

# Video Review

INCORPORATING  
**HOME VIDEO**  
MAGAZINE

**\$1.95**

THE WORLD AUTHORITY ON HOME VIDEO

## VIDEO VICTORS!

**VR REFS RATE THE BEST EQUIPMENT**

*How to Win the Winning Gear Yourself*

*Exclusive: Recorded 8mm Tapes!*

*Guide to New Super TV Sets*

*CBS Labs Test First Toshiba Betamovie*



JUNE 1984

CONTENTS



**SPECIAL REPORTS**

**RCA'S DISC FIASCO: WHAT DOES IT MEAN?** By Carl S. Kaplan and Barry Jacobs. The videodisc is dead—long live the videodisc! The whole world of video is spinning, with one disc format gone and one to carry on ..... 19

**WANTED: ILLEGAL BLANK TAPES** By Stephen A. Booth. They're impersonating Beta and VHS without a license, and they look just like legal tapes. But the pictures they make look like something else..... 20

**FEATURE ARTICLES**

**COVER STORY: THAT CHAMPIONSHIP SYSTEM**  
The Video Review refs have rated the top world-class home-video components, with important lessons in the process for video fans of every league..... 24

**The Best Hook-Up** Making the champ gear a team..... 27

**CONTEST: WIN THE WORLD'S TOP EQUIPMENT**  
On your mark...get all the questions in this quiz right and you can win \$12,000 in great gear..... 28

**SHOPPER'S GUIDE: MONITOR/RECEIVERS '84**  
By Abigail Reifsnnyder. What's part TV set, part video component—and often fully misunderstood? Home video's high-tech hybrids are here..... 32

**What's What in Monitor/Receivers**..... 35

**LIVE FROM NEW YORK: IT'S THE '84 VIRA** Robert Klein hosts the Video Review Awards..... 40

**CONTINUING SERIES**

**DIRECT IT: LES BLANK TELLS YOU HOW** Home-video moviemaking tips from the ViRA-winning director of Burden of Dreams ..... 43

**CRITIC'S CHOICE: STRANGE TV CAMEOS** By Diane L. Burman Albert. Stars for a flash: Now you see 'em, now you tape 'em—before they disappear..... 44

**Viare Publishing** President: Richard Ekstract. Vice President, Finance: Stanley Shikora. **Advertising** East Coast: Corey Friedman, Amy Walter, 350 East 81st St., New York, NY 10028 (212) 734-4440. West Coast: Rosemary Bornstein, 12496 Ventura Blvd., Suite 2, Studio City, CA 91604 (818) 508-7995. Midwest: Douglas Ferguson, 230 N. Michigan Ave., Suite 530, Chicago, IL 60601 (312) 750-9112. **Video Review** USPS 557-930 (ISSN 0196-8793) is published monthly by Viare Publishing, 350 East 81st Street, New York, NY 10028 (212) 734-4440. Second Class Postage paid at New York, NY, and at additional mailing offices. Postmaster: Send address changes to *Video Review*, PO Box 919, Farmingdale, NY 11737. Annual subscription rates: \$18 in United States, US \$22 in Canada. All other countries: US \$38 (surface mail). Payment in US funds must accompany all orders for foreign countries. Subscription correspondence should be addressed to *Video Review*, PO Box 919, Farmingdale, NY 11737.

Cover Photo: Tom Weiths

**EQUIPMENT**

**Reviews** The CBS Technology Center and technical editor Len Feldman report on their in-depth lab tests of:

**Kenwood Videocassette Recorder** The company's first stereo VCR, a VHS-format tabletop..... 50

**Toshiba Beta Camcorder** At 6½ pounds, a camera-recorder that takes a load off tapers' shoulders..... 52

**Minolta Videocamera** A full-feature color videocamera with character generator..... 54

**Jensen Audio/Video Tuner** A stereo-capable tuner and switcher that doesn't miss a trick..... 58

**Previews of upcoming releases**..... 64

**On the Drawing Boards** Coming next in video gear..... 65

**TAPES & DISCS**

**Reviews of new releases:** Leonard Maltin on **Silkwood**...Andrew Sarris on **Gorky Park**...Clive Barnes on **Terms of Endearment**...Jim Farber on **Sudden Impact**...Marjorie Rosen on **The Comedian**...Robert Christgau and Carola Dibbell on **Ready, Steady, Go!**...Steve Simels on **The Everly Brothers Reunion Concert**, **Eurythmics: Sweet Dreams (The Video Album)** and **We're All Devo**...Bruce Pollock on **Neil Diamond: Love At The Greek**...Jon Pareles on **Say Amen, Somebody**...Molly Haskell on **Rumble Fish**...Elizabeth Crow on **Pollyanna** and **The Picture Book Parade Series**...Deirdre Condon on **The Good Housekeeping Needlecraft Series, Vols. 1 and 2**...Sara Nelson on **Jayne Kennedy: Love Your Body**...James B. Meigs on **Filming the Impossible**...Al Goldstein on **The Younger, the Better** and **Rockin' With Seka**... 66

**Previews of upcoming releases**..... 88

**In the Works** What's on tap for tape and disc..... 91

**COMPUTER SOFTWARE**

**Reviews of the latest in computer software:** Dr. Marilyn Sloan on **Alphabet Beasts & Company**...Suzan D. Prince on **Market Mogul**...Phil Wiswell on **AtariLab Starter Set** and **64 Pak**...Michael Blanchet on **Rocky Super Action Boxing**, **Private Eye** and **Robotron: 2084**...Craig Kubey on **Krull**...Sheldon Leemon on **Jack Attack**...Ken Uston on **James Bond**...Dan Gutman on **The Heist**...Robert Alonso on **Animation Creation**...Elizabeth Crow on **Kidwriter**..... 92

**Previews of upcoming releases**..... 102

**Softworks** Coming next in computer and game software..... 102



40



12

**TELEVISION**

**Reviews of major programs on TV this month:** Roy Hemming on **Anatomy of an Illness**...John S. Wilson on **You Can't Take It With You**...Elizabeth Crow on **Dangermouse**...Jim Farber on music shorts...plus TV reviews in brief..... 104

**Previews of upcoming TV programs**..... 114

**DEPARTMENTS**

**Letters** Readers' comments—boos and bouquets..... 8

**Freeze-Frames** A potpourri of video tidbits..... 12

**Questions** Experts help solve your video problems..... 14

**Newsbreaks** Late-breaking news on the video front..... 16

**Backspace** Gloria Leonard: X-ad exit..... 123

## STC'S DBS: SHOT DOWN?

Video fans searching the skies for the nation's second direct broadcast satellite (DBS) service may have a long wait. Top officials from Comsat, the Washington-based parent company of Satellite Television Corp. (STC), said plans to launch a five-channel DBS system for viewers in the Northeastern US have been delayed by several months and that the service probably won't be available until early next year. Nearly four years ago, STC was the first company to announce its plans for a nationwide DBS system and last year the firm said it would get an early start with limited service to the Northeast beginning this fall.

Even more alarming are rumors that STC may not go ahead with their DBS service at all unless they get a second business partner. Thus far, CBS has agreed to a participate in the DBS venture. But STC still needs to find another partner.

Further complications are possible problems in launching the STC satellite. (L.H.)

## GAME DEAD MOUNT

Add two more names to the growing ranks of extinct game companies.

Production on Odyssey, the world's first videogame console, was halted recently by NAP Consumer Electronics. The original version of Odyssey was launched in 1972, shortly before the advent of Atari's Pong. Company officials say that NAP has an inventory of games and cartridges large enough to accommodate orders from anxious Odyssey owners most likely



Bargain Bogie: Treasure trove to cost less.

## Tape Price to Go Up, Down, All Around

By Seth Goldstein

NEW YORK—With video booming, will prices for purchased videocassettes continue to go down? Or will they shoot back up? Recent signs indicate they should do both—go up for hit movies, go down for less popular pictures.

Last year, Paramount led the way among video companies in lowering prices for its hit movies on cassette—generally to around \$39.95. But now Paramount seems to be reconsidering its budget approach. With *Dead Zone*, a movie that did respectably, Paramount will offer the cassette for \$59.95.

In the meantime, CBS/Fox, the company that most resisted the lower-price trend, seems ready to bring on the bargains. It has formed Key Video, which will release CBS/Fox's less popular movie offerings, such as *The Treasure of the Sierra Madre* starring Humphrey Bogart, at lower prices.

## Cable Gear In Limbo?

Cable TV fans may soon find their favorite cable equipment outlawed. A current lawsuit in US District Court in Pittsburgh threatens to make "block converters" illegal. And cable-ready TV sets, observers note, may not be far behind.

The suit pits two Pennsylvania cable-system operators—Shenango Cable and Variety Cable—against the Tandy Corporation, the parent company of the Radio Shack retail stores, which sells block converters. Unlike most cable systems, Shenango and Variety send their pay-TV programs in an unscrambled form over regular cable channels. With the use of a block converter, which boosts cable signals to frequencies that can be tuned in with a conven-

## Laser Blast: Singles Soon, Combo Later?

With CED discs on the ropes (see story on opposite page), LV disc-maker Pioneer is said by sources to be readying several major developments.

•Pioneer will introduce in June LV video "singles" (Sept. '83 VR)—small discs containing two or three MTV-style clips and costing under \$10 apiece.

•The company may push up the introduction of a combination laser videodisc and audio compact disc player, perhaps to early next year.

•When a Pioneer VCR is introduced in the US next year, it's possible that some of the company's video programs will appear on Pioneer cassettes. (B.J.)

tional TV set, any cable subscriber can therefore receive the unscrambled pay services without paying for them.

The cable companies have said that the converters are only their first target. If they win the block-converter case against Tandy, they'll next go after cable-ready TVs, which can also be used to view the unscrambled pay channels free of charge.

The cable systems concede that they could install scrambling and avoid the problem of subscribers getting the pay services for free. But they complain that scrambling their pay signals would cost too much.

Over the last several years, courts have held that it is illegal to sell or use unauthorized cable decoder boxes. But the issue of private ownership of standard converters has never come up before. (R.G.)

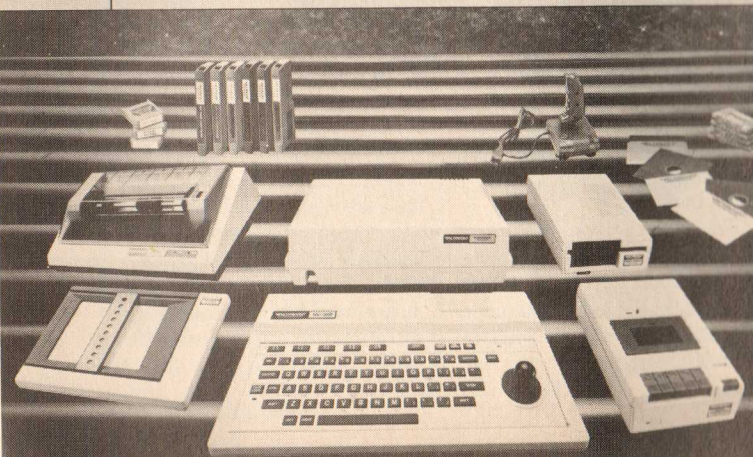
## VR SETS VIDEO ACADEMY

At the fourth annual ViRA ceremony, *Video Review* announced its intent to spearhead the formation of the National Academy of Video Arts and Sciences (NAVAS), a new organization to promote the advancement of home video. "Home video is growing faster than any phenomenon in the history of entertainment...NAVAS will function as an umbrella organization to coordinate and service the

needs and demands of the industry and consumers," said *VR* editor David Hajdu at the ViRAs presentation.

The first act of the organization will be to petition for specific suggestions as to issues the organization should address. Recommendations should be sent to the National Academy of Video Arts and Sciences, care of *Video Review*, 350 E. 81st St., New York, NY 10028. (B.J.)

MIA: the last Spectravideo computer system.



# Beasts, moguls and Rocky, too



Alphabet Beasts soups up letters, but requires too much reading.

## Educational

**ALPHABET BEASTS & COMPANY** ★  
Designed by Software Productions.  
(Readers Digest, disc for Apple  
II/II+/Ile, \$34.95)

By Dr. Marilyn Sloan

*Alphabet Beasts & Company* purports to "firmly establish early reading and number skills and letter and number formation" but, in fact, the program is not much more than a book on a computer—and not a good book at that.

The disc contains three activities: "A, B, C"; "1, 2, 3"; and "Creature Features." In the first, a fantasy picture and poem describing the scene appear whenever a child presses any letter on the keyboard (such as "U is for Unicorn"). If the letter is pressed a second time, the computer draws the letter on the screen, with sound effects differentiating horizontal, vertical and curved lines. Pressing different letters gives 26 different pictures and poems.

"1, 2, 3" is slightly different. Pressing any number (0-9) first shows the child a spelling of the number. A second pressing shows the numeral drawn out, followed by a cartoon

*Dr. Marilyn Sloan is a school psychologist and the Director of Product Development for "Toys to Grow On," an educational toy catalogue.*

dragon which moves across the screen and forms the shape of the numeral. Finally, that number of dragons is shown on the screen. The best part of this exercise is the auditory reinforcement of the visual image (done with musical notes in an ascending scale).

The third activity, "Creature Features," maintains the spook/fantasy theme, as your child selects heads, bodies and legs of different creatures, in a variety of scenes (just like a mix-and-match book).

The disc creates a friendly relationship with the computer and has lots of bright colors, but because little or no involvement is needed, the child may quickly lose interest.

The program tries to teach pre-reading skills, but also fails on that account, because too much reading is required. For each letter chosen, there's a three line poem, which is well beyond the capability of a child who is just learning to recognize letters. This necessitates the presence of an adult every time the program is used. Although it's great to share a reading experience with your child, they should also be able to enjoy "books" alone—with this program, it would be extremely difficult.

And the poems themselves are confusing at times. For instance, in one scene, "B is for Baba Yaga" (the witch), a child looking at the illustration could think it's a Creature, a Monster, anything, but isn't going to know who Baba Yaga is. There's really nothing wrong with "A is for Apple, B is for Ball."

To succeed, programs for three- to five-

year-olds must encourage interaction with the child, and this program doesn't ask the child to do anything more significant than press keyboard letters and numbers. The child just sits back and watches, and would be better off scribbling with a pencil and paper. For the \$34.95 list price, I'd rather buy seven alphabet and number books, plus a couple of pencils.

### MARKET MOGUL ★

Designed by Mike Falkner.  
(Datamost, disc for IBM PC, \$34.95)

By Suzan D. Prince

Its box says *Market Mogul* "will teach you the Stock Market in fun and interesting ways." Not so. If you want to learn to play the Market, read up on it at the library, visit the exchanges in New York City or see your pals at Smith Barney. Don't waste your mutual funds on *Market Mogul*.

The game's weak, uninspired story line casts you as a company clerk who suddenly becomes the unlikely confidant to the chairman of MegaCorp., a fictional conglomerate. Mr. Chairman, on his deathbed, begs you to quash an unfriendly takeover bid from a "greedy" executive vice president inside the company. Using the buy/sell tools of Wall Street, you, presumably driven by your own appetite for power and wealth, go to battle against shifting economic conditions, worthless business rumors and other financial obstacles. To become president, you must acquire enough shares in each of MegaCorp's 10 subsidiaries and then maintain a net worth of at least \$250,000 to gain the coveted chairmanship, thus saving the company from the clutches of the executive vp.

This isn't a tutorial in the true sense; for players with little or no knowledge of

### 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

margin calls, stock splits, negative cash flow and the like, *Mogul* quickly confuses—hindering, rather than aiding, the learning process. Barebones documentation (a skinny, seven-page booklet) is woefully inadequate, for example, in explaining the transaction cycles. On-screen help options offer some assistance, but generally the text-only program seems misrepresented. Bearing no resemblance to a conventional learning package, it is rather a strain on the eyes and a chore to decipher than an afternoon's entertainment. A board game with full instructions might fare better. In fact, spending the game's price on a few experimental shares of a real-life company probably would yield a better return on your investment.

**ATARILAB STARTER SET ★★ ★★**  
**Developed by Dickinson College.**  
**(Atari cartridge for Atari computers, \$89.95)**

**By Phil Wiswell**

The home computer may be the best toy ever invented to zap blobs, gobble dots, jump barrels and score points, but it's nice to see a computer do something of lasting value once in a while. I mean, the computer is good at so many things other than videogames—such as making science easier to understand. And that's what *AtariLab* is all about. It provides the tools to actively involve the user in scientific experiments of his or her own design.

This starter set includes the *AtariLab* interface, an electronic temperature sensor, a standard thermometer, a 16K temperature module cartridge and a 143-page manual that explains in simple language as much about the scientific method in general as about how to set up various experiments in particular. The interface plugs into a joystick port, and the temperature sensor plugs into one of eight RCA plug receptacles on the interface (the other seven will accommodate future *AtariLab* scientific sensors).

The manual contains instructions for setting up many different experiments with temperature, as well as blank tables, charts and graphs for your resulting data. The experiments were selected for their bearing on our physical world and some are even utilitarian: For example, if you want an iced drink as cold as it can be 10 minutes from now, exactly when should you add the ice? Fortunately, the software is open-ended, so you are free to use its features to perform any kind of experiment you can devise.

Depending on the type of experiment, the screen gives a different display. If you just want to make one measurement, the screen shows a temperature bulb with markings for both Fahrenheit and Celsius scales. To measure a liquid, simply submerge the sensor and watch the temperature rise or fall on the display. You can also make a series of timed measurements by setting an interval of seconds or minutes, and the

screen will display up to four different temperature bulbs that show how temperature changes over time. The results can be represented on-screen by a graph, and the data can be stored on disc or printed.

Although *AtariLab* was designed for anyone's use, kids between nine and 15 years old will probably enjoy it most. The beautifully written manual contains a wealth of information that will go far to reinforce the principles of science taught in school. The temperature module is but the first in the series, soon to be followed by a module to measure light waves.

The idea of *AtariLab* is wonderful, and working with it is an exciting, involving way to learn more about both computers and the world we live in. It is one of very few pieces of software that make me wish I was 12 years old again. Very well done, Atari.

## Games

### ROCKY SUPER ACTION BOXING ★★ ★

**Designer uncredited. (Coleco, cartridge for ColecoVision with Super Action controller, \$35 approx.)**

**By Michael Blanchet**

With all the grace of an elephant and all the sting of a marshmallow, Rocky, the Italian Stallion, makes his videogame debut in Coleco's Super Action Boxing. Yo, Adrian, I thought the Stallion and Clubber Lang could really put on a show—ya know, fight? Well, they sort of do in this game, but it's not nearly as exciting as the real thing.

This is not to say that this is a bad boxing simulation—it isn't. In fact, it's one of the best I've ever seen. The problem here is a familiar one that's encountered anytime a

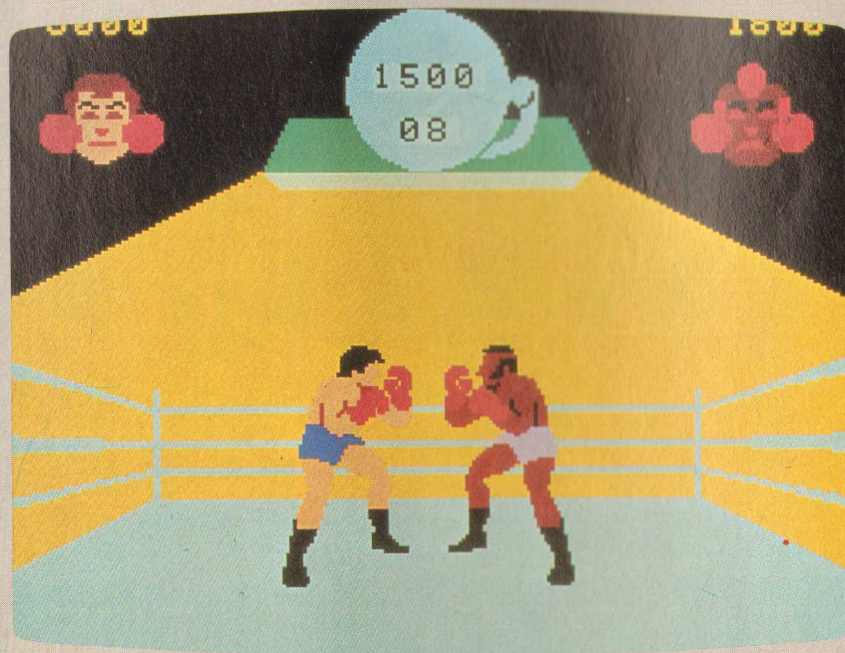
real-life activity is translated to the game medium. Players always harbor certain expectations for a licensed product and more often than not they are let down.

Admittedly, this game does considerable visual justice to that exciting fight scene from the movie, *Rocky III*. Using the Super Action Controller, players can assume the identity of either Rocky or Clubber Lang. There are nine game options. In games one through four you control Rocky; in five through eight, Clubber. (The computer controls your opponent.) Nine, the head to head contest, is the most entertaining option. In this one, each player controls a contestant for a 10-round bout.

Each boxer can make four basic offensive moves, all of which are controlled by the colored action buttons. The yellow switch, for example, throws a head punch when pressed, while the red button initiates a jab to the body. The remaining buttons control the defensive maneuvers of block and duck. Each boxer has a limited patch of canvas in which he is allowed to roam. Rocky is always on the left, Clubber always on the right. Both fighters can shuffle laterally within three set lanes in the ring. All movement is controlled by the joystick.

While Coleco has elected to call its controllers "Super Action," I'd have to say that, in this case, they would be more aptly named "Slow to Action." There's a rather lengthy pause between the time a button is pushed and the desired action is executed on the screen. Furthermore, a second punch cannot be thrown until the arm retracts fully from the first volley. Whatever happened to the ol' one-two? Finally, why can't a fighter as capable as Rocky, or Clubber, for that matter, block and punch at the same time?

Granted, the less than fluid tempo of play could be largely attributed to my inex-



*Rocky and Clubber have all the right- and left-hand moves.*

perience with the controller. But even after a good 50 bouts with the computer, I still had to refer to the legend on the overlay to figure out which button did what. Confusion, it seems, reigns supreme in the heat of battle.

To more closely duplicate actual fight conditions, this game was programmed to keep track of each contestant's fatigue and daze levels. Two indicators in the form of bar graphs are positioned on each side of the scoreboard. If, for example, Rocky lands a string of unanswered blows to Clubber's head, Clubber's daze indicator will turn from blue to black. His reactions while dazed will be slower than normal. This thoughtful piece of programming keeps the contestants and spectators abreast of each fighter's current condition.

If nothing else, Super Action Boxing is different, not to mention one of the few movie-inspired games that so closely resembles its namesake.

### PRIVATE EYE ★ ★

Designed by Bob Whitehead. (Activision, cartridge for Atari VCS, \$22.95)

*Private Eye* is soggy with scenario—it drips of cute and doesn't exactly runneth over with originality. The game casts the player as Pierre Touche, a "floppy hatted French investigator" (an allusion to Clouseau?). Touche has traced "wily international criminal Henri la Fiend" to New York. Being a native Parisian, Touche is lost. Your job is to guide him in his search for evidence that, once collected, will establish reasonable cause for La Fiend's arrest.

There are five cases, each with its own "statute of limitations"—constable for time limit. Before time expires, Touche must gather each article of evidence and return it to its place of origin. Once this is done, he can then arrest La Fiend and return him to

the precinct—no small order when you consider the ground you must cover and the amount of time you are given to do so.

The hazards encountered are typical of a city setting—potholes, rats and falling bricks. One came from another Activision game (the falling flowerpots from *Crackpots*). In fact, much of this game seems to have come from other Activision games. Sections of the city appear to have stepped right out of *Crackpots*. The way the scenery changes is reminiscent of *Pitfall*, while the plot and on-screen action closely follow that of *Keystone Kapers*.

I have never seen Mike Hammer do it, but this *Private Eye* jumps—and not to conclusions. To avoid obstacles, he must

jump. To grab evidence and stolen goods, he must jump. To nab suspicious characters, he must jump. Why this infatuation with jumping? This, I suspect, is the action part of the game. It seems out of place here, as it does in so many other videogames.

To its credit, *Private Eye*, unlike most VCS software, requires more thought than reaction. At first, the game is tough and, to a point, engrossing. Still, any mystery, once solved, holds no surprises the second time around. During subsequent games the location of evidence never varies, nor does the cityscape change, and the player is left with yet another repetitive contest. (M.B.)

### KRULL ★ ★

Designer uncredited. (Atari, cartridge for Atari VCS, \$30.45)

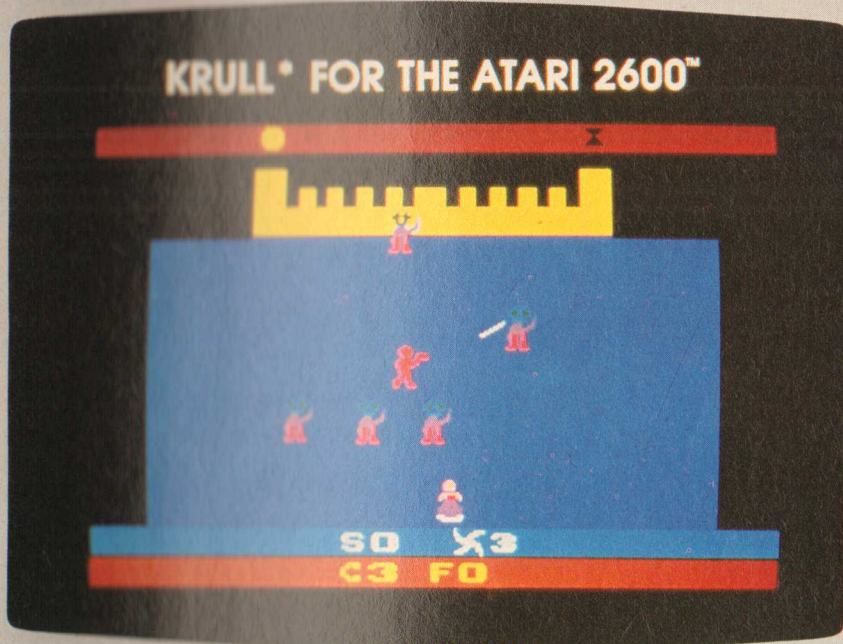
By Craig Kubey

This game is based on the '83 Columbia movie of the same name. How closely I don't know, because I wasn't at a theater during the half hour the movie was in release. So I'll just tell you what the game itself looks like, and what it doesn't look like. It doesn't look like the coin-op *Krull*. The differences outnumber the similarities about three to one.

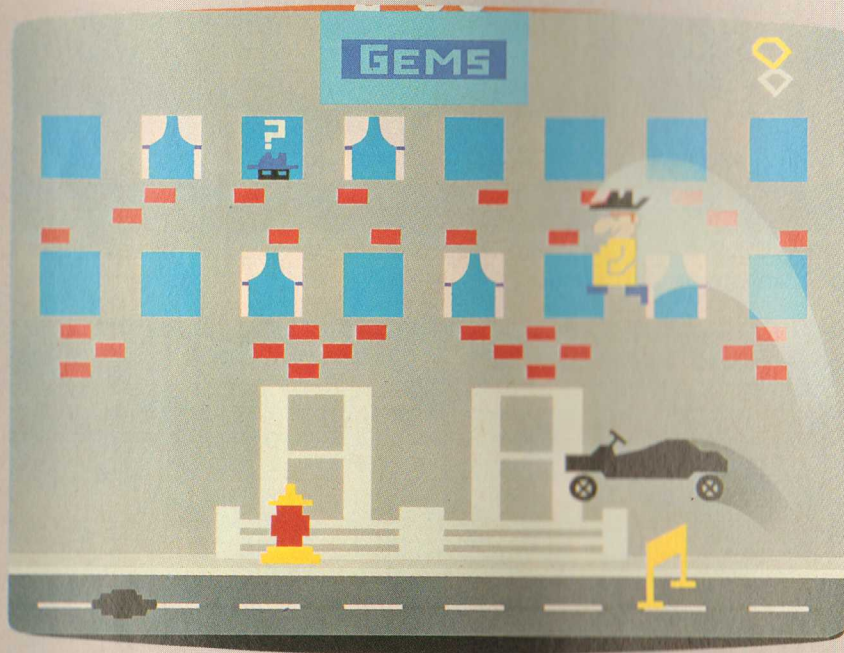
In home-video *Krull*, you control a guy named Colwyn. At least for most of the game. Part of the time he does things over which you have no influence.

The first two stages of the game provide an example. *Krull* starts out with Colwyn getting married to a tiny group of computer pixels named Princess Lyssa. You have no opportunity to speak now; you must forever hold your peace, not to mention your joystick.

Next, a gang of sword-yielding Slayers attacks Colwyn and Lyssa and takes the Princess off to the Black Fortress. This, like



*Krull(er) no doughnut, but winning is a piece of cake.*



*Arresting action requires jumping (not to conclusions) in Private Eye.*

the marriage, is beyond your control.

After that, Colwyn rides on some horses and must pick up glaives, which are medieval broadswords. You need to use the glaives later, so it's important to pick up as many as possible. You grab them by pushing the fire button as the horses gallop over them.

Next, Colwyn finds himself in a spider web, which he must cross to get to a cocoon. In the cocoon he learns the route to the fortress, where the Slayers are doing God knows what to poor Lyssa. If you don't reach the cocoon fast enough, a spider hops over and kills you. The way to get through the web quickly is to hop over strands, again by hitting the fire button.

The use of the fire button to accomplish the tasks just mentioned—grabbing glaives and hopping web strands—is where *Krull* fails. The game requires the player to use timing that is simply too precise or too lucky. As a result, pushing the fire button at what seems the right time fails to obtain the desired result. Frustration ensues.

Still, it's not hard to get to the final phase, which is the Black Fortress itself. Here you get old Colwyn to fling his glaives against the fortress, trying to break through a wall to free Lyssa. A Beast is protecting the fortress. He will probably torch you with a fireball before you penetrate the structure.

*Krull* presents a lot of variety, plus some attractive features like a working hourglass and a setting sun. But the best-laid plans of mice, men and programmers go awry, especially when care is not taken about plan execution.

This is another game for those who spend \$30.45 like most people spend a buck, not a game for those saving their money for something special.

### JACK ATTACK ★ ★ ★ ★

Designed by Kevin Kieller and John Traynor. (Commodore cartridge for Commodore 64 and VIC 20, \$34.95)

By Sheldon Leemon

*Jack Attack* supports the old adage that looks can be deceiving. At first glance, it appears to be perfectly ordinary entertainment. The graphics are neither stunning, state-of-the-art, three-dimensional nor continuously scrolling; they are, in fact, two-dimensional, blocky and rather cute. The play action is moderately fast, not frenetic. There is no blasting of aliens, and no explosions. And yet, in its own quiet and unassuming way, *Jack Attack* is satisfying to play and challenging enough to make you want to keep playing it long after you have put the flashier games away on the shelf.

The basic game involves a Munchkin, a stack of blocks and a horde of whirling purple jack-o'-lanterns that float down from the top of the screen, then bounce around like so many soap bubbles. You move the Munchkin back and forth along the bottom of the screen in an effort to eliminate the jacks by jumping on them or squeezing

them between two of the blocks. You have to contend not only with the jacks but with gravity as well; you can only jump three blocks high. Although you can push or pull the blocks around to form barriers, or use them as steps, you cannot pick them up. The result is a game that requires strategy as well as reflexes. This is not to say that *Jack Attack* is static, like chess. The jacks don't move very fast, but they do move constantly, and so must you in order to prevent them from jumping on you. Since their movement is more or less at random, you cannot win by always moving in the same pattern, as you can with some arcade games. Yet by developing a general plan of

attack, you can definitely improve your odds of surviving a particular board. My own favorite strategy is to seize the high ground, even out the blocks somewhat and make sure that I stay on the top ones.

In the more advanced boards some new elements are added, such as floating platforms that deflect the jacks and gradually disappear and watery areas where your Munchkin cannot move. There are 64 different boards in the Commodore 64 version and 20 in the VIC 20 version. Though they are all just different combinations of the same elements, each presents a fresh challenge, requiring that you alter your strategy to fit the particular

# NEW YORK CAMERA

ORDER TOLL-FREE 1-800-223-6119

\*FREE ELECTRONIC FLASH

#### HOME VIDEO RECORDERS

Panasonic PV-1220	388.00	Sony SL-2400	444.00
Panasonic PV-1320	430.00	Sony SL-5000	364.95
Panasonic PV-1520	584.00	Sony SL-2710	CALL
Panasonic PV-1720	784.95	Sony SL-5200	CALL
RCA VJT-700	774.00	Quasar VH-5031	374.00
RCA VJT-255	394.00	GE 4016	795.00
JVC HRD-120	494.95	GE 4012	CALL
JVC HRD-225	600.00	Sanyo VC-4500	294.95
JVC-HR-7100	434.00	Sanyo VCR-6800	444.95
JVC HR-7650	CALL	Sanyo VCR-6300	374.00
JVC BR-7110	454.95	Sanyo 7200 HI-FI	539.95
Sony 2401	417.00	Sanyo 4400	284.00

#### VIDEO ENHANCEMENT PRODUCTS

<b>LIGHTS</b>	<b>EDITORS</b>
Omega-Reflecta	Panasonic
Smith-Victor	PVR 500
<b>STABILIZERS</b>	
Ambico	Ambico Vidicraft
Bescor	Recoton
<b>TRIPODS</b>	<b>ENHANCERS</b>
Bogen, Slik	Showtime
Star D	Vidicraft Detailer 1
<b>BAGS</b>	Ambico
Kiwi, Fotima	<b>MONITORS</b>
Lowe-Pro	Sony Profeel
Custom Video	N.E.C., J.V.C.
Bags	Panasonic
Tenba	Taxan, Sharp
<b>HEAD</b>	<b>AUXILIARY</b>
<b>CLEANERS</b>	<b>LENSES</b>
Alltop, Tee Gee	Telephone
Recoton	Wide Angle
<b>PORTABLE</b>	Fisheye
<b>BATTERIES</b>	Multi-Image
Bescor, Ambico	
Enerlite "Marathon"	

#### PORTABLE VIDEO RECORDER

Panasonic PV-6110	719.95	JVC HR-C3	534.95
Panasonic PV-6600	894.00	Sony SL-2000/TT-2200	CALL
Panasonic PV-6500	821.95	Quasar VP-5430	624.95
Panasonic PV-5500	CALL	Quasar VP-5435	614.00
RCA VJP-900	785.00	Quasar 5435/531	CALL
JVC HR-2650/TV-26	CALL	Magnavox 8481	849.95
HITACHI VT-7P	839.00	SANYO 7300	CALL

#### VIDEO CAMERAS

Panasonic PK-557	682.00	JVC GZ33U	599.95
Panasonic PK-973	CALL	JVC GZ55U	679.50
Panasonic PK-957	734.00	JVC GX50U	709.00
RCA CC-016	544.00	Sony HVC-2800	CALL
RCA CC-017	834.00	<b>SONY BETAMOVIE</b>	CALL
RCA 030	1299.95	Quasar VK-747	734.00
JVC GXN70U	854.00	ELMO ASTRON 1	405.00
<b>MINOLTA VIDEO</b>	CALL	<b>INDUSTRIAL VIDEO</b>	CALL
<b>OLYMPUS VIDEO</b>	CALL	<b>3-WAY SYSTEM</b>	CALL
<b>PENTAX VIDEO</b>	CALL	<b>T.V.'S</b>	CALL

#### TAPES

TDK Maxell, Fuji, Sony
VHS Beta High - Grade
Kodak Polaroid
VHS T 120 Special 5.95

#### SANYO PORTABLE PHONES

PP TH 2000 89.95 PP TH 900 59.95

PP TH 1015 69.95 MD 3030 129.95

**SANYO ANSWERING MACHINES**

TAS 1000 69.95 TAS 3000 102.95

ALL MERCHANDISE SOLD WITH FULL MANUFACTURER'S WARRANTY, FACTORY FRESH, DOUBLE BOXED FOR ADDED PROTECTION, AND WE SHIP FULLY INSURED ANYWHERE IN THE WORLD

#### PERSONAL COMPUTERS

COMMODORE 64	199.95	SOFTWARE FOR 64	IN STOCK	COMM. 64	COMMODORE
MPS 801 PRINTER	199.95	GBERT	59.95	HIRES MONITOR	WORD PROCESSING
1526 PRINTER	CALL	OMNICAL C	49.95	1541 DISK DRIVE	SYSTEM
1541 DISK DRIVES	IN STOCK	HESWRITER	CALL	COMM PRINTER	<b>899.95</b>
1650 MODEM	CALL	LOGO	CALL	PRINTER INTERFACE	
MAGIC DESK	IN STOCK	EPSON	CALL	MONITOR INTERFACE	
MAXELL MDI DISKETTES	29.95	OKIDATA	CALL	WORD PROCESSING SOFTWARE	
SCOTCH 5 1/4 DD DISKETTES	33.95	JUKI	CALL	BOX OF DISKS	
ELEPHANT DISKETTES	10.95	GEMINI	CALL		
DISK FILES for 50 DISKETTES	29.95				
WICO 3 WAY JOYSTICK	29.95				
WICO REDBALL JOYSTICK	34.95	<b>APPLE &amp; IBM P.C. CALL</b>	<b>PROGRAMMERS REFERENCE</b>		
<b>MONITORS</b>		GUIDE	19.95		
TAXAN	CALL				
AMDEK	CALL				
GORILLA	CALL				

for prompt and courteous service call

## NEW YORK CAMERA

131 W. 35 St.  
New York City 10001  
Telex #971877  
(212) 564-4398

Open Weekdays 9:00-6:00 SUNDAYS 10-4 p.m.

MASTERCARD AND VISA ACCEPTED

Send certified check or money order for immediate

shipment. Please allow 30 days for bank clearance on

personal checks. Add postage and handling.

Not responsible for typographical errors.

Shipping & Handling Nonrefundable

\*with purchase over \$500.00

Our only location 131 W. 35th St. opp. Macy's

pattern of obstacles and the number of opponents.

The most disappointing thing about this game is that the sound effects are minimal at best. Although I can easily do without the noisy shooting and explosions of some arcade games, *Jack Attack* seems a little too quiet. The 64 in particular has very powerful music-making capabilities, which could have been used to provide some spooky music, squeeks, rattles or other sounds to spice up the game. But even without such sound effects, *Jack Attack* has an addictive quality that can keep even the most jaded arcader entertained for quite a while.

**JAMES BOND** ★ ★ ★  
*Designer uncredited.* (Parker Brothers, cartridge for Atari home computers, \$30 approx.)

By Ken Uston

Well, you'll finally get a chance to drive James Bond's customized spy vehicle, which not only travels on land, on sea and under water, but which can also leap into the air and launch ground-to-air missiles and depth charges. The Bond leitmotif, which plays at the beginning of each game, is reminiscent of the magic and intrigue of the 007 Hollywood extravaganzas. The detailed graphics add to the illusion.

# NOVABEAM

## THE BIGGEST NAME IN PROJECTION TELEVISION

When Henry Kloss introduced the first practical large screen projection television over ten years ago, watching TV became more exciting and involving than ever before. Later his development of the innovative Novatron® three-tube system soon established Novabeam® sets as the standard in affordable high performance. And now, Novabeam is the biggest name in projection television.

### The Novabeam Model One-A.

With advanced video circuitry and a 105 channel, cable ready, off-air tuner complete with an infrared remote control unit and a separate screen that rejects ambient room light, the Novabeam Model One-A Projection Receiver produces a 6½ foot diagonally measured picture. It has more than *five times* the brightness of

commercial movie theatres and is priced more affordably than you might think.

Monitor and 10 foot projector versions are also available.



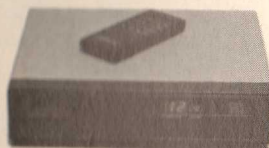
The Model Two



The Model One-A

### The Novabeam Model Two.

About the size and weight of a conventional 19" set, the Novabeam Model Two Portable Projection Monitor can be tucked away when not in use and can even go from room to room. It projects a bright, clear 5'4" picture directly on a white wall or conventional screen in a darkened room. Yet it's the most affordable high performance projection system available today.



T-1 Tuner

### The Model T-1 Component Tuner.

Like all Kloss Video products, the Model T-1 Component TV Tuner was designed for affordable high performance. It features 105 channel, cable-ready tuning with a multiplex output and a full-function infrared remote control unit. And it's priced at roughly half the cost of competitive tuners.

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).

NOVABEAM®

Novabeam® and Novatron® are trademarks of Kloss Video Corp. ©1983 Kloss Video Corp. Simulated picture.

There are four game variations, each with a theme drawn from a Bond movie. In each one your vehicle travels from right to left as various land and sea scenes scroll across the screen.

The first and easiest game is based on *Diamonds Are Forever*. You begin by jumping your vehicle over land craters, while avoiding missiles fired from the satellite of archenemy Blofeld. Eventually, your vehicle reaches the sea, where it encounters malevolent frogmen. To win the game, you must leap over an oil rig and land on a heliport.

The next three levels (based on *The Spy Who Loved Me*, *Moonraker* and *For Your Eyes Only*) get progressively more difficult. In these, your vehicle encounters missiles launched from the floor of the sea, remote-controlled helicopters, flying space shuttles and submarines hidden in darkened seas. At the end of the game, your performance is ranked by the computer, rather than by M: Novice spies get a 000 rating; real sleuths are rewarded with the coveted 007.

Some playing tips:

- Bond's car has limited thrust power. Save thrust by jumping at the last possible moment when overhead satellites start shooting. Usually, you'll avoid the resulting craters and land on safe terrain.

- To shoot diamonds overhead, position the car just to the left of the center of the screen. Whenever a diamond appears at the right edge of the screen, fire away. Chances are you'll blast it out of the sky.

- The aerial shots and depth charges alternate. On the land portion of *Diamonds Are Forever*, you don't need the depth charges. So whenever you fire off an aerial shot, immediately launch a depth charge so that your car's ready for another aerial shot when you need it.

The game does take a while to get used to. But it's worth the effort. Believe me, you'll feel good when you shoot your first frogman—to say nothing of the first time you jump on the helicopter pad.

### THE HEIST ★ ★ ★

*Designed by Mike Livesay and Mike Mooney.* (Micro Fun, disc for Apple II/II+ /IIE, \$39.95)

By Dan Gutman

Most games fit into handy, but ultimately boring, categories—action, adventure, maze, etc. *The Heist* can't be pegged so easily. It can be called an adventure game, because you have 144 rooms of a museum to explore. But it can also be called an action game, because the rooms are filled with human-eating robots, stompers and other death traps. It can also be called a climbing game, because elevators, escalators and ropes are used to reach the museum's upper floors.

The object is to scarf up all the art in the museum in order to find a hidden microdot. Graham Crackers, the hero at your command, can run, jump and crawl all over



the museum. He has no living enemies—every pitfall is an inanimate object.

Graphically, the screen has the bright colors and overall weirdness of Activision's *Keystone Kapers*. No stick figures here—Crackers approaches humanoid form. And all objects—tables, ottomans, conveyor belts—are clearly defined. The sound, on the other hand, is typical Apple squawks.

Play action is addictive. The game is slow, but timing is crucial. There are more than 144 ways to get killed, and you learn by dying. You'll need a good memory—or a good map—just to get through the first screen. Fans of action and adventure games will be pleased and challenged.

**ROBOTRON: 2084** ★ ★ ★ ★  
**Designer uncredited.** (Atari, cartridge for Atari 5200, \$34.95)

This translation is odd in that it actually looks and plays like its inspiration. This is no cash-in product—the type of game certain companies are so fond of pumping out. This is *Robotron*.

The Orwellian story line is certainly timely: Robots have decided to annihilate mankind, and your character, a genetic freak, has been chosen to rescue the last human family—a WASPY trio named Mom, Dad and Mikey. During the fight, your character faces wave after wave of GRUNTS, brains, hulks and spheroids that

can be vaporized with your eight-way, rapid-fire laser.

Thanks to the dual controller holder, players can guide their characters in much the same way they do in the arcade version. This is probably the best blast 'em to bits contest available for any system. Don't expect this one to collect much dust. (M.B.)

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

## Activity

**ANIMATION CREATION** ★ ★ ★  
**Designer uncredited.** (IBM, disc for IBM PCjr, \$40)

By Robert Alonso

*Animation Creation* includes everything necessary to create and animate entire screens of graphics. It is ideal for young kids and, because it is so thorough, for aspiring PCjr game designers.

The disc includes three demonstration animations. These are explained in the manual and are used to teach the commands in *Animation Creation*. One section of the manual is a step-by-step tutorial on how to change one of the animations. Every keystroke is explained in detail.

Although the program is self-contained and requires no programming experience, there is a supplementary BASIC program included on the disc which enables the user to learn how to do the animations from within his or her own programs.

Another plus for the program is that it also has practical business uses. While it has no provision for doing pie-charts or fancy graphs, it will allow the busy executive to design colorful bar graphs and text. With some creativity, any businessperson can create visually impressive reports at a fraction of the cost of the more expensive business graphics packages.

**KIDWRITER** ★ ★ ★ ★  
**Designed by Jim and Jack Pejsa.** (Spinnaker, disc for Apple II/II+/IIe, \$34.95)

By Elizabeth Crow

This colorful program is beautifully organized for school-aged children. It begins by offering children an assortment of about 100 objects and shapes which run the gamut from pictures of children to aliens and snowmobiles. Each time the child selects an image, he or she can customize its shape and color and then position it in one of an assortment of preprogrammed backgrounds. When the child is satisfied with the picture, he or she goes on to write a story to accompany it.

*Kidwriter* was a huge hit in our household. Seven-year-old Sam found that the program's images were more than adequate for creating outer-space scenes and *Dukes of Hazzard*-type car races. And

# D'S SOUND-TEK

3048 Avenue U  
 Brooklyn, N.Y. 11229  
 (212) 332-5687

ALL MAJOR BRANDS!  
 ★ SONY ★ PANASONIC ★  
 ★ RCA ★ HITACHI ★ TOSHIBA  
 ★ JVC ★ QUASAR ★ G.E. ★  
 MAXELL ★ SHARP ★ SANYO ★  
 ★ AKAI ★ ZENITH ★

MAKE US YOUR LAST CALL  
 FOR BEST BARGAINS  
 ★ ★ ★ CALL TOLL FREE! ★ ★ ★  
 1-800-221-1977

We carry computers & peripherals  
 COMMODORE, APPLE, ATARI, EAGLE, EPSON, NEC,  
 OKIDATA, PROWRITER, AMDEK, GEMINI & TELETEX.

### VIDEO TAPES VHS (T-120)

TDK T-120 .....6.50  
 TDK Extra HG .....7.60  
 Maxell H. Grade .....7.99  
 Maxell HGX Gold ...10.50  
 JVC H. Grade .....7.99  
 JVC Super H. Grade .9.25  
 \*Scotch T-120 .....5.50  
 \*Scotch High Grade ..7.75  
 Memorex Pro Series  
 with Free Hard Case ...6.50  
 BASF Chrome T-120 .6.79

Memorex High Grade  
 with Free Hard Case ...8.50  
 Panasonic T-120 .....6.40  
 RCA T-120 .....6.30  
 Canon Super HG ....12.50

Sold by Case Only  
 \*after manuf. rebate  
**BETA**  
 Sony L-500 .....5.80  
 Sony L-500 HG .....6.30  
 Sony L-750 .....6.80  
 Sony L-750 HG .....7.59  
 Sony L-830 .....7.99  
 Sony L-830 HG .....10.50

SOME OF OUR  
 BEST SPECIALS  
 SONY BETAMOVIE  
 BMC-110K .....1025.00  
 SONY BETA HI-FI  
 SL-2710 .....799.00  
 SANYO Cordless Phone  
 TH1015 .....69.00  
**PANASONIC**  
 PANASONIC Cassette  
 Recor. AC/DC .....24.95  
 PANASONIC Tel. Ans. Mach.  
 w/Rem. KXT-1515 ...109.00

Open: Mon., Tues., Thurs. 9 am-7 pm, Wed., Fri., Sat. 10 am-6 pm, Sun. 10 am-5 pm. Mastercard & Visa accepted. We ship most orders within 24 to 48 hrs. COD with deposit. Factory Fresh War. Not Responsible for Typo. Errors. For cust. serv. call 212-646-0091. Cash & carry for walk in customers.

the writing program was an unmitigated success. Although he's never had a typing lesson, Sam found typing more satisfying than writing in longhand had ever been. His first effort—a lurid space adventure entitled "Interplanetary Alien Battle"—was an impressive five pages long. If he'd been writing it out longhand with a pencil, it would have taken him five times as long, and it's unlikely that he would have gotten all his thoughts and ideas down as vividly. And instead of ending up with a smeary copy, smudged with erasures, *Kidwriter's* editing function allowed him to correct his copy neatly and quickly.

The program is also, according to Sam,

"really nice to kids." It understands that an accidental erasure might be a tragedy to a second-grade novelist, so every time the decision to save or erase a story is made, the computer asks the child to "be sure" he or she wants to go ahead.

Not only did *Kidwriter* help Sam write five stories and one anniversary card—for my husband and me—on his first night with the program, but he was proud of the results, which satisfied his budding instinct for order (which I wish would extend to cleaning up his room) and inspired him to write more.

(Also scheduled to be released for Commodore 64.)

## Personal

### 64 PAK

Designed by Elizabeth Ruby.

(Computer Software Associates, disc or cassette for Commodore 64. \$24.95 disc; \$19.95 cassette)

I hereby make this program my first nomination for *Video Review's* 1985 ViLE awards. Its 10 programs are among the least interesting, least useful and most simple-minded software published this year. The programs are the kind of stuffing used in those books titled *BASIC Games for Your C-64* that I always ignore at the bookshop. I suspect, in fact, that you could do better with some of those \$5.95 books than with this more costly software package.

"Sign Talk" is the best of the 10 programs and a very original use of the computer. For any letter pressed, you see a large hand signaling that letter in sign language. After you get familiar with the signs, you can play a game in which the computer displays the sign and you've got to type in what letter it represents. I liked this one.

"Speed Read" was okay for a while. The computer flashes a few words on the screen, and you must type what you saw (or what you think you saw). The saving feature of this program is a utility allowing you to make data discs with your own phrases or word combinations.

"Life Expectancy" was sort of interesting—until it informed me I would live to be 62. You answer a dozen or so questions about yourself—your habits, where you live and so on—and it delivers the news. I expected better than 62. Next program.

"Flash Cards" allows you to write questions on one side of a "piece of paper" and answers on the other, creating quizzes or drills. Wow. We can do that with a set of index cards. Next program.

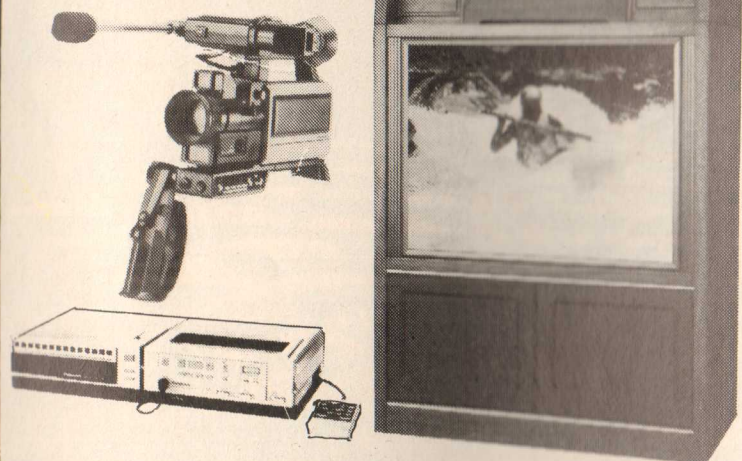
"World Clock" will tell you what time it is in Manila or Paris or a number of other cities, assuming you have a few minutes to wait for the software to boot when you want to know. Next program. "States & Capitals" is a drill, drier and less interesting than the worst grammar school teacher you can remember. All the questions are phrased identically. "Pierre is the capital of \_\_\_\_." Next program. "Big Time" is a digital clock that you set. Its numbers take up the entire screen. Then, I assume, you sit and watch the seconds, minutes and, eventually, hours change. Next program....

Enough! You can discover the wonders of "Mortgage Calc," "Cash Register" and "Perpetual Calendar" for yourself if you've got the guts to buy *64 Pak* after reading this review! With the high price of today's software, I can understand the temptation to buy a package of 10 different programs. But *64 Pak* is clearly a case of quantity over quality. (P.W.)□

# Video Price Busters

**Panasonic**

CINEMAVISION



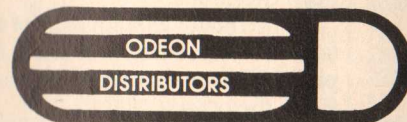
Call TOLL FREE 1-800-223-3300

IN N.Y. CALL 212-424-1122

**Panasonic SONY RCA**

**HITACHI Quasar JVC**

Also All Export Models • All Brands of Beta & VHS tapes

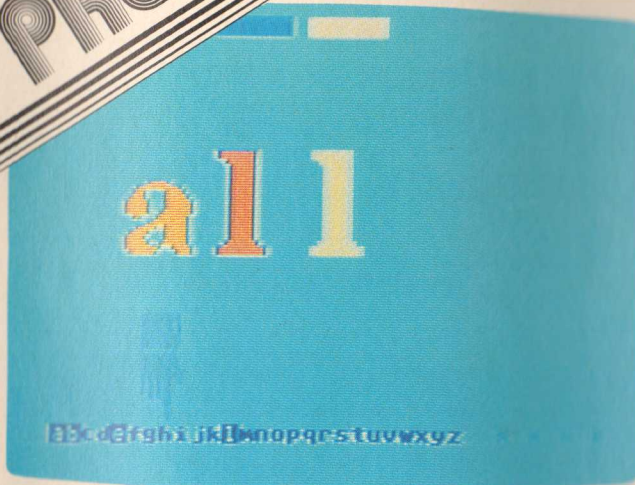


83-15 Broadway  
Elmhurst, N.Y. 11373

**Wholesale Inquiries Invited**

HOTLINE OPEN 7 DAYS A WEEK

# Coming next on cart, cassette, disc



Spellers have a devil of a time with Webster: The Word Game.

## EDUCATIONAL

**BEEES** The player controls the scout bee in charge of locating pollen and nectar. Success is measured by the amount of honey made, the number of bees in the hive and the ability to swarm and create new hives. (CBS, Apple II/II+/I/e, Atari home computers, Commodore 64, IBM PC/PCjr)

**LUCKY'S MAGIC HAT** Both children and adults can improve reading comprehension skills in this fantasy land peopled with leprechauns. Players must interpret the meaning of the scrolls containing both words and pictures. The program includes an authoring system to allow users to create original artwork. (Advanced Ideas, Apple II/II+/I/e)

**MAGIC PAD** Rubbing the stylus across the Animation Station touch tablet uncovers images. The goal is to discover what the image is in the least amount of time. Intended to improve shape recognition skills. (Suncom, Apple II/II+/I/e, Atari home computers, Commodore 64, IBM PC/PCjr)

**STEP-BY-STEP III** The third in the Step-By-Step series, this program focuses on advanced BASIC programming, with an emphasis on disc operating systems (DOS) and input/outputs (I/O). The package includes audio cassettes and a workbook. (PDI, Apple II/II+/I/e)

**WEBSTER: THE WORD GAME** Players hand it to the alphabet as they choose letters to fill in the blanks in words. A word with key letters missing descends from the top of the

screen, and players must guide a hand to the missing letters before the word reaches the bottom of the screen. (CBS, Apple II/II+/I/e, Atari home computer, Commodore 64, IBM PC/PCjr)

## ACTIVITY

**ANIMATOR** Using Suncom's Animation Station touch tablet, users create images or take images from a library of pre-drawn shapes. By lacing various scenes together, the shapes can then be animated. (Suncom, Apple II/II+/I/e, Atari home computers, Commodore 64, IBM PC/PCjr)

**CHILDREN'S STORYBOOK: SPENCER IS A LITTLE BIT WORRIED** This combination storybook and disc includes a story about Spencer's first day of school and activities on the disc that relate to the story. (Reston, Apple II/II+/I/e)

## GAMES

**BATTLE FOR BRITTANY** This combination text and graphics adventure takes place off the coast of Scotland during World War II. Players, using graphics touch tablet, move ships through waters. Text at bottom of screen keeps players informed of status of ships at all times. (Suncom, Apple II/II+/I/e, Atari home computers, Commodore 64, IBM PC/PCjr)

**CAVE GIRL CLAIR** One of the first in a "Games for Girls" series, this adventure centers on a prehistoric girl who likes to watch the Woolly Mammoth wading the tall grasses. Her survival depends on skillful fire-

tending and seasonal gathering of medicinal plants and food. (Addison-Wesley, Apple II/II+/I/e)

**DRAGONHAWK** The player's mission is to kill a flying serpent which has put a mountain range full of creatures under its evil spell. Six hordes of creatures—including buzzards, iguanas, dragon puppies and mosquitoes—follow the serpent's orders to attack the player's character. (Creative, Commodore 64)

**FINAL LEGACY** The player is among a group of survivors of a nuclear holocaust. Having rebuilt the society, the group discovers that several devices were set to go off at a rapidly approaching date. (Atari, Atari home computers)

**MYCHESS II** Players can look for across-the-board challenges in this chess simulation. The game can be played in two or three dimensions. The view is from the side of the board. (Datamost, Apple II/II+/I/e, Atari home computers, Commodore 64, IBM PC/PCjr)

**ON FIELD FOOTBALL** Using "player perspective graphics," this grid-iron game is designed to give the player the sense of actually being on the field, not merely looking down at it. (Gamestar, Atari home computers, Commodore 64)

**SIERRA CHAMPIONSHIP BOXING** Statistical strategy with punch. The player determines the weight, height and reach of the boxer, then watches him battle it out against Ali, Holmes or Tunney. Judges call the contest from the sides. (Sierra On-Line, IBM PC/PCjr)

**WIZARDRY** Not just a translation of the original Apple-compatible game, according to its manufacturer, this game has been completely rewritten to take advantage of the power and sophistication of the Macintosh. One or more players must explore a maze of dungeons, fending off monsters. (Sir-Tech, Apple Macintosh)

## PERSONAL

**ARCHITECTURAL DESIGN—PROFESSIONAL VERSION** This enhanced version of *Hi-Res Architectural Design* includes 126 pre-drawn shapes and the "Super Shape Draw" program for more elaborate designing. Special features include nine different line widths and three label rotations and orientations. (Avant-Garde, Apple II/II+/I/e)

**PROOFREADER** This companion to the AtariWriter word processing program checks spelling throughout documents, letters and files. (Atari, Atari home computers) □

## SOFTWARES

**REPEAT PERFORMANCES:** Conversion of software to different computers continues to dominate release schedules. From Spinnaker, **Spell Diver** and **Agent U.S.A.** will be coming out for C64, while **Bank St. Writer** will be released for IBM PC/PCjr. Spinnaker also plans to release C64 adaptations of sections of **Microsine** to retail for \$19.95... **Boulderdash** from First Star should be out for PC and PCjr... Atarisoft is expected to release **Joust**, **Pole Position**, **Ms. Pac-man**, **Moon Patrol**, **Jungle Hunt**, **Battlezone** and **Galaxian** for Apple, C64, VIC-20, PC and PCjr... **Murder on the Zinderneuf** will be out for the Apple. Also from Electronic Arts, IBM PC versions of **Archon**, **M.U.L.E.** and **One-on-One** and C64 version of **Seven Cities of Gold**. EA will also release new game: **Archon II**.

**MACVERSIONS:** In spite of much talk of conversions to Apple's Macintosh, solid commitments are sparse. Among them: **Typing Tutor II** from Simon & Schuster; **Run for the Money** from Scarborough; and **Millionaire**, **Tycoon** and **Baron** from Blue Chip.

**IDENTITY CRISES:** **Joe's Writer**, **Fred's Writer** and **Jack's Calc** from Creative are being re-named **Creative Writer**, **Creative Filer** and **Creative Calc**... **Puzzlemania** from Epyx will also be released with new name: **Puzzle Panic**.

**CAN YOU SAY SOFTWARE?** This fall should see software from CBS designed by **Mister Rogers**. Programs will be designed to help children develop self-esteem and the ability to deal with events.

**ANIMATION STATION'S NEXT STOP:** Under development for Suncom's touch tablet (Animation Station) are programs devoted to music, business, penmanship and shorthand. No release dates yet available.

—Abigail Reifsynder