misspelled with two ls. Spelling mistakes are somewhat trivial when compared to the game's other flaws. The arcade version of *Fax* has a very cute animation sequence that shows the two players climbing a ladder for every set of correct answers that they give. The only animation sequence in the home *Fax* is two pathetic characters—a sad face with a dunce cap and a happy face with a graduation cap—moving from each corner of the screen. Instead of adding to the game, it detracts because it uses up too much time and isn't worth the wait.

Don't misunderstand me; *Fax* can be an entertaining game, but be on the lookout for trick questions. (R.A.)

#### FORTRESS OF THE WITCH

KING★★★

**Designed by Matthew E. Nehlich. (Avalon Hill, disc for Apple II/II+/Ile. \$25)**

**By Randi Hacker**

There are bargains and there are bargains, but even at the best discount stores you're not likely to find a wizard in the inventory. The shops located in the towns sprinkled around the *Fortress of the Witch*



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King countryside, however, do offer wizards (for a limited time only, at 60 gold pieces) and my advice to all you adventurers is: Buy one now! The next time you go shopping, they may be sold out.

Wizards are only one of the items for sale in various marketplaces, but you don't have to buy anything right off the bat in order to start playing *Fortress*. You begin with several things, including warriors, scouts, clerics and spells (Teleportation and Seeing), all of which help you move around the countryside in your quest for a magical wardrobe and accessories (for example, the Armor of Defense and the Hammer of Thor). Rounding these up helps you to enter the castle of the Witch King and eventually

defeat him. You are given an ordinary map to help orient yourself. Magical maps are much more useful.

In your wandering you encounter hobgoblins, werebears, hydras and other really unpleasant woodsy denizens, and you're given the choice to fight or run away. At the easiest level (there are four), fight. You practically always win, and if you do lose a couple of warriors, so what? Be sanguine about it; you can always buy more as each victory nets you more gold. Remember to keep your ration supply high, or you're likely to starve your forces to death (which will not make you a popular leader).

Although movement is slow and limited to

three steps per turn, the game is exciting and fabulous (from the root "fable") and guaranteed to engage you for a long time.

## Educational

### MASTER MATCH ★ ★

Designed by Greg Robbins.

(Computer Advanced Ideas, disc for Apple II/II+//Ie. \$39.95)

By Mark Brownstein

Somewhere along the line, we've been given the idea that learning should be fun. But it doesn't always have to be. In fact, some of our best lessons are learned after our least fun experiences (I won't stick my finger in the wall socket *again*). Apparently reasoning that if learning is presented as a game, it will be fun, CAI brings us a game intended for four- to seven-year-olds that is strongly reminiscent of the old Concentration television show.

At the bottom of the screen, acting as emcee, is an owl wearing a mortarboard. Above him is an array of two or three rows of six numbered boxes. When you select a numbered box, the owl pulls down the contents of that box, and you must pair it with its appropriate match. If the answer is wrong, the owl moves his lips while one of a series of "too bad—try again" captions comes on-screen. (This bird may be smart, but he's got *some* case of laryngitis.) You continue selecting boxes until all the boxes have been matched. The next screen then flashes the winner's name, with an appropriate fanfare.

The game's design allows you to develop your own matches. This makes the game something like a paired flashcard drill. The extra match games can be stored onto a new disc, or, if disc space permits, added to an already programmed one.

One of the companion discs, "Basic Skills—Ages four to seven" (\$19.95), has 27 different match sets. Unfortunately, since the prompts are *printed* onto the screen, this leaves out most four- and five-year-olds, and may also exclude six- and seven-year-olds who can't read well enough to play the game. An adult or older sibling would probably have to sit alongside the younger child to assist with the tasks at hand. Further, with a possible 18 different boxes, the challenge may become more a test of memory than a test of knowledge. Lacking complete directions, you are left guessing about some of the matches being sought. (One example attempts a match of a dots and box pattern with a numeric equation—what do they want?)

Although CAI's programs for editing and developing new matches work well, to aim this particular game at such a young age

Mark Brownstein is contributing editor to computer and game magazines and has two children, ages three and five.

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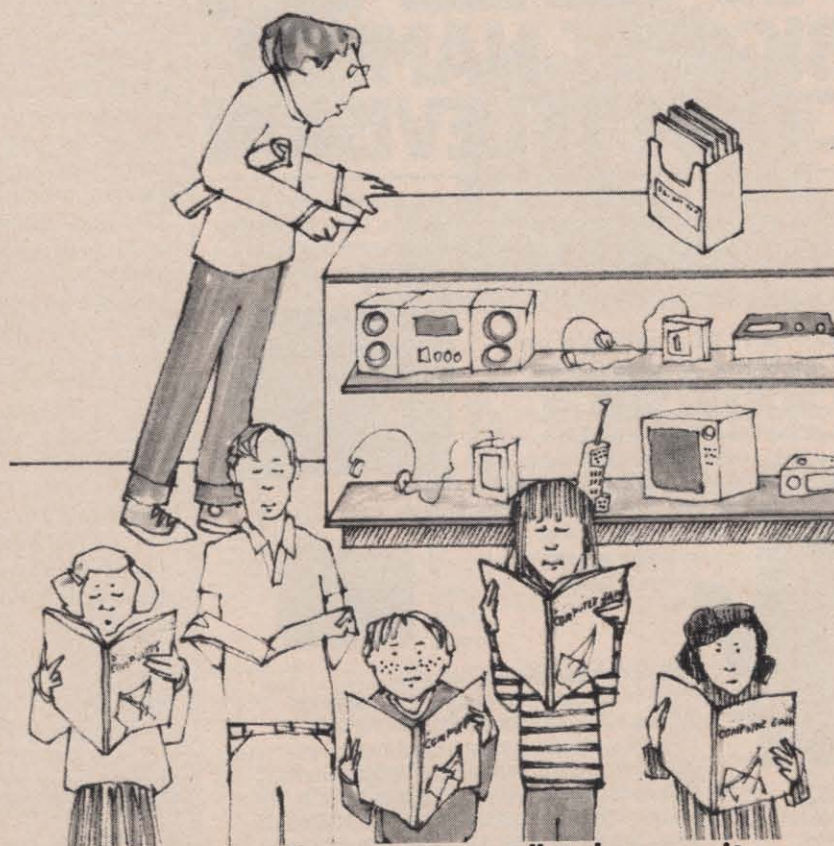
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group just doesn't seem to work too well. As a vehicle for competition between players from, say, nine years old and up, *Master Match* may prove to be a nice diversion. The limited sounds and graphics add a slight game show feel, although on the Apple they necessarily fall far short of what is needed to carry the simulation off.

If you have an older kid who hasn't outgrown computer learning, and don't mind setting up matching questions (if your kid doesn't already know more than you do), *Master Match* may be worthwhile. But younger children would probably be better off with some other learning tool.

(Also scheduled to be released for Commodore 64 and IBM PC.)

## Activity

### STORY TREE ★ ★ ★ ★

Designed by George Brackett.  
(Scholastic, disc for Apple II/II+ /Ile.  
\$39.95)

By Phil Wiswell

*Story Tree* is a wonderful, simple to use, creative tool for writing interactive stories that can be read (or played) to different conclusions. A master disc provides the program and a story disc provides three finished stories plus storage space for your own creations. Each "page," or scene, of a

story is limited to half the height of the screen, but you can use up to 100 pages per story. The story disc will hold a total of 200 pages.

The author of a story can use any of these devices after each page. One simply instructs the user to press the space bar for a continuation of the story. Another instructs the computer to generate a random event. The third presents the user with multiple choices, each leading to a different page. These story branches can continue or end the story, depending on the author's (that is to say, user's) intent.

The three ready-to-read stories were well selected to demonstrate the potential uses of the software. The first, "Magic Marigold Mine," is like a text adventure game in which the player selects his or her input from a list of multiple choices. For example, in one scene you "hear" a terrifying noise in the jungle brush. You can choose to investigate the sound or head for the river.

But as wonderful as interactive stories can be, all the other things you can do with *Story Tree* are what make it so exciting. You can, for example, write an interactive article in which the reader makes choices not to reach a goal or survive, but to reach desired information. Instead of being forced to read the entire article, the reader is presented with menus and sub-menus that allow him or her to move rapidly from one section of the article to another. It gives the reader random access, rather than sequential access, to your ideas. For example, the first page of an article on the long-dead Etruscan language might offer the following menu of pages: 1) Etruscan jokes; 2) Why the language died; 3) The Roman influence; 4) How to curse in Etruscan. Sure, the article is probably not a topic of great interest to modern men, women or children, but choices one and four just might hook some readers.

Finally, *Story Tree* can be used to create an information tree or a crude data base. I wrote a small family tree in which the last 200 years of Wiswells are not only connected, but each gets a page summarizing important events in his or her life.

But if you want to stimulate your children's imaginations, let them try writing their own branching stories or suggest they take an idea and expand upon it. The story of Cinderella could have lots of different endings.

### WHEN I'M 64 ★ ★

Designed by The Alien Group. (The Alien Group, disc for Commodore 64.  
\$29.95)

By Antonia Cameron

*When I'm 64* won't turn your C-64 into the Beatles, but it will let you do a lot of other things: compose and record music for voice and three-part accompaniment; experiment with the synthesizer settings and discover the wide range of natural and synthetic sounds available; write lyrics in a phonetic

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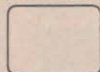
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For more information, write Kloss Video Corporation, 145 Sidney Street, Cambridge, Massachusetts 02139. Or call 800-343-1155 (In Massachusetts, call collect 617-547-6363).



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system that enables the Alien Group Voice Box (a speech synthesizer) to produce both the words and sounds designated; and redesign, through a graphics program, the animated "alien" face that lip-synchs the lyrics.

When I'm 64 also includes a number of prerecorded short songs that range in style from popular to folk. Since the synthesizer settings and phonetically written lyrics of each prerecorded piece can be altered, they can be used as aids in exploring the program's basic features.

The Alien Group states in the manual that "the program will work without the Voice Box," which is a separate purchase (\$129). If you plan on buying When I'm 64, invest not only in the Voice Box, but also in the Dictionary Editor Program (also a separate purchase, \$25). Without the Voice Box, When I'm 64 is severely limited in its usefulness, not only because the vocal part will not sound without it, but also because experimenting with the "alien" voice is the most interesting and entertaining aspect of the program. The Dictionary Editor Program is an extremely helpful tool in learning how to translate English text into its phonetic equivalent.

As a system for composing music, When I'm 64 is limited to playing and composing by ear. This process might suffice if you are a trained musician, possess an excellent ear or simply have an inordinate amount of time and patience. Whether you do or not, this manner of "composing" music is, in the long run, tedious, especially when one needs to alter any aspect of the music (e.g. pitch or rhythm). Since there is no notational system, there is no way to directly change a note once the composition is recorded, without redoing the entire piece of music.

When I'm 64 is a good way to learn about the phonetic aspect of speech and also to discover sound production and control. It is, however, an inadequate way to compose anything but the most simplistic kind of music.

## SKETCH & PAINT ★★

Designer uncredited. (Comm ★ Data. disc and cassette for Commodore 64. \$27.95)

By Elizabeth Crow

Remember the Etch-a-Sketch you had when you were a kid? By twiddling two knobs—one for horizontal motion, one for vertical—you could get a cursor to produce boxy drawings or erratically squiggly ones. Diagonal lines were a problem with this low-tech drawing toy, and you could just forget curves. Etch-a-Sketch was great for outlining Frank Lloyd Wright-type modern houses or squared-off city skylines, but it would take more than a steady hand to produce a realistic tree.

Comm★Data has produced a new computer-art program called Sketch & Paint that is, in essence, a second-generation Etch-a-Sketch. It's an improvement over the

old nonelectronic toy. It has full-color capability (even a snazzy purple and chrome yellow), and it can produce a good diagonal line easily with the joystick (although the angle of incline is dictated by the computer, not by the angle of pressure on the joystick). With the press of a button on the keyboard, you can change colors, fill in enclosed areas and even reverse color schemes. Simple geometric shapes are a snap, and lines can be erased almost as easily as they are laid down.

At first, this program was a hit with my seven-year-old. Sam's first effort, a yellow, blue and red robot with a square jaw and ferocious rectangular grin, was a triumph. His second painting, a red sun, complete

with sunbeams, shining down on a car with strangely squared-off wheels, was inventive, but it was clear that Sam had run up against the old no-curves-on-an-Etch-a-Sketch problem. In his third effort, Sam tried to incorporate his name into an abstract design, but ran into the same obstacle. While he realized that he could create an "S" out of carefully plotted horizontal and vertical lines connected by short diagonal slashes, it was a compromise, and not a very satisfactory one, he decided.

Sketch & Paint is a good introduction to computer graphics—their assets as well as their limits—but it isn't for free spirits. It can sketch, to be sure, and paint, but it can't produce art. □

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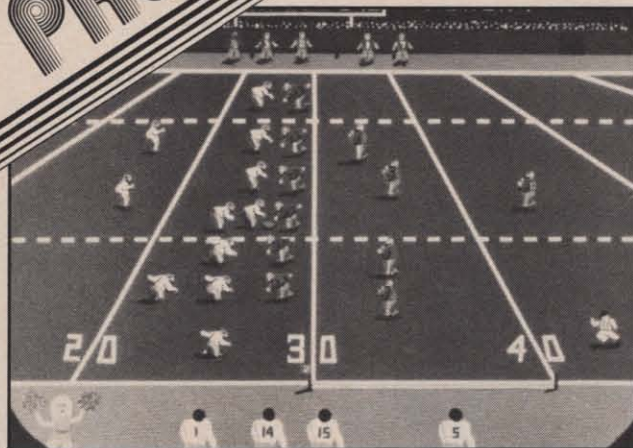
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**SUMMER GAMES** These Olympic events include track and field, diving, swimming, rowing, cycling, weight-lifting and archery. The game has an opening ceremony and an awards presentation after each event. (Epyx, Apple II/II+/IIfx, Atari home computers, Commodore 64, IBM PC and PCjr)

### GAMES

**APPROACHING TERMINAL STATION** This interactive adventure takes the reader/player on a starship to the Carrera star system. The player must decide whether or not to join a band of intergalactic mutineers. (HomeComputer, Apple II/II+/IIfx, Commodore 64)

**CONSTRUCTION CREW** Designed for four- to eight-year-olds, this game casts the player as supervisor of a construction site. The player can direct workers to weld, drill, dig and haul. (Epyx, Apple II/II+/IIfx, Atari home computers, Commodore 64, IBM PC and PCjr, Radio Shack home computers)

**FIRST STRIKE** At a missile silo, the Master Computer has gone haywire and begun the detonation sequence designed to destroy the complex. The player must construct a robot to go deep into the radiated complex to shut down the computer. (Tymoc, Commodore 64)

**FLYER FOX** In this first-person, 3D simulation, the player looks out from the cockpit of a fighter plane which must protect a commercial jumbo jet from enemy attack. The built-in voice

synthesis gives warnings and advice. (Tymoc, Commodore 64)

**FOOTBALL** The player has dual roles in this version of football. As coach, the player determines strategy. As player, he or she actually executes those plays. (Imagic, IBM PCjr)

**GAME FACTORY** Game fans can create their own entertainment using built-in graphics and game-play options. (Mattel, Entertainment Computer System)

**GENESIS** This arcade adaptation pits the player's scorpion against an army of deadly spiders. The scorpion's venom can kill the spiders. (Datasoft, Apple II/II+/IIfx, Atari home computers, Commodore 64, IBM PC and PCjr)

**GYRUSS** This arcade adaptation features a Bach toccata as the soundtrack. The player pilots a Gyruss spaceship to its home base while fending off waves of enemies.



No smog in these Summer Games.

(Parker Brothers, Atari VCS, 5200 and home computers, ColecoVision, Commodore 64)

**ILLUSIONS** A mirror splits the player's character into multiple images in this Escher-esque game. The object is to make your character whole before time runs out. (Mattel, Intellivision)

**INTERNATIONAL SOCCER** The first in Commodore's "Gold Medalion" series, this version of soccer features three-dimensional animation and can be played by one or two players. (Commodore, Commodore 64)

**ISLAND LOVE** One of the first interactive stories in HomeComputer Software's "Stories Alive!" series, this tale centers on a young woman who has flown to Jamaica to escape her everyday life. (Home Computer, Apple II/II+/IIfx, Commodore 64)

**KEN USTON'S PUZZLEMANIA** This brain teaser presents a series of interrelated puzzles which the player must solve using logic, observation, sound recognition and trial and error. (Epyx, Apple II/II+/IIfx, Atari home computers, Coleco Adam, Commodore 64, IBM PC and PCjr, Radio Shack home computers)

**LIBERATOR** As the commander of the last surviving rocket ship, the player must try to free the world from hostile alien attack. Only one city remains free at the beginning of the game. (Thorn EMI, Apple II/II+/IIfx)

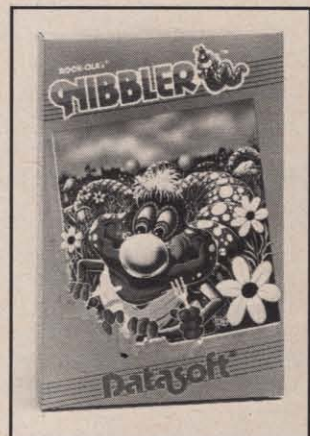
**LOST TOMBS** In a race against time, the player must maneuver his or her character through the mazes of underground tombs. Angry gods cause earthquakes and bullets shoot from the walls. (Datasoft, Apple II/II+/IIfx, Atari home computers, Commodore 64, IBM PC and PCjr, Radio Shack home computers)

**NIBBLER** The silicon serpent must eat everything in its path, but it grows as it eats. If the player lets any two parts of the snake collide with each other, it's instant destruction. (Datasoft, Apple II/II+/IIfx, Atari home computers, Commodore 64, IBM PC and PCjr)

**ROBOTS OF DAWN** Based on the science-fiction Robot novels by Isaac Asimov, this murder mystery requires the player to take the role of the futuristic detective Elijah Bailey to piece together clues and discover the murderer. (Epyx, Apple II/II+/IIfx, Atari home computers, Commodore 64, IBM PC and PCjr)

**THUNDER CASTLE** The player controls a knight in shining armor in this fantasy adventure. Dragons, sorcerers and demons thwart the knight's attempts to journey through an enchanted forest. (Mattel, Intellivision)

**THE WORLD'S GREATEST BASEBALL GAME** Players can put together lineups using actual major league players and team statistics. Then they can either control the



Nibbler snakes its way home.

players or act as team manager as they play against the computer. (Epyx, Apple II/II+/IIfx, Atari home computers, Commodore 64, IBM PC and PCjr, Radio Shack home computers)

### PERSONAL

**PATTERNMAKER** This combination art and math program allows the user to construct and animate symmetrical patterns. Since the patterns can be printed out, they can be used for architectural and craft purposes. (Scarborough, Apple II/II+/IIfx, Commodore 64)

**PEU BETA FILER** This multi-purpose home management program comes on two discs. The first disc is used to develop and maintain files, while the second has forms to do such things as list credit cards, catalogue sports records and track tax-deductible expenses. (Scarborough, Apple II/II+/IIfx, Commodore 64)

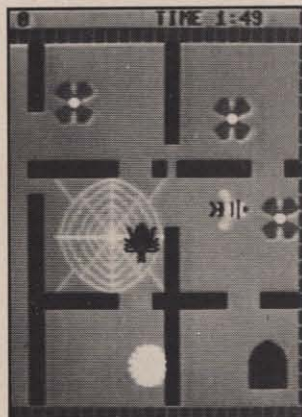
### EDUCATIONAL

**A BEE C:** A different sting. A bumblebee familiarizes kids with letters, letter order and pronunciation in this program. It combines speech,



music and graphics to teach the alphabet to young children. (Commodore, Commodore 64 and 264 with Magic Voice speech module)

**BUMBLEBEE** This flight of the bumblebee is obstructed by a hungry spider. Designed to introduce children ages six and up to computer



Bumblebeeing there from Creative.

programming, this game requires the player to give instructions (left six spaces, up two spaces, etc.) to the bee to maneuver it through a maze. (Creative, Commodore 64)

**FOURWORD/WORDLIFT** The two games on this disc are designed to teach vocabulary and spelling.

*Fourword* pits the player against the computer in a race to solve word puzzles. In *Wordlift*, the player must alphabetize a set of nine words as fast as possible. (EduFun, Apple II/II+/IIe, Atari home computers)

**THE GREAT NUMBER CHASE** Players must create mathematical equations as they maneuver through a maze infested with dangerous creatures. Players can create their own mazes and set difficulty levels. For children seven years old and up. (EduFun, Apple II/II+/IIe)

**GUMBY** Gumby and Pokey star in this game designed to teach children such skills as concentration, memorization and recognition. Gumby helps kids memorize sequences of pictures and identify patterns of musical tones. (Datsoft, Apple II/II+/IIe, Atari home computers, Commodore 64, IBM PC and PCjr)

**HEATHCLIFF** Children practice basic reading and spelling skills by helping Heathcliff pounce on mice holding letters needed to form words. With seven skill levels. (Datsoft, Apple II/II+/IIe, Atari home computers, Commodore 64, IBM PC and PCjr)

**9 TO 5 TYPING** This game combines a typing tutorial with sequences from the movie 9 to 5. Designed to appeal to both sexes, the tutorial teaches touch typing and

helps improve typing speed. (Epyx, Apple II/II+/IIe, Atari home computers, Commodore 64, IBM PC and PCjr, Radio Shack home computers)

**THE POND** For children seven years old and up, this game is designed to teach players pattern recognition as they maneuver a green frog through a maze of lily pads. (HES, Atari home computers)

**TRI-MATH** Teaching basic math skills is the object of this game for six- to 12-year-olds. An alien, a dinosaur and a mansion create the setting for

practicing addition, subtraction, multiplication and division. (HES, Commodore 64)

**TYPE WRITE** This tutorial teaches both touch typing and word-processing skills within the context of a game. (Coleco, Adam)

**WORD MACHINE** The player must pick up letters from a conveyor belt in the correct order to spell words flashed on the screen at the beginning of the game. Points are deducted for missed letters. (EduFun, Apple II/II+/IIe, Atari home computers) □

## SOFTWARES

**LP GAMES:** Coleco will soon release greatest-hits "albums" of games on digital data pack and disc for its Adam computer... The first "Best of..." titles will include *Choplifter* and *A.E.* on a Broderbund album, *Hard Hat Mack* and *Pinball Construction Set* on an Electronic Arts album, and *Necromancer* and *Rainbow Walker* on a Synapse album... Coleco will also unveil computer versions of TV game shows *Family Feud*, *Password*, *Jeopardy*, *The Price Is Right* and *The Joker's Wild*... Finally, Coleco will release—what else?—*Cabbage Patch Kids*.

**STORIES OF SUMMER:** HomeComputer Software will publish five more "Stories Alive!" titles: *The Late Bloomer*, *Cross-Country Grand Prix*, *Alaskan Adventure*, *Your Championship Season* and *Battlesword*... Summer releases from Sierra On-Line should include *King's Quest* and *Sierra Championship Boxing* for the IBM PC, *The Prisoner* for the Apple and *Snokle* for the Atari.

**TEACHING TOTS:** On the educational front, HES is ready with *Factory* and *M-e-n-g L-nks* for the Commodore 64, while Datsoft is planning a *Heckle and Jeckle* game... For preschoolers, CBS will have *Ducks Ahoy!* and *Seahorse Hide 'N' Seek*. —Abigail Reifsnnyder

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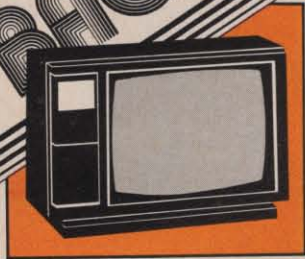
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## In pursuit of video trivia



### TELEVISION

1. Who was the first US President to appear on television while in office? (5 points)  
a. Franklin D. Roosevelt b. Harry Truman c. Calvin Coolidge d. Henry Ford
2. The following is a list of original titles for four television shows. What name did each show go under when it was aired? (3 points each answer)  
a. *Mam's Man* b. *Miss Independence* c. *Solo* d. *Country Cousins*
3. The original actor chosen to play the father in *My Three Sons* was: (5 points)  
a. Robert Young b. Eddie Albert c. Andy Griffith d. John Carrodine
4. The first drama to be broadcast on television was: (5 points)  
a. *Death of a Salesman* b. *Requiem For a Heavyweight* c. *The Queen's Messenger* d. *The Brooklyn Delivery Man*
5. In an episode of *Magnum, P.I.*, Jose Ferrer was trying to find his wife, played by June Lockhart. Who played the husband and wife in Ferrer's flashbacks? (8 points)
6. What's unusual about the opening credits of the PBS-syndicated British comedy series *Fawlty Towers*? (3 points)



### VIDEOGAMES

1. In the videogame *Missile Command*, what six real cities are represented by the cities in the game? (2 points each, 4-point bonus for all six)
2. What's the name of the little man in *Donkey Kong*? (3 points)  
a. Mario b. Jack S. c. Dexter d. He has no name
3. What is the secret message in Atari's *Missile Command* game for the VCS and how do you find it? (9 points)
4. A company named Apollo had a game cartridge called *Space Chase* that sold for \$99. What was so unique about this game? (7 points)
5. What was the name of the first arcade videogame? (3 points). For an additional 5 points, name its creator(s).
6. What was the first computer game? (5 points)  
a. *Pong* b. *Spacewar* c. *Tanks* d. *Your Welcome*
7. Of the computer game systems still sold, which has been around the longest? (5 points)  
a. *Magnavox Odyssey 100* b. *Atari 2600* c. *Commodore 800* d. *Admiral O*



### EQUIPMENT

1. It is widely known that Sony invented the Beta-format VCR. What company invented the VHS-format VCR? (5 points)
- 2a. The first videodiscs and disc players went on sale in a big city department store in what year? (3 points)  
a. 1935 b. 1947 c. 1969 d. 10
- 2b. In what city? (3 points)  
a. New York b. Tokyo c. London d. Johannesburg
3. Early Bird was: (4 points)  
a. The first interactive laser videodisc player b. The first commercial communications satellite c. The first portable videocamera d. The first wife of L.B.J.
4. Telcam 1964 was: (4 points)  
a. The first videocamera used on network television b. The first computerized videodisc player c. The first consumer videocassette recorder d. A picture phone
5. The Advent 1000 was: (3 points)  
a. The first satellite used for cable television b. The first big consumer projection television set c. The first VHS-format VCR d. A car race in *Advent, California*
6. Sam Fedida, an engineer with the British Post Office, invented: (5 points)  
a. The Picturephone b. Videotex c. The modem d. The Fedida



### VIDEOTAPES AND DISCS

1. Still photographs of what famous playwright were included on the first video disc? (3 points)  
a. Arthur Miller b. George Bernard Shaw c. William Shakespeare d. Woody Allen
2. Who was originally cast as the Tin Woodsman in *The Wizard of Oz*, but didn't take the part because he inhaled aluminum dust and ended up in the hospital? (5 points)  
a. Buddy Ebsen b. Fred Astaire c. Dan Dailey d. Michael Jackson
3. NFL Films' *Football Follies* was the first prerecorded video program to be released on: (5 points)  
a. 3/4 inch tape b. 1/4 inch tape c. 1/2 inch tape d. masking tape
4. About a half-hour into Alfred Hitchcock's *Vertigo*, and after 15 minutes of practically no dialogue at all, Kim Novak utters her first line: (8 points)  
a. Help! b. What am I doing here? c. How about giving me a lift back? d. How about giving me a hatch-back?
5. The first show broadcast from videotape on CBS was: (4 points)  
a. *The Ed Sullivan Show* b. *Guns, Smoke* c. *The Evening News* d. *The Warner Wolf Show* □

The first 10 video-trivia maven's to earn a 138-point score will each win a Video Review T-shirt. Send your answers to: Video Trivia, 350 E. 81st Street, New York, NY 10028. Correspondence must be postmarked before April 10, 1984. Answers will be published in the May VR.

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