

Computer Entertainer

the newsletter

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...for C64
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SP-1 Adam Interface
...for ADAM

Due to the amount of news in this issue, we have bumped several reviews to next month.

UPBEAT MOOD ... BREAKTHROUGH PRODUCT

We weren't quite sure WHAT to expect when we arrived in Chicago. After all, many software companies had either gone out of business or had opted to cancel their booth at the show. Meanwhile, every time we've picked up a newspaper, magazine, or such in the last several months we've read that the home computer market is in serious trouble. Commodore profits plunging, Apple stock taking a dive, videogames OVER, entertainment software glut and no one wants to play games anymore. While we've had a tough time believing the reports that entertainment software is over, there have been definite signs of serious problems.

Well, we can happily report that while there are far fewer companies now, everyone we talked with is in an extremely upbeat mood about the future of home computers AND, more specifically, entertainment for home computers and the crowds in the booths underscored the upbeat feelings of the software executives. Certainly, there were fewer people than two years ago, at the zenith of growth; however, even then we were predicting problems as there was so much marginal (and downright awful) product. The old philosophy seemed to be: produce as many titles as possible, with clones of clones, throw them against the wall, and see how many stick. With that philosophy, many people got hurt...from the manufacturers down through the retailers who couldn't sort through the product and thought that "more was better." The people visiting the booths this time around are more sophisticated -- they've been through the worst and *SURVIVED*. These dealers were looking for entertainment software to stock. They were swarming around the Commodore 128. They were trying to get a look at the Atari ST. They were placing ORDERS for the Christmas selling season.

What Does It Mean

Certainly, we are faced with a little more shake-out, but nothing like what we've been through in the industry in the past year. As in any industry, we'll continue to see a few companies disappear; however, there will be new ones cropping up with exciting new product. Those of you who have complained about the problem you have *FINDING* product in your town will probably continue to have the same problems. Any retailer (who's still in business) who was "burned" by videogame and/or computer software is *NOT* going to go back into it. (He's probably moved on to Satellite Dishes where he'll be burned again.) Most retailers who are currently carrying the software will continue to. *EVERYONE* we talked with agreed that entertainment software is strong and will get even stronger with the type of product planned. The manufacturers have finally figured out that they can't fool you --

...continued on Page 5

ATARI COMPUTERS

JUNE

x-Computer Quarterback (SSI)
x-Gemstone Warrior (SSI)
x-Great American Road Race (ACT)
Mindshadow (ACT)
Mindwheel (SYN)
x-On-Track Racing (GAM)
x-Wishbringer (INF)

JULY

Temple of Apshai Trilogy
AUGUST

Crimson Crown (PEN)
Essex (SYN)
Lode Runner's Rescue (SYN)

SEPTEMBER

Goonies (DS)
World's Greatest Football (EPY)

OCTOBER

Eidolon (EPY)
Elevator Action (DS)
Frank & Ernest's Adventure (PEN)
Koronis Rift (EPY)
Oo-Topos (PEN)
Pole Position II (DS)
Raid Over Moscow (ACC)

THIRD QUARTER

Alternate Reality (DS)
Colonel Conquest (SSI)
Hacker (ACT)
Master of the Lamps (ACT)
Music Studio (ACT)
Print Shop Graphics #2 (BRO)
x-Six-Gun Shootout (SSI)
Zorro (DS)

FOURTH QUARTER

Beachhead II (ACC)
Breaker (SYN)
Brimstone (SYN)
Deadly Summer (SYN)
Gamemaker (ACT)
House of Changes (SYN)
Ronin (SYN)

COMMODORE 64 **

SECOND QUARTER

x-Alcazar (ACT)
x-Countdown to Shutdown (ACT)
x-Fireworks (ACT)
Maxwell Manor (AH)
Railroad Works (CBS)
x-Skyfox (EA)

JUNE

Bellblazer (EPY)
x-Beachhead II (ACC)
x-Computer Ambush (SSI)
x-Finders Keepers (SUN)
x-Karateke (BRO)
x-On-Track Racing (GAM)
Rescue on Fractalus (EPYX)
x-Xyphus (PEN)
x-Wishbringer (INF)

JULY

x-Carriers At War (EA)
Dolphin's Rune (MIN)
Escape from Richelieu (SUN)
Goofy's Word Factory (SIE)
Reach for the Stars (EA)
Spy vs. Spy Island Caper (FS)
Star Rank Boxing Main Event (GAM)
Temple of Apshai Trilogy (EPY)

AUGUST

Crimson Crown (PEN)
Essex (SYN)
First Men in Moon Math (FP)
Flight Simulator Scenery
Disks-Western Region (SUB)
Jungle Book Reading (FP)
Lode Runner's Rescue (SYN)
Masters of Ledgerdmain (SUN)

Peter Rabbit Reading (FP)
Prokofiev's Peter & Wolf Music (FP)
Winter Games (EPY)
The Works (FS)

SEPTEMBER

Cave of Time (BAN)
Escape (BAN)
4th Protocol (BAN)
Goonies (DS)
Jet (SUB)
Moebius (ORI)
Nine Princes in Amber (TEL)
Perry Mason: Case of Mandarin Murder (TEL)
World's Greatest Football (EPY)
Zorro (DS)

OCTOBER

Eidolon (EPYX)
Elevator Action (DS)
Frank & Ernest's Adventure (PEN)
Koronis Rift (EPYX)
Oo-Topos (PEN)
Pole Position II (DS)
Star Trek: Kobayashi Alternative (SS)

THIRD QUARTER

Alternate Reality (DS)
Beyond Forbidden Forest (COS)
Black Onyx (SIE)
Black Thunder (AH)
Bounty Bob Strikes Back (BIGS)
Colonel Conquest (SSI)
Great Intl Paper Airplane
Construction Kit (SS)
Gryphon (AH)
Hacker (ACT)
Mech Brigade (SSI)
Norway 1985 (SSI)
x-Six-Gun Shootout (SSI)
Super Bowl Sunday (AH)
Wing of War (SSI)

FOURTH QUARTER

Alter Ego (ACT)
Breaker (SYN)
Brimstone (SYN)
Deadly Summer (SYN)
Fast Tracks (ACT)
Flight Simulator Scenery
Disk-Eastern Region (SUB)
Gamemaker (ACT)
House of Changes (SYN)
Ronin (SYN)
There's Someone Living in
my Computer (ACT)
Ultima 4 (ORI)
Wrath of Quintana Roo (SUN)

FIRST QUARTER 1986

AutoDuel (ORI)

(** - Editor's Note: We will combine all software for the C64 & C128 under the C64 heading, EXCEPT software which will ONLY run on the C128. We will feature an Avail for that machine only. The programs listed under C128 will NOT run on the C64.)

COMMODORE 128

AUGUST

Black Cauldron (SIE)
GATO (SIE)

THIRD QUARTER

PerfectCalc (COM)
PerfectFiler (COM)
PerfectWriter (COM)

ATARI ST

AUGUST

GATO (SIE)

APPLE II

JUNE

Adventure Construction Set (EA)
x-Bank Street Filer (BRO)
x-Capt'n Goodnight (BRO)
x-Computer Quarterback (SSI)
x-Donald Duck Playground (SOL)
x-Finders Keepers (SUN)
x-I Damiano (BAN)
x-Operation Market Garden (SSI)
x-ProDos Homeword (SOL)
x-Trolls & Tribulations (CRE)
x-Wishbringer (INF)

JULY

x-Carriers at War (EA)
Escape from Richelieu (SUN)
Goofy's Word Factory (SIE)
Great Intl Paper Airplane
Construction Kit (SS)
Home Connection (PEN)
Home Data Base (PEN)
Masters of Ledgerdmain (SUN)
Print Shop Graphics Library 2 (BRO)
Racter (MIN)
Reach for the Stars (EA)
Temple of Apshai Trilogy (EPY)
x-Wilderness (EA)
The Works (FS)

AUGUST

Black Cauldron (12BK)(SIE)
Countdown to Shutdown (ACT)
Crimson Crown (PEN)
Essex (SYN)
First Men in Moon Math (FP)
Forbidden Castle (MIN)
Great American Road Race (ACT)
Jungle Book Reading (FP)
King's Quest II (SOL)
Master of the Lamps (ACT)
Mobius (ORI)
Peter Rabbit Reading (FP)
Prokofiev's Peter & Wolf Music (FP)
Summer Games II (EPY)
Ultima 4 (ORI)
Voodoo Island (MIN)
Winter Games (EPY)

SEPTEMBER

AutoDuel (ORI)
Cave of Time (BAN)
Escape (BAN)
Goonies (DS)
Luscher Profile (MIN)
The Mist (MIN)
Nine Princes in Amber (TEL)
Perry Mason: Case of Mandarin Murder
View to Kill (MIN)
World's Greatest Football (EPYX)
Zorro (DS)

OCTOBER

Frank & Ernest's Adventure (PEN)
Lode Runner's Rescue (SYN)
Ogre (ORI)
Oo-Topos (PEN)
Star Trek: Kobayashi Alternative (SS)

THIRD QUARTER

Bank St Mailer (BRO)
Beachhead (ACC)
Beachhead II (ACC)
Capt'n Goodnight (BRO)
Fantavision (BRO)
Guitar Wizard (BAUD)
Hacker (ACT)
Mech Brigade (SSI)
Music Shop (BRO)
Norway 1985 (SSI)
Raid Over Moscow (ACC)
Science Toolkit (BRO)
x-Six-Gun Shootout (SSI)
Spy vs. Spy Island Caper (FS)
Video Vegas (BAUD)
Wizdery Scenario 4 (SIR)

FOURTH QUARTER

Alter Ego (ACT)
Alternate Reality 2 (DS)

Black Onyx (SIE)
Breakers (SYN)
Brimstone (SYN)
Deadly Summer (SYN)
Flight Simulator Scenery
Disk (Western Region)(SUB)
Fourth Protocol (BAN)
Gamemaker (ACT)
House of Changes (SYN)
Mickey's Three in One (SIE)
Ronin (SYN)
There's Someone Living in
My Computer (ACT)
Under Fire (AJ*)

MACINTOSH

JUNE

Amazon (TEL)
Dragonworld (TEL)
Fahrenheit 451 (TEL)
Music Construction Set (EA)
Rendezvous with Rama (TEL)
Shadowkeep (TEL)
Ultima 3 (ORI)
x-Xyphus (PEN)

JULY

x-Great Intl Paper Airplane
Construction Kit (SS)
x-Mac Art Department (SS)
MacFont 1 (SUN)
Pinball Construction Set (EA)
Print Shop (BRO)
Temple of Apshai Trilogy (EPY)

AUGUST

Black Cauldron (SIE)
Crimson Crown (PEN)
Deje Vu (MIN)
Racter (MIN)

SEPTEMBER

King's Quest (SOL)
OCTOBER
Forbidden Castle (MIN)
Frank & Ernest's Adventure (PEN)
Luscher Profile (MIN)
The Mist (MIN)
Oo-Topos (PEN)
View to Kill (MIN)
Voodoo Island (MIN)
Winter Games (EPY)

THIRD QUARTER

Calculator Construction Set (EA)
Championship Boxing (SIE)
Gemstone Warrior (SSI)
I Damiano (BAN)
FOURTH QUARTER
Ultima 4 (ORI)

IBM PC Jr

SECOND QUARTER

x-King's Quest II (SIE)
x-Print Shop (BRO)

JUNE

x-Wishbringer (INF)

JULY

Great Intl Paper Airplane
Construction Kit (SS)
Homeword Money Mgr (SIE)
Temple of Apshai Trilogy (EPY)

AUGUST

Black Cauldron (SIE)
Essex (SYN)

SEPTEMBER

Nine Princes in Amber (TEL)
Perry Mason: Case of Mandarin Murder (TEL)

OCTOBER

Star Trek: Kobayashi Alternative (SS)

FOURTH QUARTER

Breakers (SYN)
Brimstone (SYN)
Deadly Summer (SYN)
House of Changes (SYN)
Ronin (SYN)
Ultima 4 (ORI)

ADAM

SECOND QUARTER

x-AutoAid (FUT)

THIRD QUARTER

Adam Thinks (Martin)
Best of Electronic Arts (CO)
Family Feud (COL)
Jeopardy (COL)
2010 Strategy (COL)
FOURTH QUARTER
Wrath of Quintana Roo (SUN)

COLECOVISION

FOURTH QUARTER

Wrath of Quintana Roo (SUN)

VCR

SECOND QUARTER

Rich Little's Charades (PB)

AUGUST

Add Ventures of the Time Tr (SPN)
Readers of the Lost Alphab (PA)
Search for Stolen Sentence (N)

COMPANY CODES:

ACT - Activision
AG - Avant Garde
AH - Avalon Hill
AT - Atari
BAN - Banlam
BI - Batteries Inc.
BRO - Broderbund
CBS - CBS Software
COL - Coleco
COM - Commodore
COS - Cosmi
CS - Creative
DES - DesignWare
DM - Delamost
DS - DataSoft
EA - Electronic Arts
EPY - Epyx
FP - Fisher-Price
FS - First Star
FUT - FutureVision
IMG - Imagic
INF - Infocom
LC - Learning Co
MAR - Martin Consulti
MIC - Microprose
MIN - Mindscape
ORI - Origin
SCR - Scarborough
SIE - Sierra
SPN - Spinnaker
SS - Simon & Schust
SSI - Strategic Simul
SIR - SirTech
SUB - Sublogic
SUN - Sunrise
SYN - Synapse
TEL - Telarium
VIC - Victory Software



Space Pen Replaces Joystick

Soniture Inc., a start-up company, was at the show with the **Space Pen**, a brand-new item designed to replace your joystick and touch tablet with Apple II, Atari, Commodore, MSX, and IBM computers. The \$150 device (\$175 for Apple or IBM) comprises a receiver L-frame (placed atop your computer display) and a pen-like pointer that is the transmitter. It's not a light pen, but rather a controller that can be held as far as six feet from the display screen. Pointing the device at the display and moving it left, right, up, or down (X and Y axes) causes an object on the screen to move in corresponding directions--much the way a joystick works. Used this way, the Space Pen could replace joystick or touch tablet for two-dimensional control with most existing software.

Three-Dimensional Control

However, the device can add a third dimension of control with specially designed software. Moving the Space Pen toward or away from yourself can make an on-screen object loom larger or grow smaller, seeming to move toward or away from you on the screen. (For the first time, control along the Z axis is possible.) We must stress that the software has to support this "third dimension" for the effect to work. A sampler diskette comes with the Space Pen and lets you experience this new dimension. We played with a game sequence in which we moved a flying saucer around the screen and through a tunnel. The Space Pen gives a whole new sensation to game control and would seem to be a natural in graphic design applications.

Lack of Vaporware

We can happily report that more companies than ever are trying to be extremely careful about showing prototype product which does not have a good chance at being released. Everyone is very cognizant of the fact that so many products -- from hardware to peripherals to software -- in the past have been put in booths at the shows just to see reactions. While this can be a viable way to gauge interest, the credibility of the company involved, as well as the industry in general, has been hurt by this practice. We noted that Commodore had some prototypes at this show; however, they were very up-front about which of these items were probably not going to be released in the U.S. In fact, they were showing some product that is available only in Europe and they were very careful to have it in a separate area.

Choose Your Own Adventure

Bantam Books' **CHOOSE YOUR OWN ADVENTURE** series being converted to software, again in conjunction with Imagic. The first two programs to be made available will be **ESCAPE** and **THE CAVE OF TIME**. Both programs promise multi-plot strategy with vivid, animated graphics and arcade-style action design to challenge children aged 10 and older. Each game provides first-person animation that puts the player in the game as well as a large number of random events to allow for extensive replay. In **ESCAPE**, the player leads three characters out of a maze-like city and across enemy territory to home. The program features "hands on" flying and driving simulation. Objects are misplaced time in **THE CAVE OF TIME**, a travel adventure. The player goal is to return these objects to their rightful owners with the fewest possible moves. Both programs will retail for \$34.95.

More Books Serve as Storylines

Bantam Electronic Publishing (a division of Bantam Books) plans adventure games based on best-selling books. In addition to **SHERLOCK HOLMES Another Bow** (designed by Imagic and reviewed in this issue), and **I DAMIANO** (also designed by Imagic), Frederick Forsyth's **THE FOURTH PROTOCOL** has inspired an adventure game to be released simultaneously with the paperback version of the book. The program will include three episodes that present clues and ideas adapted from the book. Using an icon-driven "intelligence center," the player can get information by making and receiving phone calls, searching files, analyzing voice prints and photos and ordering surveillance of other characters.

Product in Availability Update

In order to save room in our articles about new products, we have opted not to list machine compatibility in the articles themselves. Instead, you should refer to the Availability Update where all new product has been slotted in under the appropriate computer(s) with the dates given to us by the company.

Coleco Not At Show

Anticipating queries from our readers, we want to take a moment and let you know that Coleco was *NOT* at the show. (We would have been shocked if they had shown up.) At this point, it looks extremely bleak regarding new product for ColecoVision. We have not been given any new "avoids" in several weeks and believe they will quietly drop the system. We had heard reports a couple of months ago that they would announce their withdrawal from the ColecoVision market; however, they may have opted for a quiet exit after all the press they received after dropping ADAM. Meanwhile, in talking with third party suppliers of both ColecoVision and/or ADAM software, we heard the same thing over and over. While they have received letters and pleas from a certain segment of owners, their sales of the product have been so poor that they have lost a bundle of money on anything they put out. The feeling is that although the owners are vocal, the active buyers are just too small a segment to make it possible to continue (or begin) support of the systems.

THE RATING SYSTEM...

★★★★ - EXCELLENT

★★★ - GOOD

★★ - FAIR

★ - POOR

NA - does not apply; i.e. adventure games often do not have any graphics

First set of Stars -- Quality of Graphics

Second set of Stars -- Quality of Play Action

Any program for a given system is compared only to other programs for the same system. In other words, all C64-compatibles are judged separately from Apple II. The same convention is used for game software. Some programs (especially many Atari & C64 software is virtually identical) will be noted when more than one system is the same.

Epyx Booth BUSY!

The main draw at *Epyx* was the fact that the design team from *Lucasfilm* was there and available to talk with, play games, and discuss the future of gaming. (Yes, there *IS* a future.) The new *Lucasfilm* projects which we sneaked last month, were featured as "Works in Progress" and, once again, show the imagination and quality that *Lucasfilm* has become known for. Meanwhile, back at the *Lucasfilm* labs, we understand that a long-range development is underway which marries computer technology and the digital technology which is currently catching everyone's fancy at the video and audio level. Imagine, if you will, the combination of images and computer technology with digital TV, Compact Disk, etc. which could open the horizons of imaginative and interactive game-playing. (by the way, at least one other software company--*Broderbund*--is working on compact disk software. Also see our story on *Atari* in this issue.) We originally hinted at this technology a year ago and there's no question in our minds that we will see some exciting and potentially startling developments within the next one or two years.

Winter Games a Beauty!

Being such fans of the *Summer Games* programs, we couldn't resist a peek at another "work in development," *WINTER GAMES*. Once again, *Epyx* has come up with vivid colors, excellent graphics, and potentially superb game-playing. We had a chance to try ice skating (took a few spills and then managed an exhilarating spin or two), bobsledding, and ski jumping. A quick look at *WORLD'S GREATEST FOOTBALL GAME* (we couldn't get a chance to play it for the line which was waiting for a turn) told us that this could be a terrific football game. All in all, *Epyx* appears to have a superb line-up for the Fall and Winter!

Flight Simulator Scenery Disks!

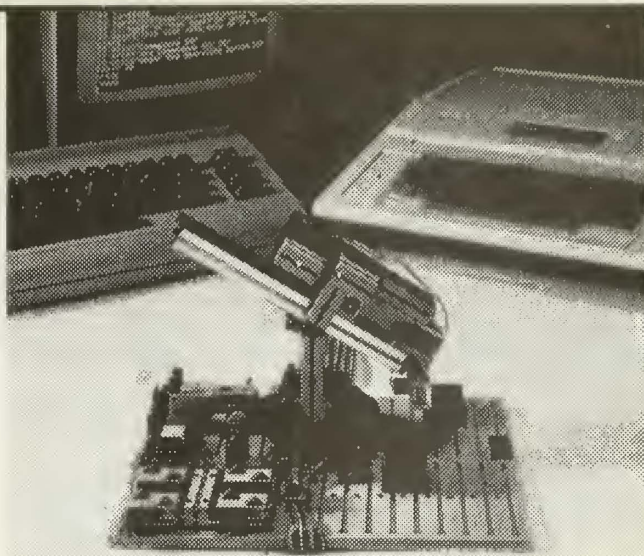
With the tremendous success of the *Flight Simulator* series, *SubLogic* is now readying a series of *Scenery Disks* designed to expand the potential flying environment of *Flight Simulator*, *Flight Simulator II*, and the upcoming *JET*. Each disk covers a geographical region of the United States and includes all roads, rivers, cities, airports, and radio-navigation facilities located in that region and is compatible with all three of the above programs. Initially, *SubLogic* will release six disks, covering the entire Western half of the continental U.S. The disks can be purchased separately at \$20 each or the entire set of six will be priced at \$100. These disks will add many more hours of enjoyment to programs which have already captured the flying fancy of millions!

Ultima Continues

And British and crew at *Origin Systems* have settled into new headquarters in New Hampshire, where they're hard at work on several projects. A conversion of *ULTIMA III* for *Macintosh* is available now. The long-awaited first version of *ULTIMA IV* (Part II) should be ready in August with conversions for *C/128*, *IBM*, and *Macintosh* to follow several months later. A member of the *Origin* design team tells us that this fourth installment is 16 times larger than its predecessor, covering 16 disk sides. (Get ready for some long sessions at the keyboard!)

Mental Fantasy

Also coming from *Origin* is *MOEBIUS*, which may be their most complex role-playing fantasy yet. You'll chase a renegade diable across the four elemental worlds of Earth, Water, Air, and Fire in an Oriental setting to recover a stolen orb. The game features magic, animated martial arts and sword combat, and a complete ecological system that changes as you play. Designers at *Origin* are also working on two licensed programs based on strategic board games by *Steve Jackson*, *AUTODUEL* and *OGRE*.



Robotics and the Home Computer

Every once in a while we discover a real gem while wandering the outer aisles of small booths at C.E.S., the area typically occupied by smaller companies--and we really found one this year in Chicago. It's the **ROBOTIC COMPUTING KIT** from *fischertechnik*, a West German company with a U.S. branch. The kit contains everything you need to complete ten robotics projects that are controlled from your *Apple II* or *Commodore* (*VIC-20* or *C64/128*) computer: mini motors, gears, electromagnet, lamps, pushbuttons, potentiometers, various building materials, plus computer interface and program diskette. There were a couple of sample projects running in the booth: a traffic light with pedestrian button and a teachable robot. We were utterly fascinated with the possibilities of the kit and very impressed with the high quality of its construction. The kit is scheduled for August release at a suggested retail price of \$199. We were promised a kit for review, so watch for detailed coverage in the *Computer Entertainer* later this summer.

First Star to Give us THE WORKS!

THE WORKS! A COMPLETE COLLECTION OF HOME SOFTWARE (formerly entitled *Lifestyle*) designed by award-winning *Fernando Herrera*, has been in development for over 18 months and includes 13 different programs all on one side of one disk. It features step-by-step commands and provides program integration by windowing. It includes modules that represent all of the most popular home applications with constant on-screen prompts. The programs are divided into four categories: Organizers, Tools, Learning, and Arts. Among the individual modules are a Graphics Painter, Typing Teacher, Music Composer, Letter Writer, Stock Portfolio, Calendar Pad with Index Cards, Calculator, Math Drills, Conversions, Address Book and a Finance Record-Keeper. At a list of \$49.95, it could be a "best-buy"!

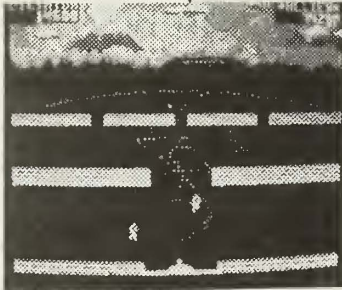
Spy Vs. Spy Sequel

In the entertainment genre, *First Star* is getting *SPY VS. SPY THE ISLAND CAPER* ready for release. This sequel features the two spies in search of a nuclear warhead on a tropical volcanic island. Players must construct their own booby traps to snare each other as they search for the map, warhead pieces, shovels, snorkel, and wrench. These items are needed to unearth, find, and construct the warhead and bring it to an awaiting escape submarine. By the way, *First Star* is following the footsteps of several other companies by including a *Speed-Load* feature to its *Commodore 64/128* product.

CRITICALLY SPEAKING...APPLE-COMPATIBLE

BEACH-HEAD II (★★★★/★★★★) is the sequel to *Beach-*

Head by Bruce Carver (both from *Access Software*). Subtitled "*The Dictator Strikes Back*," the game was designed by Bruce and his brother, Roger. However, the result is anything but a tribute to brotherly love. This is all-out, realistic warfare at its most grisly



extreme. As a result, we expect the sequel to be even more popular with wargame fans than the original. We've never seen a game that better exemplifies that old saying, "War is hell."

Four Scenarios

Action in this game picks up at the end of *Beach-Head* with four scenarios in which J.P. Stryker's Allied Forces attempt to defeat the Dictator, known as The Dragon. The four scenes can be played in sequence or practiced individually. All are at their best as two-player, head-to-head battles that encourage lively, hard-fought competition. You can also play alone against the computer, choosing to control either the Allies or The Dragon in all but one scene. In "Attack," Allied soldiers parachute into position behind walls under fire from The Dragon's machine gun. Then each Allied soldier must "face the gun," making a run toward The Dragon, some stopping to lob a grenade toward his gun. This scene sets the tone of the entire game: voices of Allied soldiers can be heard crying, "I'm hit!" and "Medic!" along with assorted yells and grunts--the effect is chilling. "Rescue" follows, a scene in which 20 Allied hostages must be helped across an open courtyard. The Dragon's forces try to run them down with tanks, bomb them from above with rocks, machine-gun them from trucks, or blow them up with mines. "Escape" is the third scene, an attempt by the Allies to run the gauntlet of The Dragon's tanks and guns with a chopper full of hostages. "Battle" is a duel to the death between Stryker and The Dragon, each throwing poontas (heavy, sharpened sticks) until only one is left alive.

Realistic Wartime Action

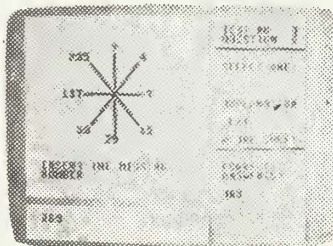
Once again, the crew at Access has provided a very realistic game of wartime action in *BEACH-HEAD II*. Graphics and animation are superb, and the addition of voice synthesis puts a cutting edge on the game. (The Dragon's evil laughter is enough to inspire a whole platoon to hatred.) The challenge of varied scenarios and depth of play for one or two people insures many hours of entertainment for teens and adults; the game is not intended for young children. (Solo play; 2-player head-to-head; Joystick; Disk.)

Recommended (MSR \$39.95)

KNOW YOUR OWN I.Q./KNOW YOUR OWN PERSONALITY from

Bantam Software is a self-awareness program based on work by H.J. Eysenck and Glenn Wilson, respected psychologists and authors of books by the same titles. Unlike some programs of this type, this is not mere pop-psychology fluff. The tests really can help you learn more about yourself.

The accompanying booklet carries a warning not to use the results to make major decisions about your personal or professional life, a typical statement required by a software company's legal advisors. However, we found the programs thoughtfully constructed, comprehensive in scope, and consistent with professional testing standards. (This reviewer is quite familiar with psychological testing, having completed postgraduate courses and practical field work in the subject.)



The Tests

Don't plan to learn everything about your I.Q. and personality in sitting--there's too much to cover. The I.Q. program has sub-tests, each with 40 questions and a 30-minute time limit. Questions cover verbal, mathematical, and visual skills, and are both difficult and thought-provoking. As the booklet suggests, all four tests should be completed before you review your results or consider the assigned I.Q. score valid. (Specific ratings are given only between the "average" I.Q. of 100 and an upper limit of 130. Scores outside that range are reported as "below 100" or "above 130." This shouldn't be a problem since the likely purchaser of a program is probably in the average to above-average range of intelligence, anyway.) Results can be saved to disk, printed, and reviewed for explanations of the answers. The personality program includes three tests of 210 questions each covering the areas of extraversion/introversion, emotional stability/adjustment, and tough-/tender-mindedness. Results can be saved to disk, printed, and the program provides detailed, trait-by-trait verbal and graphic evaluations.

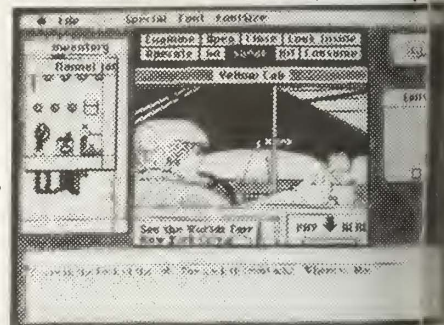
Entertaining Insights

If the prospect of delving into your intellectual capabilities and personality traits appeals to you, this program is a good way to do it. While you probably won't uncover any startling revelations about yourself, an honest approach to the tests is bound to give you some entertaining insights. A word of caution: some questions in the I.Q. tests are very difficult to see clearly on a TV; this program should be used with a monitor. (Solo use; Disk.)

MSR \$34.95

Mindscape Madness

We talk to our computer sometimes, but the darned thing never talks back, except for an occasional terse comment such as "syntax error." Wondering what it might be like to have free-form conversation with a computer, we were curious about *RACTER*, the "artificial insanity" program. During a tour of Mindscape's C.E.S. booth, we spent several minutes with *RACTER*, in a conversation that ranged from lucid and fairly mundane to downright bizarre. We found *RACTER* to be a highly entertaining application of rudimentary artificial intelligence technique. A Mindscape representative candidly admitted that the eccentric program will be either a smash hit or a total flop--and they're not sure which.



DEJA VU.

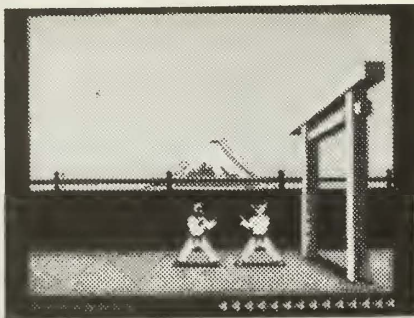
More from Mindscape

The Mindscape tour also included a peek at *DEJA VU*, a graphics and text mystery adventure for Macintosh that looks promising. Since it was designed for Mac rather than adapted to another system, this game really takes advantage of Mac's special talents. For example, Mac's notepad can be used to keep track of discoveries in the game, such as jotting down a phone number and later calling it. Among other programs, we also got a look at *THE HALLEY PROJECT* and *THE LUSCHER PROFILE*. Two text adventures mentioned in last month's issue, *A VIEW TO KILL* and *THE MIST*, were not yet ready for display.

CRITICALLY SPEAKING...COMMODORE 64-COMPATIBLE

KARATEKA (★★★★/★★★★) from *Broderbund* is a conversion

of the game released in December, 1984 for Apple II. (The C64 version took longer than expected because of difficulties in making its copy protection scheme compatible with MSD disk drives.) The game is visually stunning and a faithful portrayal of a young karateka's quest to free



Intended bride, the Princess Mariko, from imprisonment in the clutches of the warlord, Akuma. The cruel warlord sends out warrior after warrior to stop the Karateka, who must call on his training in the martial arts to kick and punch his way to victory. Akuma has stronger and fiercer warriors waiting as the Karateka comes closer to the fortress, and the old warlord has a few tricks up his sleeve, too. Episodes in the game are tied together with cinematic vignettes that further the story, much like the use of camera angles and cutaways in a movie.

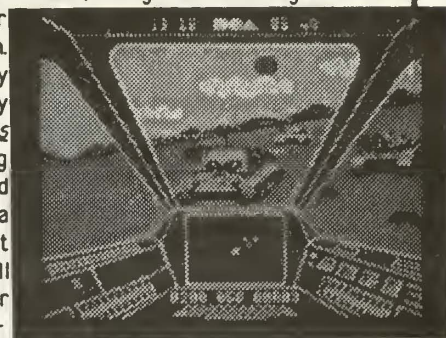
Authentic Karate Moves

Martial arts fans will appreciate the authentic moves of the Karateka and his warrior opponents in this game. The characters are smoothly animated and placed in beautifully drawn settings. However, we were surprised by the absence of the karate "dream" that accompanies the killing blows in the original version, especially since the C64 is capable of far more authentic sound effects than the Apple. Increasingly strong warriors and a gradually tiring Karateka make the game's later battles more difficult to win, and they force the player to use more strategy than brute strength to save the princess. The action is challenging, though players may tire of repeated kicking and punching battles after playing the game many times. By the way, in our review of the Apple version, we questioned the use of a blond hero and heroine in a Japanese setting. We were informed by Broderbund that this reflects a Japanese preference for blonds in their adventure stories. For example, many Japanese comic books feature blond heroes. Now we know--and so do you! (Solo play; Joystick or keyboard; Disk; Also available for Apple II at \$49.5.) *Recommended.* (MSR \$29.95)

THE COMPLETE COMPUTER FIREWORKS CELEBRATION KIT (★★★★/★★★★) is *Activision's* salute to the Fourth of July--and quite a bit more. The kit lets you create music and light shows to celebrate birthdays or graduations, to send electronic party invitations or unique Valentines. Programming knowledge is unnecessary, since each segment of your show is created from simple menu choices. Build a show from scratch or start with one of nine shows already on the disk, editing any portion to fit your needs. There are 20 musical selections on the disk, from the "Star-Spangled Banner" to "Happy Birthday," or you can add your own creations composed with another Activision program, The Music Studio. There are 25 types of fireworks, six background scenes (we liked the castle), a variety of holiday symbols, and the ability to add stationary or scrolling messages. When you complete your masterpiece, it can be saved to disk and sent to a friend, who needs only a Commodore 64 or 128 computer, and not the original program, to view your greeting. (A blank disk is included.) The program is easy and fun to use. Adults will enjoy it, but we think kids will really get a kick out of exploring its possibilities. (Solo play; Joystick or keyboard; Disk.) *Recommended.* (MSR \$29.95)

SKYFOX (★★★ 1/2/★★★★ 1/2) is a good bet for flight simu-

lation fans looking for lots of shooting action. This game by 19-year-old Ray Tobey from *Electronic Arts* is great for releasing pent-up hostility and aggression from a particularly trying day at the office or in school. Your job is to defend your home base from an invasion by one or more enemy Motherships, plus lots of planes and tanks. Before you try to deal with one of the eight full-scale invasions, though, it's a good idea to fly at least some of the seven training missions. (All fifteen scenarios can be played at any of several skill levels.)



Easier Than Most Flight Simulators

Flying the sophisticated Skyfox Fighter turns out to be easier than in most flight simulation games because you don't have to worry about takeoffs and landings. The launch tube propels Skyfox into the wild, blue yonder, and there's plenty of computer gadgetry such as radar, computerized tactical map, and automatic pilot to help you along. The weaponry is advanced, too--laser cannons plus heat-seeking and radar-guided missiles. You'll need every bit of firepower when you graduate to one of the full invasions. ("Massive Onslaught" with six Motherships is quite a challenge!) If you like shooting games, especially those that require strategic thinking, you'll definitely like SKYFOX. With its fifteen scenarios and multiple skill levels, there's more than enough depth to keep most gamers happily occupied for a long time. (Solo play; Pause; Joystick & keyboard; Disk; also available for Apple II at \$39.95.)

Recommended. (MSR \$32.95)

SIX-GUN SHOOTOUT (★★ 1/2/★★★★) from *Strategic Simulations* is identical to the version for Apple II, which is reviewed elsewhere in this issue. (Solo play; 2-player competitive; also available for Atari, Apple II.)

Recommended. (MSR \$39.95)

UPBEAT MOOD...BREAKTHROUGH PRODUCT

...continued from Page 1

they've GOT to deliver quality product in order for you to buy it. And, while we saw far less new product in this show, the overall quality was superior to 99% of what we've seen in the past. In fact, this show was, in our opinion, a BREAKTHROUGH show with innovative programs. We are truly entering the next phase of product for the home. True arcade quality from Nintendo; innovative and diverse programs from Activision; giant steps forward in interactive adventures from Infocom, Telarium, Mindscape; a fascinating animation program from Broderbund; dazzling graphics and gameplay from Epyx, Sierra; and so much more. We're excited by the advancements made in just a few months and look forward to seeing the results of the incredible design technology going on back in the labs of these companies. So, don't waste another minute -- In this issue we report on all the developments. You'll read about things that will not be reported on in any other publication and, as always, we bring it to you FIRST. Of course, as these various programs are finished over the next few months, we will bring you reviews.

CRITICALLY SPEAKING..APPLE-COMPATIBLE

TRIVIA CHALLENGE (N/A/★★) from *The Trivia Factory* is a very simple trivia game which allows up to four players complete on a game board. The disk contains over 1,000 non-repeating questions divided into five categories: entertainment, sports, history, geography, and miscellaneous. In addition, a "trivia development system" is included which allows you to create your own question disk with your choice of categories.

Nothing Special

While there's no special interactive gaming involved here, the development system is a nice feature. Otherwise, it's pretty much a straight-ahead trivia question and answer program which we can't get too excited about.

(MSR \$15.95 from Trivia Factory, Box 564 Boulder Ave., Stonington, CT 06378)

TRIVIA WIZARD (N/A/★★★★) from *Network Services* is a much more interesting and involving trivia game which includes a color game board. An electronic die will spin and show how many spaces you will be moved. Among the squares you can land on include such items as a Pass Card allowing you to pass on a question you do not wish to answer, Steal Card allowing you to steal a question from another player, free and lose point squares, lose turn, and the Trivia squares. The trivia squares take you to another screen in which you must answer a multiple choice question. At that time, if various cards have been won, such as Steal Cards, Pass Cards, etc., the program will ask you if you wish to use them. In addition, the game also features Daily Double questions. On BET ? squares, you can bet up to 9 points on a question (a question normally wins you one point). The program also has a SAVE feature, so you can restore a game at a later time.

This One Is Fun

We must admit that we weren't too excited to see *ANOTHER* trivia program cross our desks; however, we were very pleasantly surprised with the playability of this game. We expected that we would quickly become bored but found that, after playing almost an hour, we were calling in other members of the staff to challenge. Having the feature of collecting such items as Steal, Pass, and Challenge cards adds greatly to the strategy of how you play. (128K; mouse, joystick, or keyboard; available from Network Services, 1915 Huguenot Rd., Richmond, VA 23235; 804-379-2253)

Recommended (MSR \$39.95)

SIX-GUN SHOOTOUT (★★1/2★★★★) from *Strategic Simulations* lets you re-stage some of the most famous historical and movie-based gunfights of the old West. It is most definitely not an action game, but rather a set of strategic wargame scenarios set in the American West in the period 1850-1890. The historical battles include the Gunfight at the O.K. Corral, the Shootout at Stinking Spring, the Battle of Ingalls, Daltons' Demise, and Northfield Nightmare. The classic movie shootouts are the Good, the Bad, the Ugly; Rio Bravo; and El Siete Magnifico (Magnificent Seven). For good measure, there are two general scenarios representing typical Western battles: The Treeing of Placid, in which 15 townspeople defend against 15 trailhands angry over the hanging of one of their group, and Indian Raid, in which 12 travelers circle the wagons to stave off the attack of 18 Indians.

Good Guys Vs. Bad Guys

If you decide to play just one scenario, the computer assigns weapons (18 are available, from shotguns to tomahawks), and each character is rated for weapons skills, quickness of movement, and hand-to-hand combat ability. If you decide to play a string of scenarios as a campaign, you can create your own characters and help them enhance their characteristics as you play, much as would happen in a role-playing adventure. In

playing against the computer, you may assign it either the "good guys" or the "bad guys," or you can play against a friend. During each turn, there are usually several possible choices: movement, change of posture (erect, kneeling, prone), plus readying, loading or firing a weapon. Hand-to-hand combat is also possible. Your characters' success (or lack of it) depends on a multitude of factors, including their basic skills, types of weapons, number and severity of wounds already suffered, plus line of sight and line of fire. Each scenario continues until all characters on one side are either incapacitated or dead.

A Thinking Game

This is an ideal game for those who enjoy strategic battle especially if they are fascinated with the lore of gunmen of the old West. It is a thinking game, not an action game, requiring plenty of attention to myriads of small details. Gamers who enjoy Strategic Simulations' especially detailed brand thinking contest will find that *SIX-GUN SHOOTOUT* offers many hours of stimulating fun. However, it would not be a good choice for anyone who prefers more straightforward action in a shooting game. (Solo play; 2-player competitive; also available on disk for Atari, C64/128.)

Recommended (MSR \$39.95)

RINGQUEST (★★★★1/2) from *Penguin Software*

is a sequel to *The Quest*, although it's not necessary to play *The Quest* first. The graphics and text adventure sends you on a noble mission to rescue Lisa, sorceress of Balema, from control of the Ring of Chaos, an evil circlet of obsidian. You possess the counterpart Ring of Order, an ivory token that is the key to releasing the impenetrable forcefield around the northern fortress where Lisa is held. (In *The Quest*, the King's Champion, is your companion and protector as you explore this land of rivers, deserts, mountains, and forests. There are lots of puzzles, magical spells, and plenty of dangerous creatures--werewolf, scorpion-tailed Manticora, thieving lil, timber wolf, sandroc, and others. One especially meddlesome character is the beautiful woman who keeps casting spells on you and Gorn at the most inconvenient times. This quest is mostly strategy, though. It includes a pair of skill games, "Ye Olde Art of Mountain Climbing" and "Ye Olde Art of Winged Flight."

Entertaining

There are over 100 locations and several paths to the solution. The parser is sophisticated enough to accept full sentences and multiple commands. And the graphics are very nicely done, though you can dispense with them to speed up the game. We haven't yet rescued Lisa, but we've had many hours of fun and frustration (the good kind) with this game. It's not discouragingly difficult as has been written with a sense of humor, and is very entertaining to play. (Solo play; Keyboard; 64K disk.) *Recommended*. (MSR \$34.95)

Hacker Jack Line from Baudville

Baudville plans a new line of software for Apple this fall under the name, Hacker Jack. Each program in the line will be installable, allowing the user to not only see how the program was constructed, but to also customize it. VIDEO VEGAS will feature Blackjack, Draw Poker, Slots, and Keno while GUITA WIZARD is geared for guitarists from novice to the experienced. Learn and analyze scales, chords, and tunings for all types of fretted string instruments. List price will be \$29.95.



CRITICALLY SPEAKING.. ATARI COMPUTERS

PAPERCLIP from *Batteries Included* is the latest word processing program for Atari computers and it's a powerful choice for your writing chores. All word processing programs work to make your letter writing far easier than working with a typewriter and the mark of a good program is the number of features which make the manipulation of your document as easy as possible. PaperClip has many features which put it at the top of its class. In addition to the typical features in any word processing program, this one allows you open a second editing "window" and then transfer text between the windows. With the window system you can see a directory of files on your disk drives while your document is still on the screen. The program also keeps count of how many words you have in your document--invaluable if you're working on an article which is measured by word count. You can imbed math operators within your document and the program will keep and print the totals for you. In the "Search String" mode, the program will search for and replace up to six different strings with one pass through ALL files in your document--a highly unusual feature except in the most powerful word processing programs for IBM and Apple. Do you constantly use the same headings or letter salutations? PaperClip will allow you to predefine keystrokes to call text up which you have placed in the buffer and place it in your document.

Ready to Print

PaperClip supports more than 35 printer configurations and should you have a printer which is not supported, you can create your own configurations. As you get ready to print, you can preview how a page will look once it's printed. A special command will allow you to print graphics which you have created with something like a KoalaPad. In addition, you can print up to three headers and/or footers per page and create a Table of Contents. The documentation is very complete and easy to read. It's even easy to prop up next to your computer for easy reference. All in all, we're really impressed with all this program can do, and rates as a Best Buy!

Recommended (MSR \$59.95)

COMPUTER QUARTERBACK (N/A/★★★★) from SSI brings one of

the best statistical football games to the Atari computer. As in the Commodore 64 version, you can sit right down with this and play, if you know football. It does NOT require hours of poring over documentation. The kick-off follows your decision to play one or two-player football. In the semi-pro version, you have your choice of 18 offensive and 14 defensive plays, all depicted by the traditional "x's" and "o's" that you so often see on the chalkboards of any football team. Once you've chosen your play, the screen will show the alignment and the play is made. At the top of the screen you will see a reading of the previous offense, defense, and the result. In addition to the "x's" and "o's", the screen also allows you an overhead view of the entire playing field showing the placement of the football. In the professional version, you get 36 offenses with the runs, traps, screens, etc. you could want, as well as 24 defenses in both man-to-man coverage and zone.

The Draft

This version has been enhanced since originally being made available for other formats. It now features a Pro Draft in all

scenarios in which the action begins with \$3 million given to you to draft teams to your specifications. In addition, SSI offers team disks containing statistics of recent NFL teams so you re-create memorable games. The game is set-up in real-time so that the computer plays scorekeeper and will automatically penalize you if you don't snap the ball in the allotted 30 seconds.

One of the Best

SSI, known for their realistic simulations, has really come up with the ultimate football statistical game. There's a great deal of depth here but a feature we like a lot is the fact that novice football players can play without frustration as well as the accomplished player being able to play a game of tremendous challenge. This ranks as one of the Best! (one player; two-player simultaneous; joystick; 48K disk; also available for Apple and C64)

Recommended (MSR \$39.95)

SIX-GUN SHOOTOUT (★★1/2/★★★) from *Strategic Simulations* is identical to the version for Apple II, which is reviewed elsewhere in this issue. (Solo play; 2-player competitive; also available for Apple II, C64/128.)

Recommended (MSR \$39.95)

Atari Demonstrates the ST

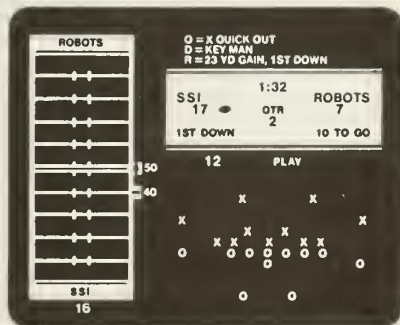
We made our way to the meeting room where Atari was demonstrating their new 520ST. Based on the reports that the computer has begun shipment in Europe, we were anxious to get "hands on" since the ST was not available to touch at the January show. As we walked into the meeting room we were struck with all the 2600's and 5200's up and running with old software (??). We then noted about a half dozen of the 130XE computers which you could operate. We looked around and saw a crowd of 10-12 people and figured the ST had to be close by. We headed over in that direction and found that Atari was NOT allowing anyone to touch the computer. There was an operator at the machine throughout the show doing a few routines so it was impossible to tell if the computer was fully up and running and what else it could do besides show a demo with a "MacPaint-like" graphic of Jack Tramiel or run through a few manipulations of a spreadsheet program. IF this computer is all that Atari is touting it to be, it could truly be a marvelous item. Of course, once again we must stress that even IF the computer is readily available through a network of stores, software is THE key. Although the unit features a 3-1/2" disk drive, it will NOT run Macintosh software.

Even Atari Seemed Confused

We asked for a press kit (a common item found at virtually every company) and we were told, in no uncertain terms, that there was NO written information available. We went back to the room on the second day and found that suddenly Atari was talking about a 260ST which is, we understand, an unbundled 256K ST which could be marketed through mass merchandisers at a price under \$500. We apologize for being so vague, but repeated efforts at asking various Atari people for additional information did not result in any success.

CD ROM

We decided that this was a "booth" that needed regular visits and we were rewarded later in the second day with an entirely new display! What we saw was a Philips Compact Disk which had an entire encyclopedia (we believe it was in conjunction with the Groliers Encyclopedia people) which could be accessed via a key word search. We must stress that this was truly a prototype and NO pricing or availability was available; however, it demonstrated to us that CD/computer technology is truly underway and within reach. Imagine putting an ENTIRE encyclopedia on ONE compact disk and then let your imagination run wild on all the other things that you could do the same with (how 'bout a telephone directory for the entire country!!)



CRITICALLY SPEAKING.. ADAM-COMPATIBLE

THE ADAM HOME SOFTWARE LIBRARY (N/A/★1/2) from Coleco is actually the packaging of the Dillithium Press book, 32 Basic Programs for the Coleco ADAM, along with a datapack which includes the programs listed in the book. The book has been available for several months for \$19.95, with an offer inside the book for the datapack at a price of \$24.95.

Divided into Six Series

There are six basic categories: Applications, Educational, Game, Graphics Display, Mathematics, and Miscellaneous Programs. In the Applications category, you have your choice of predicting Biorhythms, balancing your checkbook, calculating loans, keeping track of your car's gas mileage, determining the result of questionnaires and exams, and analyzing what your best decision should be regarding any situation you may find yourself in (weighing factors regarding the purchase of a car, accepting a job offer, etc.) based on what factors you input into your computer. The Education programs contain arithmetic, flashcard drills, learning the metric system, understanding of numbers for pre-schoolers, vocabulary drills, and a tachist program which increases reading speed. The Mathematics module contains various problems such as solving linear equations, differential equations, and fitting curves. As you move into the Graphics Display area, you can create kaleidoscopes, sparkle patterns, overlapping squares, and entertain yourself with the Flying Walloons, as they fly through the air. Under the Miscellaneous section, you can figure the approximation of the value of pi, calculate the powers of integers up to 250 digits, generate Pythagorean triplets, and determine the odds of identical birthdays within a group of people.

Just for Fun

Finally, in the Game area, you can play DECODE, a secret code that's been set up in the computer, GROAN, an electronic dice game, JOT, a word and logic game, OBSTACLE, an arcade-style game, ROADRACE, and WARI in which you must match wits with the computer.

Be Careful to not OVERPAY!

When we first received this program in-house, we did a double-take as we had, long ago, reviewed the book. The paperwork which came with this program indicated a list price of approximately \$60.00. A quick totalling of the book and the offer inside the book for the datapack put the price through Dillithium Press at a maximum of \$45.00. It didn't seem possible that a box and Program loading instructions from Coleco was worth an additional \$15.00. And, frankly, we do not see the value in purchasing the datapack regardless of who you buy it from due to the fact that the value of the "32 BASIC Programs for the Coleco ADAM" is in the book and the user inputting those programs into his own ADAM as a learning experience in programming. What value is there in having the programs there for you when the programs themselves are very simplistic and not of the kind of value to go out and purchase them otherwise? In any event, if you DO decide to purchase this package, be certain you do NOT pay over the \$45.00 you would pay if you purchase the items separately.

Not Recommended

Westico Closes

Westico Software, a small company on the East Coast which had been producing CP/M-based software for ADAM, has closed its doors.

ATARI COMPUTERS

GEMSTONE WARRIOR (★★★/★★★★) is something of a surprise. When we reviewed this game for Apple II from Strategic Simulations in February, an Atari conversion wasn't planned. Atari adventurers who seek more action in their game will be happy that SSI decided to add this version. GEMSTONE WARRIOR is an action adventure in the mazes of the Demo Underworld. The Demons nabbed the Gemstone, the source of beneficial magic for humans, then broke it in five pieces and hid the fragments in their caverns. You are the Warrior who must defeat the Demons and other evil creatures, find the Gemstone pieces, and restore magic to humankind. There are 90 rooms to explore in a limited time, plenty of magical objects to find and use, and, most of all, lots of ACTION! Characters are well animated, and there's a tingly feeling of suspense as your Warrior moves from cavern to cavern. If you enjoy the typical medieval settings of fantasy games but would like a little more action and excitement, this is your game! (Solo play; Pause; Keyboard joystick with keyboard; 48K Disk; Also available for Apple II, C64. *Recommended.* (MSR \$34.95)

Sierra Has Designs on 128K Computers

Away from the bustle of the show floor, Sierra held court in a meeting room next door to Atari. As reported last month, most of their efforts are now focused on the more powerful, 128K computers. For example, Sierra's teamwork with Walt Disney Productions will result in a graphics adventure, THE BLACK CAULDRON, based on Disney's first animated feature in four years. The movie is the culmination of 12 years of work, and it's set to hit theaters in late July. The computer adventure uses the three-dimensional, animated graphics technology pioneered by Sierra's Roberta Williams in KING'S QUEST and KING'S QUEST II, but without the need for text input because of the program's target audience, 7 to 13-year-olds. GATO, licensed from Spectrum HoloByte, is a submarine simulation slated for the Atari 520ST and Commodore 128. SIERRA CHAMPIONSHIP BOXING is set for Macintosh.

And for the Rest of Us...

A few new titles from Sierra won't require 128K, such as MICKEY 3-IN-1 for Apple II. This home productivity program for youngsters is being co-developed with Walt Disney Productions and includes word processor, file manager, and telecommunications program. Another product of the Disney partnership will be GOOFY'S WORD FACTORY, where kids can dissect and construct sentences. BLACK ONYX is a licensed role-playing adventure, currently Japan's best-selling computer game.

New MAC Book

Arrays Inc. will introduce MacArt - Using MacPaint and MacWrite shortly as a tutorial to guide users through the programs packaged with their MAC. The book will include step-by-step instructions with dozens of projects and hundreds of sample drawings, in addition to information on creating logos, letterhead, graphs, and more. Retail will be \$19.95.

Self-Help Software from Bantam

THE COMPLETE SCARSDALE MEDICAL DIET from Bantam Software contains both weight loss and fitness maintenance programs along with a copy of the bestseller, The Complete Scarsdale Medical Diet Book, by Herman Tarnower M.D. and Samm Sinclair Baker. The \$39.95 package for Apple II and IBM PC/PCjr helps the dieter set goals, keep track of weight loss, plan meals and shopping lists, and stay motivated while losing weight.



Games Are Big at Nintendo

Nintendo showed off its Video Entertainment System in a S. booth that was constantly filled with a steady stream of players. If games are truly dead, as much of the press has been claiming, why were all those people crowding the controls of the 20 different titles available for play?

Game-Playing Robot

Nintendo's interactive, game-playing Video Robot (sneak previewed in last month's issue) was also very much in evidence. It was shown with two games, one involving a re-ordering of disks of colored discs held by the robot, and the other requiring the robot to keep a gyro spinning so that the on-screen mad scientist could defuse a group of bombs. The robot games demand a high level of concentration, since the player must watch both the screen and the robot!

All This and a Robot Too

The Nintendo Video Entertainment System is now set for a limited release in September in the metropolitan New York area. (As soon as we learn which New York retailers will carry the system, we will publish a list.) Nationwide distribution should start early in 1986. The System's suggested retail price is \$9.95, which includes the console, two wireless controllers, the robot, and one game utilizing the robot--quite a value! Nintendo expects to put about 18 games on sale when the system is introduced, all priced from \$19.95 to \$34.95, depending on level of sophistication and accessories. Additional titles will be released at a rate of two to four per quarter.

High Resolution Graphics

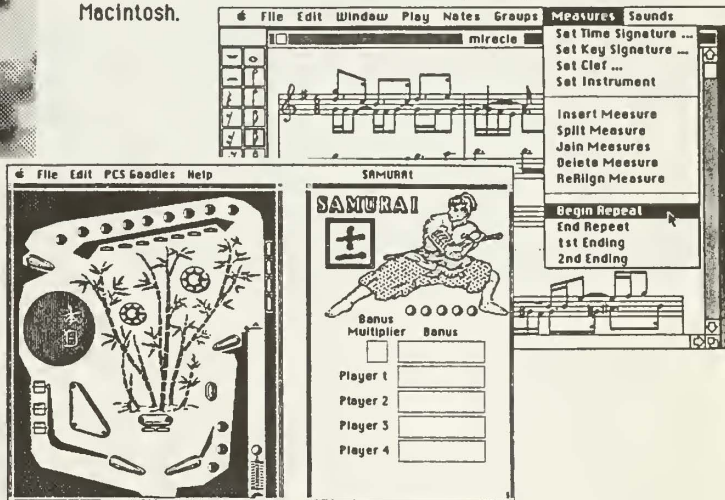
Nintendo graphics are truly outstanding, offering high resolution in 52 colors--definitely the closest thing we've seen to arcade quality. The games we saw offer plenty of variety, too. Target-shooting games (DUCK HUNT, HOGAN'S ALLEY, and WILD GUNMAN) were especially popular with the crowds. These utilize the Light Gun, a wireless, gun-like controller that will set for about \$20. The Nintendo System's "Edit Game" function can be used with EXCITEBIKE, a motocross-style bike race that can be customized for a variety of playing experiences. Sports gamers will find lots to choose from: GOLF, SOCCER, TENNIS, BASKETBALL, NINTENDO 500, and MACH RIDER. One educational game was shown, DONKEY KONG JR. MATH. The balance of the games were action contests of various kinds: PINBALL, BALLOON FLIGHT, ICE CLIMBER, WRECKING CREW, KUNG FU, CLU CLU LAND, DONKEY KONG 3, and URBAN CHAMPION.

Can Nintendo Buck the Trend?

Can another videogame system buck the trend and become a success? Certainly a lot of our readers are interested, but our crystal ball is a little too cloudy for us to make a clear prediction. Perhaps if the press can avoid jumping all over the Nintendo system and let American consumers make up their own minds, we might find out that video games aren't dead after all.

Electronic Arts has Private Showing

Electronic Arts opted against a booth and found people flocking to a private showing of its new product in one of the downtown Chicago hotels. Never ones to miss a chance at seeing new stuff, we headed out after a full day at the show and were treated to a special run-through of the Macintosh MUSIC CONSTRUCTION SET by its designer. Although not quite finished, the program was dazzling, to say the least, using the Macintosh's features to strong advantage. We found this music program more versatile than others we've seen. The PINBALL CONSTRUCTION SET was, likewise, greatly enhanced for the Macintosh.



EA Establishes Affiliated-Label Program

Electronic Arts is now actively seeking distribution of quality programs developed by other companies. Many smaller companies who have the development savvy but lack the expertise and/or money to distribute and promote their own product are increasingly going to larger companies. (For example, Epyx has actively engaged in projects from smaller companies and Activision distributes Gamestar.) Initially, there will be three programs which will be released under this arrangement with EA. The first, WILDERNESS: A SURVIVAL ADVENTURE was originally introduced at the January show by Eduware. The program never saw the light of day. We had a chance to see it at the EA presentation and it's a dazzling adventure simulation in which you must survive a trek through the rugged Sierra Nevada mountain range. CARRIERS AT WAR is a World War II historical simulation game recreating the five crucial carrier battles which shaped the course of the Pacific War. As many as six players can assume the roles of the top US and Japanese commanders during the war years between 1941 and 1945. REACH FOR THE STARS is a game of strategy set against a background of interstellar exploration, development and warfare. Each of up to four players may guide a race of people. Fifty-four star systems contain the playing field and each star system contains up to three habitable planets.

5200 Software Sales UP

In spite of what you read most places, gamers are desperately looking for new software for their Atari 5200 (we knew that all along from our readers!) and there is a small possibility that one or two third party companies may develop new product for this popular machine. While they're at it, how 'bout some new games for ColecoVision??

Third Party Support for Nintendo?

We understand that a major software developer (we've been sworn to secrecy regarding their name) is looking CLOSELY at the Nintendo system and may be working on software already for the game system.

"Rich and Deep" Programs from Activision

Activision's CEO Jim Levy decided the Show floor was not conducive to previewing new product to the Press (we agree) so he held a special unveiling in a Chicago hotel suite complete with all the designers. The constant flow of activity at their booth throughout the show was indicative of the product we got an advanced look at. Promising "Rich and Deep" programming concepts, we sat on the edge of our seats awaiting the unveiling. What we got was a look at some of the most innovative programs we've seen yet.

It began innocently enough...it appeared that designer Steve Cartwright had lost his modem connection to whatever service he was hooked into. "Logon please..." appeared and whatever Steve did, he could not get the proper response (sound familiar??). Wait a minute...he's on...but whose system is he on??? Has he stumbled onto a secret beyond anything he can imagine? Could he accidentally have broken into an unknown computer system of what looks like a sinister operation? No rules...no clues...that's right - it's HACKER and it's Steve's brainchild that will involve you in an adventure for which there are NO instructions! Good luck - the world may depend on you!

Slot Car Construction

Designer Mark Turmell then fired up **FAST TRACKS: THE COMPUTER SLOT CAR CONSTRUCTION KIT**. The program has a building mode in which you can design the race course of your dreams, including landscaping! (There is also a selection of pre-built race courses.) The second mode allows the builder to get an overall view of the track in progress. It's a special "telescoped" picture which helps you see how impossible you've made your course. The final mode is the racing mode in which your slot car is pitted against other slot cars. A very interesting feature is included in the "Save" portion. It allows the user to save his/her favorite course and send just that disk to a friend for a great competition (the disk will work at your friend's house ONLY in the race mode - he'll have to buy his own game in order to build tracks.) As Mark demonstrated his course, we were dazzled by the 3D effect of the track replete with overpasses, turns, etc. The graphics were great and our resident driver at CE is itching to get behind the wheel.

Play Any Personality

Peter Favor, Ph.D. came center stage to introduce his program, **ALTER EGO**. Designed for fun, it's an entertaining and enlightening game in which hypothetical situations are posed for every age - from birth to adolescence to adult life. From a chart of symbols the user selects the type of situation they are to be presented with. For each event, the computer describes the scene and asks the user to react to it by choosing from a wide choice of actions and moods. Once a decision is made, the computer explains the outcome and the possible consequences of that choice. This three-disk program allows for over 500 situations with thousands of possible outcomes based on true experiences. You'll find that if you work from a young age up to adult, the computer will factor in your answers which, in turn, colors how you will react to situations later in life.

A Winner from Garry Kitchen

Not content with **DESIGNER'S PENCIL**, Garry went right back to work for a "sequel" of sorts. We predict that, without question, this will be one of the biggest software programs released from ANY company this year! Entitled **GARRY KITCHEN'S GAMEMAKER**, it is just that...now you can design almost any game imaginable without having to know complex computer languages. With easy-to-use menus and instructions which make the program simple for the novice, you can design beautiful graphics, fast-moving gameplay, or you can play one of the games Garry plans to build-in to the program (how 'bout **KABOOM**, the highly successful game for the Atari 2600!). In addition, Garry is providing over 100 shapes and figures (sprites)

right in the program such as birds, planes, and many more items which can be used in your game. Need sound effects? No problem as many are built-in, as well as you having the ability to "tweak and fiddle" and end up with your own sounds which you can save to your sound library. Every kid (no matter the age) who has wanted to design his or her own game from an idea that's been rattling around will **LOVE** this program. Imagine having **YOUR** ideas come to life!

From Ghostbusters to ???

David Crane wasn't happy just designing the award-winning **GHOSTBUSTERS**. Instead, he's been doing research - of a sort. He arrived at the presentation ready to tell us of his initial findings. Rather than trying to explain it, we've decided to reprint the press release as **There's Someone Living Inside My Computer** is not your "normal" program.

Dateline: Chicago June 1, 1985. Activision today announced the discovery of little human-like beings which are believed to be living inside of every computer. The discovery is the result of research work being jointly conducted by designer David Crane, Southern California computer artist Rich Gold and Wickstead Assoc., an engineering firm. The discovery confirms years of speculation regarding the presence of mischievous unseen forces which inhabit computers and occasionally cause unexplained hardware and software performance problems. Crane, working from preliminary papers and research prepared by Gold and Wickstead, has devised a comfortable home-like environment which draws out the computer dwellers. Many have taken up residence in the homes provided, allowing Activision researchers to study the character and habits of these beings. "We are very excited about our findings so far," said Crane. "These computer dwellers appear to have learned a great deal about us from years of exposure to our software programs and television monitors. They seem to be quite comfortable living in the homes we've provided them, and we believe that we will be able to establish verbal communication with them soon." Crane indicated that he believes the computer dwellers will eventually be capable of playing several games with their owners. "We're trying out some classic card and board games to see how much they know." Activision product development Vice President, Ken Coleman, who is overseeing the research project, reported that there seem to be millions of different dwellers inside of computers around the world. Each computer appears to have one or more little computer people living inside, and each seems to be different in appearance, habits, and lifestyle. "So far, we've discovered that they do many of the things we do - walk around the house, sleep, prepare meals, eat, take showers, read the newspaper, watch TV and do a number of other daily chores," said Coleman. "They are also quite fond of music. We have provided them with a piano which many of them are quite adept at playing." Coleman reported that Activision's research is continuing, and more revelations about the habits and capabilities of the computer dwellers are coming to light each day. "We plan to publish periodic research updates and hope to be able to provide a commercial version of our research software which will allow computer owners all over the world to make contact with t



belongings living inside their own machines."

Our Observations...

We sat there and decided that the folks at Activision must have put something in their water coolers--little computer wellers??? But then, we thought about our own computers back at Computer Entertainer and wondered...could it be possible?? David sat down, turned his computer on, and there was his computer dweller, along with his dog, wandering around a cut-away of a 3-story house. This dweller liked music, dancing, aerobics, watching TV, and just walking around the house. He sat at his typewriter and batted out a letter or two to a friend. David then typed a message to him, suggesting the house was getting old. With that, our dweller went downstairs, out the front door, picked up some wood and came back in to light the fire. When the phone rings, our friend answers it and speaks in a strange tongue. We watched this for awhile and then looked back about a half-hour later and found that our friend had gone into the kitchen and was preparing a sandwich. He sat down, ate it, then went to the sink, turned on the water and cleaned up. He went from there to the bathroom to take a shower. It's impossible to guess what direction the "game" will take in its final form, but we will bring you all updates from Activision.

Kiddie Video for Learning & Fun

Pressing the family TV as an important medium for children's educational programming, *Spinnaker Software* is adding videotapes to its respected line of computer learning software. The company feels that the future of television will become more interactive, so they're preparing now by branching out into new areas. Citing the weekly average of 27 hours that most kids spend watching TV compared to the 14 hours of TV programming targeted to kids 12 and under, Virginia Ann Gemmell of Spinnaker describes her company's role as a provider of better programming that parents can trust and kids will enjoy. With the explosive growth of the VCR market (VCRs are currently estimated to be in 25% of American homes and likely to reach 35% by Christmas 1985), parents are looking for more videotapes for their kids. Most of those currently available are passive entertainment, typically cartoons, but the four programs from Spinnaker will feature character interaction. Combining live actors and puppets in each 30-minute tape along with a workbook of related exercises, the programs offer reading and math. Youngsters from 5 to 8 can enjoy "Masters of the Lost Alphabet" and "Add Ventures of the Time Machine," while 8 to 10-year-olds can try "The Search for the Stolen Sentence" and an as-yet-unnamed math program covering multiplication and division. Available in VHS or Beta at about \$20.00 each, the first three are set for mid-August release and the fourth is expected to be ready the first of October.

Four from Fisher-Price

Another division of Spinnaker, *Fisher-Price Learning Software* showed new titles for Apple II and C64/128. **PETER RABBIT READING** uses software-based speech, even on the phone, to teach phonics to 3 to 6-year-olds. The same age group (and even their parents) will enjoy learning about music from seven games in **PROKOFIEV'S PETER & THE WOLF MUSIC**. **ANGLE BOOK READING** for ages 6 to 9 is based on Rudyard Kipling's adventure and teaches reading comprehension. For the older set (9 to 12) who need help with word-problem skills, **THE LOST MEN IN THE MOON MATH** is based on an H.G. Wells book.

Childhood Classics

Windham Classics, the Spinnaker division that made graphic adventures out of childhood story classics, reported that over 50% of their programs' primary users are over 17--this despite the fact that they are targeted for ages 10 and up. The appeal of **CLASSIC FAMILY ROBINSON**, **BELOW THE ROOT**, **ALICE IN WONDERLAND**, **TREASURE ISLAND**, and **THE WIZARD OF OZ** appears to be broader than the company had expected.



The symmetry of this exquisitely furnished living room is ruined by an overturned, goldplated statue and the chalk outline of a dead body--gruesome reminders of why you are here.

EXAMINE STATUE

The statue, entitled "Daphne", is of a woman who is transformed into a tree.

Golden leaves lie broken on the floor.

Walk Shadow to Arden

You begin to notice strange things happening to the world outside the car... the countryside is scattered with large, slowly turning windmills...a sudden and violent thunderstorm, strangely colored clouds rolling overhead. A vast desert surrounds you...the roadway begins to sparkle.

NINE PRINCES IN AMBER
ROGER ZELAZNY



TELARIUM

Perry Mason and Princes in Amber

Since we received a rather cryptic postcard from Perry Mason just before our last issue went to press, we had to investigate the *Telarium* section of Spinnaker's C.E.S. booth. **PERRY MASON: THE CASE OF THE MANDARIN MURDER** lets you fill the shoes of Erle Stanley Gardner's famous lawyer in a courtroom setting. The theme music from the TV series sets the mood, and the role-playing adventure features character interaction rather than puzzles. Will you be skillful enough to force a courtroom confession from the real criminal, or will your client be sent up the river? According to Telarium, the game changes depending on how you interact with the other characters, and there are many possible endings. Character interaction is also the key in **NINE PRINCES IN AMBER**, based on the Amber series by Hugo and Nebula Award-winning author, Roger Zelazny. Negotiation, politics, and alliances are featured as your Prince Corwin fights his brothers and sisters for the throne of Amber. Also on display was the forthcoming Macintosh version of Telarium's **DRAGONWORLD**, their first release for Mac.

Construction Kits Continue to Explode

Bill Budge really started something when he designed **PINBALL CONSTRUCTION SET** back in the "early days" of computer gaming. Over the past several months we have seen everything from *Adventure Construction Set* to games which have modes to allow construction of your own race tracks, etc. The kits continue to fascinate as we made our way through C.E.S. In addition to the *Fireworks Construction Set* (reviewed this issue), Activision has *Computer Slot Car Kit*, as well as *Gamemaker* (a kit of sorts). Electronic Arts plans "mega-kits" for Macintosh, a computer which is ideal for the genre. (Descriptions of these programs are found elsewhere in this issue.)

For "Closet" Paper Airplane Makers

One that caught our attention was Simon & Schuster's **THE GREAT INTERNATIONAL PAPER AIRPLANE CONSTRUCTION KIT** (whew!). The program features a set of paper airplane templates and a library of airplane graphics. It includes over a dozen full page paper airplane designs from biplanes to space shuttles that can be embellished on the wings and fuselage with aeronautical art. The library of graphics can be used to furnish the plans with insignias, logos, rockets, windows, engines, pilots, and flight attendants! All you've got to do is design, print, fold and FLY! How far can you fly your computer-generated airplane? (Now you can show *your* boss one more useful application for your computer!)

Commodore Booth Buzzes With Excitement

With several Commodore 128's on display and available for "hands-on" testing, there were constant crowds in the booth. Frankly, we're impressed with what we see in the way of peripherals, software, and general enthusiasm from the Commodore people themselves. There was an extremely friendly atmosphere and many people came away feeling that this machine could, indeed, put a great deal of punch in the home computer market. Third party companies told us they have found total compatibility with C64 software--something which is critical for its success. Commodore had several third party software companies in the booth demonstrating new software made specifically for the 128. These included **JANE 2.0**, an icon-based, integrated program offering word processing, spreadsheet, and filing functions. Also available this summer is the **PERFECT** series, which takes advantage of the built-in CP/M option. The series' three modules, **PERFECT WRITER**, **PERFECT CALC**, and **PERFECT FILER**, can be used separately or can share files when used in conjunction with each other. **MICRO ILLUSTRATOR**, previously available for the C64, is being reworked to take advantage of the 128K and will offer new features including a swap screen -- for exchanging information and images from up to six different screens -- printer features, and character fonts which allow the user to incorporate text with graphic images. By the way, in addition to being compatible all C64 software, the 128 is also compatible with software written for CP/M compatible systems -- an immediate library of thousands of programs all told. Commodore has told us that the retail of the 128 will be under \$300, as will the disk drive. Shipment for the 128 should begin at any moment, while

the disk drive is lagging by about 3-4 weeks. We hope to have our 128 in-house very shortly and will bring you a full review.

Other Peripherals Shown

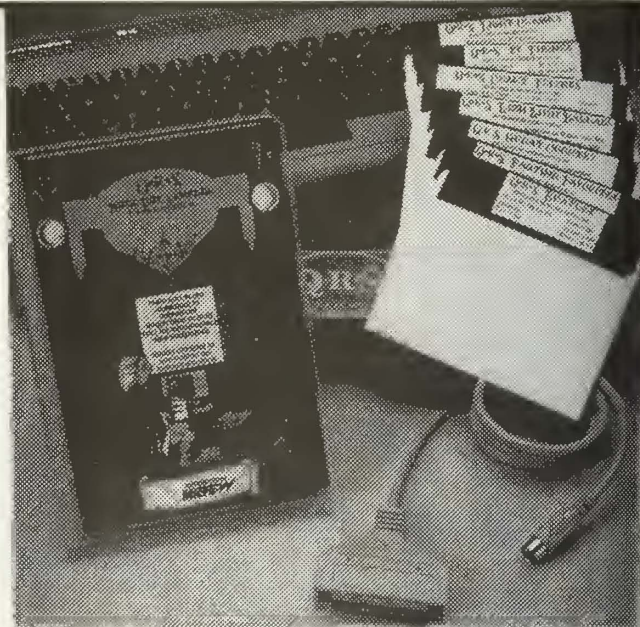
As promised, Commodore introduced their new 1200 baud modem, as well as the MPS 1000 Printer which features three operating modes: a high speed draft that prints documents at 100 cps, a near letter quality mode at 16 cps, and a graphics mode with a print density of 50 to 240 dots per inch. The printer will be compatible with both the C128 and C64. A 13-inch RGB color monitor was on display as well as the Commodore Mouse. Finally, planned for a Fall/Winter release, the Ram Expansion Cartridge plugs in the back of the 128, providing the user with up to 512K of additional memory for data or program storage. It's designed to plug in the expansion port.

What They Didn't Show

The much talked-about Amiga computer was obvious in its absence from the booth. We checked with a couple of Commodore executives who told us they were concerned about the Amiga stealing the 128 thunder at the show since they are just about ready to roll the 128 out into stores. We were told that there will be a special, separate unveiling of the Amiga in late July or early August. We also noted that the LCD portable which was at the January show was missing. While not anxious to talk about it, we did find one individual from Commodore who indicated that they have at least "temporarily" pulled away from developing for the portable market. We would surmise that this is in answer to many reports which have indicated that the portable market is not as strong as many had predicted it would be.

Wico on a Train; Infocom in a Museum

While the show continued in booths on the floor, some companies actually opted for some pretty unusual ways of showing product. Wico, while not showing any new product, brought in a beautifully restored private rail car, complete with dining area to entertain clients and the press. Infocom, after having staged a "murder" in January, did themselves one better by taking over the Museum of Natural History to showcase their upcoming **Wishbringer!**



The Oldest Software Company

Tucked in a corner of Commodore's booth at C.E.S. was a fascinating exhibit by **Q-R-S Music Rolls Inc** and **MicroFantics**. Q-R-S probably qualifies as the oldest software company in existence. It has been the world's leader in piano roll production since 1900, and its founder not only developed the player piano but also invented the special "Marking Piano" which made it possible to capture actual performances by famous artists on piano rolls. Most of the Q-R-S library of over 10,000 songs has been converted to digital signals and put on floppy disks, covering a wide range of songs and styles from Scott Joplin to Michael Jackson.

The Magic of Music with MIDI

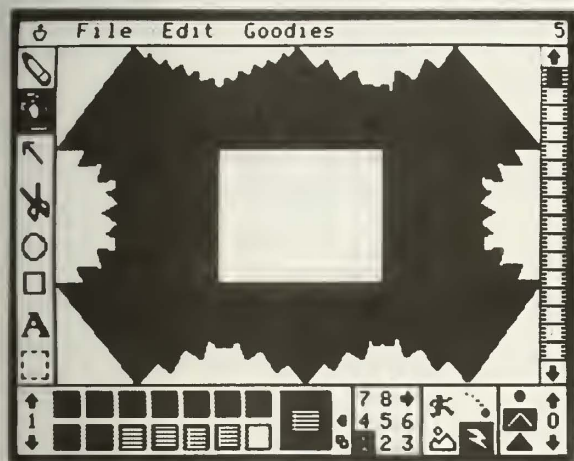
MIDI MAGIC, a \$49.95 Musical Instrument Digital Interface (MIDI) for Commodore 64 and 128 computers was developed for Q-R-S by MicroFantics. It allows the computer to work with musical instruments equipped with a MIDI input. (Many keyboard synthesizers are so equipped.) Included with the Q-R-S MIDI MAGIC is a sample diskette with six songs, including "Rhapsody in Blue" played by George Gershwin himself (Additional diskette "albums" of six songs each are available at \$19.95.) Any MIDI hookup to a computer opens up a wealth of musical possibilities for composition and performance, but MIDI MAGIC is particularly intriguing because of its ability to entertain in the style of player piano, playing anything from nostalgic tunes to contemporary rock. Watch for a review of MIDI MAGIC in an upcoming issue. (MIDI MAGIC will be available for the Apple II later this summer.)

New Wargame from SSI

It was an ill-fated day in 1944 when Field Marshall Montgomery began the largest daylight airborne operation in history. He attempted to capture bridges over three Dutch rivers in order to accelerate the Allied invasion of Germany, but his mission failed when he didn't capture one of the bridges. This campaign was re-created in **OPERATION MARKET GARDEN** from **Strategic Simulations**. Designers David Landry and Chuck Kroegel, who previous games include **Knights of the Desert** and **Breakthrough** in the Ardennes, have provided both intermediate and advanced scenarios for a single player against computer-controlled Germans, or for two competitors. (Apple II, Atari, C64)

Special Effects Generator

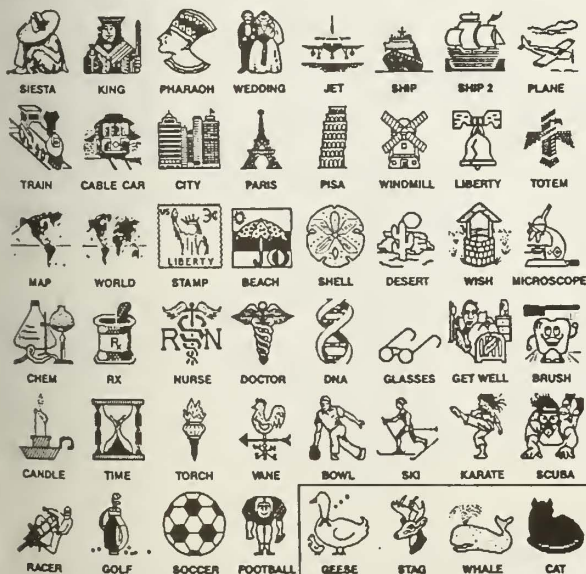
Broderbund had a very interesting demonstration at the show, unveiling **FANTAVISION**, a special-effects generator and full-screen animation system. In essence, you can draw two shapes and the computer will generate all the "in-between" shapes to create a smooth animation. You can, of course, draw several stages - different facial expressions, running, etc., and a smooth animation will result once the computer fills it in. We watched the program's designer as he showed several images which are stored in the program such as flowing lava, geometric shapes changing colors, etc. and found ourselves fascinated by the results. The program works very much in the fashion of MacPaint in that you have pull-down menus, various colors and instruments to draw with, etc. The difference between this and any other "painting" program on the market is the animation--quite a hook!



FANTAVISION™

More Print Shop Graphics

Meanwhile, by popular demand, Broderbund will release **PRINT SHOP GRAPHICS LIBRARY DISK TWO** which provides 120 new graphic images. It includes many drawn by Print Shop users, as well as other images that have been requested. Everything from a San Francisco cable car to a portrait of George Washington is included! For those who love **MUSIC SHOP**, there will be a **MIDI** version for C64 (see related story on **MIDI** in this issue) which can be used in conjunction with the MIDI keyboard. Suggested retail for the Music Shop program will be \$99.95.



Synapse Now a Broderbund Subsidiary

With the acquisition of Synapse, Broderbund will be releasing the previously announced electronic novels this Fall and winter: **ESSEX**, an intergalactic search and rescue mission; **BRIMSTONE**, a medieval adventure; **BREAKERS**, a science-fiction fantasy; the samurai epic **RONIN**; murder mystery **HOUSE OF CHANGES**; and **DEADLY SUMMER**, a supernatural horror thriller. We understand that Macintosh electronic novels are also planned, probably for Winter release.

Lode Runner Sequel

Synapse also plans **LODE RUNNER'S RESCUE**, a sequel to the award-winning **LODE RUNNER**. In this follow-up, the player becomes Alexandra, the daughter of the famous **LODE RUNNER**, who is being held prisoner deep underground by the evil Bungeling Empire. Alexandra must negotiate 46 mazes on the way to her father's prison cell, picking up keys as she goes. In addition to 3-D action and sound effects, it also includes a built-in Game Editor. Graphic icons help the player design and construct an unlimited number of mazes full of elevators, hidden trapdoors, enemy guards and rushing rivers.

New Game for Trekkies

Trekkies will be able to "boldly go where no man has gone before" this Fall in a brand new interactive Text Adventure from **Simon & Schuster**. Entitled **Star Trek: The Kobayashi Alternative**, the game is being designed with a new screen which presents multiple channels of information simultaneously. In addition, the game will incorporate a "personality database" for each of the familiar Star Trek characters. As Captain Kirk you will be challenged to solve a mystery while the fate of known space hangs in the balance. The command of all the resources of the Enterprise are in your hand--from phasers, transporter, communications, sensors, and the crew. You will also need to call upon Spock's logic and scientific training, McCoy's empathy and intuition, Scotty's engineering skills, and Uhura's ability to communicate. Simon & Schuster, aware of the tremendous loyalty and penchant for preciseness that Trekkies have, promises to be certain this game is as close to the "real thing" as possible.

Design Help for MAC

Simon & Schuster also plans **THE MAC ART DEPT.**, a program containing over 150 images in several categories. Included are household objects (kitchen knife, TV set, etc), modes of transportation (boats, trains, cars, etc), food (an ice cream sundae, turkey, etc), Americana, musical instruments, buildings, simple and ornate borders, fill-in-the-text signs and more. The manual, in addition to guiding you in the use of the images in the program, will also show you how to create new images from old ones. The manual will also give pointers on how to mix graphics and type. Suggested retail for the Simon & Schuster programs will be \$39.95.

Fall Releases from Avalon Hill

Although not at the show (like many other companies), **Avalon Hill** has filled us in on their Fall releases. **UNDER FIRE**, billed as the ultimate WWII wargame, is a three disk wargame of WWII armor and infantry combat including a "mapmaker" where players can design their own terrain features. **SUPER BOWL SUNDAY** includes ten Super Bowl match-ups (20 teams) in this statistical replay game. Avalon Hill has told us this marks the first time all 22 players from both teams react on the field based on the human players "play-calls." Everyone from Quarterbacks to Linebackers are performance-rated, based on their real-life statistics. **GRYPHON** is an arcade strategy game with fantasy overtones with "magnificent sound and graphics." **BLACK THUNDER** is a high speed chase game featuring split screen race action, 34 screens and voice synthesis.

Subscriber Buying Service

Program	Cost	System/	Quantity	Total
Beach-Head II (C64-D)	31.10			
Clue (reviewed last month--VHS or BETA)	39.40			
Complete Computer Fireworks Celebration Kit (C64-D)	22.30			
Complete Scarsdale Diet (AP;PC/PCjr*)	31.10			
Computer Quarterback (AT-D;C64-D;AP)	31.10			
Gemstone Warrior (AD-D;C64-D;AP)	26.10			
Home Software Library (AD-DP)	38.40			
Know Your Own I.Q. (C64-D)	26.10			
Operation Market Garden (AP;AT-D;C64-D)	36.40			
PaperClip (AT-D)	43.60			
PaperClip (C64-D)	65.20			
RingQuest (AP)	26.10			
Six-Gun Shootout (AP;AT-D;C64-D)	31.10			
Skyfox (C64-D)	24.90			
Skyfox (AP)	31.10			

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 item (US/APO/FPO)
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Pre-Order the **Commodore 128** Computer (they will be
 in *VERY* short supply initially due to allocation from
 the manufacturer.

Commodore 128: \$279.00 (shipping: \$6.00)
 1571 Disk Drive: \$249.00 (shipping: \$5.00)
 1902 RGB Monitor: \$263.00 (shipping: \$10.00)

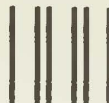
Package of C128 Computer and 1571 Disk Drive:
 \$521.00 (shipping: \$11.00)

Complete Package of C128 Computer, 1571 Disk Drive
 and 1902 RGB Monitor: \$795.00 (shipping: \$21.00)

(we will be doing complete a complete review of the C128 Soon)

KEY: *=pre-order; ct=cartridge; D=disk; DP=datapack; AD=ADAM; AT=Atari Computer;
 C64=Commodore64/128; C128=Commodore 128; AP=Apple; MAC=Macintosh

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Passing the Savings to Consumers

Several software companies decided not to show their wares at Summer C.E.S. this year, but Sight & Sound Music Software came up with an appealing use for the money they saved by not attending the show. They have reduced prices on their music programs for C64/128: **MUSIC VIDEO KIT** (from \$49.95 to \$39.95); **INCREDIBLE MUSICAL KEYBOARD** package with keyboard overlay, two music books and two programs (from \$49.95 to \$29.95); and a group of \$34.95 programs reduced to \$24.95 that includes **KAWASAKI SYNTHESIZER**, **KAWASAKI RHYTHM ROCKER**, **MUSIC PROCESSOR**, and **3001 SOUND ODYSSEY**. Bonus programs and additional features have been added to several of the programs, too. For example, printing options have been added to both **KAWASAKI RHYTHM ROCKER** and **MUSIC PROCESSOR**.

MicroLab Files Chapter 11

Games such as *Miner 2049er II*, *Caribbean Quest*, and *Journey to the Cavern of Doom* apparently will not be released due to the fact that MicroLab has filed Chapter 11.

Penguin Presents Polarware

With recently released conversions of **XYPHUS** for C64 and Macintosh, Penguin introduces a series of premium graphics adventures. Pristine packages of Icecap white give the line a new look. The programs within are written with Comprehend, a new adventure system said to allow greater depth with a larger vocabulary and multiple-sentence commands, all with the graphic quality for which Penguin is known. Original Polarware titles due later this year include **THE CRIMSON CROWN**'s explorations of a vampire's castle (sequel to the popular *TRANSYL VANIA*), an other-worldly adventure on an alien planet in **OO-TOPUS**, and a trip into a comic strip in **FRANK AND ERNEST'S ADVENTURE**. All three programs are set for Atari, Apple II, C64/128 and Macintosh. Also coming from Penguin for Apple II are **HOME DATA MANAGER** (filing) and **HOME CONNECTION** (telecommunications). Both will be available initially at special introductory prices (MSR \$44.95 and \$49.95 respectively).

Hayden Introduces APPLE PRESS

Demand for books by Macintosh owners has reached the ears of Hayden Book Company which plans a series of books under the Apple Press logo. Initial offerings will include **Macintosh Multiplan** (\$16.95), **Basic Microsoft Basic for the Macintosh for the New Version 2.0** (\$18.95), **Introduction to Macintosh Basic** (\$18.95), **Macintosh Revealed Vol 1** & **2**, **Macbook The Indispensable Guide to Software & Peripherals** (\$14.95), **Personal Financial Advisor Managing and Making Money with Multiplan** (\$49.95), **Introduction to Macintosh Pascal**, and **Programming the 68000**.

Macintosh Revealed

Macintosh Revealed is an interesting two-volume series explaining the nearly 500 routines that make up the Macintosh toolbox. Volume One (\$24.95) unlocks the toolbox and shows how Macintosh's memory is managed, how disk input and output routines and serial communications are handled, how Macintosh handles text, etc. Volume Two (\$29.95) continues the journey and explains how to put the Toolbox to work by creating programs that adhere to Apple's User Interface Standard for the Mac.

Sunrise Alive and Well

It has been a difficult year for small companies, but Sunrise Software is still alive and well, thank you. New products shown include **ESCAPE FROM RICHELIEU**, a multi-disk graphics and text adventure set in Paris in the year 1826. The object is to help the Boncoeur sisters avoid the guards of Cardinal Richelieu while seeking a way to destroy his power. **MASTERS OF LEDGERDEMAIN** is a text adventure of the 21st century in which you are a diplomat assigned to set up a peace treaty neutralizing all weapons of intergalactic war. **FINDIS KEEPERS** is an educational game of word and picture association. It is expandable with supplemental disks, including versions in Spanish, French and German. Not shown, but currently under development is **WRATH OF QUINTANA ROO**, the sequel to **QUEST FOR QUINTANA ROO**. Like other software developers we've talked to, Sunrise has found the Adam market to be extremely elusive. While they get lots of letters and phone calls from a seemingly large and very loyal group of Adam owners, they've found it difficult to sell the numbers of programs as unbridled enthusiasm would seem to indicate should be possible.