

Computer Entertainer

the newsletter

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A complete Recap of CES including Midscope, Atari, Sega, Commodore, Epyx, Broderbund, and much more. In fact, **SO MUCH!** more that we're holding several reviews for next month!

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** Top Twenty is the result of telephone poll with a selected group of retailers and distributors throughout the country

COMING...

Midscope from CES
REVIEWS Including...
 Skix

- ...for Mac
- Championship Tennis
- ...for Intellivision
- Never Ending Story
- ...for Atari
- Survivor Cycle
- ...for Commodore
- Lunar Explorer
- ...for Apple
- Trax & Field
- ...for Atari 2600
- New Product for Nintendo
- Will Begin to Review Software
- of the Atari 7800
- ...which more planned!

Like the Old Days

It was almost like the videogaming "old days" this June at CES. Atari was showing the 2600 and 7800, Nintendo's booth was crowded with eager gamers, and there was a new kid on the block--Sega showed its impressive Master System for the first time. Our initial reaction to the Sega showing was definitely positive, though we admit to a few reservations about the ability of the market to absorb THREE advanced game systems. Well, we're all for letting the game-buying public make their own decisions. Until you can see it for yourself, though, we'll fill you in on the details of the newest system.

Specifications

The Sega Master System (about \$150) consists of a console boasting 128K ROM and 128K RAM, two controllers, Light Phaser (gun), 1048K Combo Mega Cartridge (contains HANG ON and SAFARI HUNT games), plus AC adapter, audio/video cable, RF switch and cable, and 75/300-Ohm converter. The display capability on TV, composite monitor, or analog RGB is 64 colors with screen resolution of 256 by 192 dots. The screen can be scrolled in four basic directions, plus diagonals and partial screen scrolling. The audio portion of the system features three sound generators of four octaves plus white noise. Characters are 8 by 8 pixels, maximum 448, while sprites are 8 by 8 pixels; with a maximum of 256.



Plenty of Detail

While all those numbers and specifications may be quite impressive to the more technically oriented among you, what it all means to the gamer is excellent graphic capability with lots of colors and the ability to put plenty of detail on the screen. Many of the Sega games use a whole palette of pastels--a pleasant picture to behold. The Sega console accepts two different kinds of software media, Mega Cartridges (1048K) and Sega Cards (256K). Games on Mega Cartridge are expected to retail for \$30, with Sega Card games selling for \$25. Sega Card titles shown included MY HERO (save your girl from the punks by using your Kung Fu skills); GHOST HOUSE (search Count Dracula's mansion for jewels); TEDDY BOY (a nightmare maze of bugs and other creepy-crawlies); TRANSBOT (futuristic quest in a transformable vehicle); and F-16 FIGHTING FALCON (flight simulation and dogfight with a MIG-25). The Mega Cartridges include a very dressed-up version of CHOPLIFTER (licensed from Broderbund), along with BLACK

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Critically Speaking...Amiga Compatible

TEMPLE OF APSHAI TRILOGY (◆◆◆1/2◆◆◆) has been converted to the Amiga by *Epyx*, and what a blessing it is! The Trilogy includes "The Temple of Apshai," "The Upper Reaches of Apshai," and "The Curse of Ra," with each one being more difficult than the last. Before you can venture into the Temple, you will need a character. To get one, you may either have the computer create one for you, or you may select the attributes (such as Intelligence, Intuition, Ego, Strength, Constitution, and Dexterity) to create your own. Once this phase is completed, you must visit the Innkeeper to outfit your character with weapons and armor. Then select an adventure from the three choices, each containing four skill levels, and prepare to become luncheon meat for some monster!

Did You Say a GIANT Mosquito?

Using either the keyboard or mouse, you move your brave adventurer throughout the Temple in search of fame and fortune. But beware, for there are many obstacles you must overcome. To name a few, there are wasps, ants, beetles, and giant mosquitos, because this is the lair of the great insect-god, Apshai. (Wouldn't it be easier if you were equipped with industrial strength fly swatter?)

An Adventure for Everyone

Whether you are an advanced or novice temple dweller, there's an adventure here for you. When playing skill level one in the Temple of Apshai, you are given plenty of time to search for hidden doors and secret traps and think out your plan of attack on an unsuspecting beetle. But select skill level four in The Curse of Ra, and be prepared for some heavy head-to-head dueling! (Solo play; Mouse & keyboard; 512K.) Reviewed on Amiga. Also available for Apple II, Atari ST, Atari XL/XE, IBM, Macintosh.

Recommended. (MSR \$40.00)

--Patrick McGrath

MINDWALKER (◆◆◆◆/◆◆◆◆) is a 3-D fantasy game created by *Synapse* and published under the *Commodore* label. Combining strategy and arcade action, it places you in the role of a physics professor. The premise is that you have gone mad and become lost in your own internal world. The remains of your ego are splintered into four beings: a Human, a Wizard, a Spriggan, and a Water Nymph. In your journey, you will become all of these creatures as you attempt to fulfill the quest of piecing your mind back together.

The Mind

You begin in the Mind with three lives, where your objective is to trace a "Path of Coherent Thought" to a flashing square and create an idea. To do so, you must travel through different types of terrain and fight off Bad Thoughts. A map is available to help you find your way to the goal, a flashing square. It also reveals the location of the Pyramids, which are critical to your success because they are the only places where you can change from one kind of being to another. You may have to go through several transformations to complete your path, since each of the four beings can traverse only certain kinds of terrain. While you're doing your best to complete the path, the Bad Thoughts will try to thwart your progress by firing Nihilism Beams at you. Fortunately, they can be stopped with a quick blast of your Fractal Ray. Not so fortunately, there is one unstoppable enemy--the skull-shaped Essentialist Death Mask. There are numerous other pitfalls, too, such as booby-trapped towers. But if you manage to complete your Path of Coherent Thought, you will have created an idea and unlocked the tubes leading to your Brain. So into a tube and prepare for a downward ride. Catch one of the green doors zipping by, and you will enter your Brain.

The Brain

Inside the brain, your Fractal Ray is replaced with a Reflector Beam to be used as a defense against the viruses that will attack you. The object at this stage is to locate a container holding a few Shards of Sanity. As you travel among the maze-like walls of your Brain, there is no map to guide you, and the walls are alive with deadly synaptic sparks. The sounds of a quickening heartbeat and a rising temperature gauge are your clues to the location of the Shards. Find them, and then return to the entrance/escape tube to move on to the Sub-Conscious. (I found myself jumping out of my seat a couple of times on my way to the escape tube!)

The Sub-Conscious

In the relative calm of the Sub-Conscious, you must use the mouse to place your seven Shards of Sanity correctly in a puzzle. (I found this the most relaxing of the three phases of the game.) Once the Shards are placed, you must return to the Mind, create another idea to reach the Brain, find more Shards, etc. I managed to pass through the Brain three times, and I have about half of the puzzle completed. (Whew!) Each time you gather a few more Shards and place them in the puzzle, the difficulty increases with more hazards and more surprises.

Outstanding

This is one outstanding game! The 3-D graphics are excellent, the animation is smooth, and the stereo soundtrack and sound effects will knock your socks off. You really must have stereo speakers hooked up to your Amiga to truly appreciate this game. And there are plenty of surprises. One is called the "Einstein Effect." I won't give it away, but I will say that it is one of the wildest things I have ever seen on a computer. The game is fascinating. I find myself going back again and again to piece my "Mind" back together. MINDWALKER is what the Amiga and games are all about--the best yet on this system. One interesting note: this program is not copy-protected. Commodore's reasoning is to let you make a back-up copy for your own use. (Solo play; Joystick & mouse; Pause; Games & high scores can be saved to the 256K program disk.) Available for Amiga only.

Recommended. (MSR \$49.95)

--Cal Chen

Creativity and Fun on Amiga

At Electronic Arts' CES suite, we had the chance to see some of the upcoming programs we reported on last month. **DELUXE VIDEO** (MSR \$99.95), now completed, is a very impressive piece of programming that unlocks much of the creative power in the Amiga. Samples of computer animation generated with the program showed it to be capable of very professional presentations for commercials or home video productions. Another fascinating creativity tool for Amiga is **INSTANT MUSIC** (MSR \$49.95), which fulfills its promise of letting anyone compose music, even without musical training. (This program is ideal for all ages.) And then there's **MARBLE MADNESS**, the game that every Amiga-owning arcade fan has been looking forward to. We saw it, we played it, and we pronounce it wonderful! No arcade conversion for the home has ever been closer to the real thing than this one is (MSR \$49.95). By the way, MARBLE MADNESS will also be available for Commodore 64/128 by the end of this year.

Wargaming

Electronic Arts also showed and talked about a few previously unannounced titles. We got a look at **PATTON VS. ROMMEL**, a strategic wargame by respected designer, Chris Crawford ("Balance of Power," among others). This one features a good bit more action than the typical strategic wargame. It will be available first for Macintosh, to be followed by versions for C64/128 and Apple II. Wargamers can also look forward to **BATTLEFRONT** (MSR \$39.95) for C64/128 and Apple II from Strategic Studies Group, an Electronic Arts affiliated label. The program re-creates land battles from World War II in four scenarios (Battles of Crete in 1941, Stalingrad in 1942, Saipan in 1944, and Bastogne in 1944-45). A design kit is also included in the program.

New Tactical Game from SSI

Strategic Simulations is readying its next tactical game, **GETTYSBURG: THE TURNING POINT**. It allows the player to keep track of individual artillery, men and ammunitions for each brigade unit. One or two players can engage in the 3-day battle from July 1-3, 1863. Three levels of play will be featured, basic, intermediate, and advanced, and will be written for Apple, Atari, Commodore, and IBM computers.

Chipwits Author Seeks Publisher

Rights to the innovative robot program, CHIPWITS, have reverted to one of its creators, Doug Sharp. (The Commodore 64 version was licensed to Epyx, the Apple II and Macintosh versions to Brainpower.) Doug would like to get his program back into the software market and invites any interested publisher to contact him directly at 612-332-8431.

Critically Speaking...Macintosh Compatible

HomeTerm from *Batteries Included* is a nice entry into the world of home telecommunications with the strongest selling point being the ease of which a novice is able to use it. Unfortunately, this is also its weakest point.

As with any utility program, it would be nice to be able to boot the disk and magically have everything work. With HomeTerm, it does. In fact, the first screen we saw was "Modem Configuration." The package includes a well thought-out manual, explaining most of what you'd need to know to make your first connection. And, it was also nice that we didn't have to change any of the original settings. Once we clicked the "OK," we saw a window, not unlike that of MacWrite with Untitled as the file. In the lower left-hand corner was a listing of current terminal settings, which stays online all the time (a very handy feature). On the lower right was the current time of day. The time of day might not be as handy for all people, so there is an option to change this to "elapsd time." That, too, is a nice feature, however it does not reset automatically with each call you place. The "Settings" menu (available at all times via pull-down menu) allows you to change the modem configuration, screen dimensions (extremely handy) and is also where you change the clock to timer, and timer back to clock. And, there is a setting called "Personal Preferences."

Money Clock

Under Preferences, we find one of the most useful ideas we have seen in terminal software: a money clock! You enter the rate (as in dollars and cents) your online service is charging you per hour. When you connect with a service like GENie (at \$5.00/hour) and reset this clock, it will display the current charges on your screen at all times. Additionally, Preferences lets you change the cursor from a simple underline to a block (solid flashing black box), and you can set the program to dial a number once, or to re-dial if busy. You can call up the Dialing Directory and add the numbers you call most often. The software allows for pulse as well as tone dialing.

Edit Window

Another handy idea, this one is in the pull-down menu called Goodies: an edit window. This gives you one line, near the bottom of the screen, where you can enter text or commands, and is not send downline until you press your <return> key. The edit window is an idea whose time is long overdue, especially if you aren't the perfect typist. If you make an error, simply backspace and correct it. Nothing is seen on the receiving end until you press <return>. And, it can be anything from passwords to direct modem commands. Transfer protocols include both ASCII text and XMODEM. If you are sending an XMODEM file, a clock appears onscreen to let you know how much time is remaining, and the block number being sent.

Some Drawbacks

This software can be used with Hayes-compatible modems, and herein lies a problem. Unless you know the actual Hayes commands, as well as the control codes used in telecommunications, it is likely you will not be able to quickly master its finest part of this program, the macros. Adding, editing and modifying macros is really a breeze, but when we tried to logon to the Computer Entertainer BBS, it seemed almost impossible. So we tried CompuServe and it, too, seemed impossible. Lastly, we tried The Source. The problem was telling the macro to send a carriage return. Using The Source, we needed to enter three <cr>'s as soon as we logged on. Finally, it occurred to one of us to enter a "control-m" (which looks like ^m). Pressing the control key and the m key did not work. We had to enter the ^ followed by the m. That was the key. And, as hard as we looked, we could find nothing in the manual that suggested you need to put the "control-m" after EVERY entry, if you want to use a macro to log on to a service. Additionally, to get a macro to execute, it must see a reply from the modem. Our modem was set to NOT respond (intentionally, since we seem to know when we're connected.) It took us about an hour to figure out we needed to reset all the switches on the modem to the way the modem was shipped from the factory.

Disconnecting a Problem

One last complaint deals with disconnecting. There seems to be no way to 'hang up' from an online service other than using the Hayes command, which is three plusses (+++). (On the Macintosh, our modem is a Promethius 1200, and required the plusses, followed by the command to hang-up "ATH." On this modem, all commands must be entered uppercase. If someone is unaware of the differences among modems, this can cause a great deal of confusion.

Confusing for Beginner

Overall, HomeTerm seems like a potential classic, provided a revised manual (and perhaps revised software) can be quickly developed. The literature from Batteries Included reminded us of the \$20.00 cost to update a manual, and \$10.00 to update a disk. For a program with a list of \$49.95, we recommend that novice telecommunicator wait until the next generation. If you are a veteran of telecommunications, this program is for you. (MSR \$49.95)

Another Look at BatteryPak

Batteries Included has just released the latest update of the BATTERYPAK, this one Version 1.2. We thought we'd take another look at it as we were promised several additions and changes. Since we had an extensive review of the product in our March, 1986 issue, we'll only touch on some of the changes.

Less Improvement Than Indicated in Booklet

The most obvious change is the ability to run the program on MacPlus. *DiskTools*, while indicating an improvement and different layout from the 1.1 version, looked and worked identically to the 1.1 version we already have installed. We're not quite sure why this confusion in the 1.2 Addendum book (don't get us wrong--this was a feature we liked a great deal in the 1.1 version and we have been using it on all our start-up disks and still highly recommend it as part of your desktop). The same holds true for Calendar--new features are highlighted but they were available in the 1.1 version. In fact, the Addendum booklet talks about new programs added, such as *Windows*, *Calendar Manager*, *Archive Notes*, and *Clear Notes*. In fact, all these programs were introduced with the 1.1 version so, again, we don't understand why they are being included as "new" items. Phone Pad, while offering two new features, *Next Blank Page* and *Ignore Case*, talks about new features which were, once again, added in the 1.1 version.

Launcher Improved Slightly

One program which we liked in principle, but not in actual use in the 1.1 version, is Launcher. While access with it to programs has improved, it still could be a bit better. The premise is great--"power-load" your programs by avoiding the desktop. While the 1.1 version was awkward at best, the 1.2 version still requires that you quit the program you're in before you can use Launcher. Theoretically, we still think, for an application to be truly worthwhile, you should be able to do so in under the ⌘ key while in a program, and the launcher window would appear for manipulation between programs. The new version does save some time, but still falls short.

Good Program Overall

It's a good program overall and, if you don't own BatteryPak at all, it's a fine investment. If you own the 1.0 version, you should upgrade to the 1.2 version (send \$10.00 and your old disk into Batteries Included); however, if you have the 1.1 version, it probably isn't worth swapping the disk out at this point. It's possible there'll be another upgrade down the line which would make a new copy worthwhile. (MSR \$49.95)

Sneak Peak at Access Products

We had the opportunity to see some "works in progress" from Access Software had the Amiga and Atari ST versions of the popular LEADER BOARD showing. With the obvious graphics capabilities of both machines, the conversions are taking on a whole new dimension as Access is taking advantage of both computers. 10th FRAME, a Commodore 64/128 program, was also up in demo form and is being developed because of strong demand from the consumers who write letters to Access. (See, they DO listen!)

Critically Speaking...C64/128 Compatible

SPITFIRE 40 (♦♦1/2♦♦), from Avalon Hill, combines a flight simulator and high-in-the-sky shoot 'em up. This simulator is an easy one, in comparison to some of those available which are for the true simulator fans out there. You'll find yourself able to take-off without too much practice and then be able to perform rolls, loops, etc. Once you take off in your Spitfire, you'll encounter the German enemy as they attack in their Jerrys. There are four different pilot types available to you, in varying levels of difficulty. At any point in the game, you can save your log to disk, and as you accumulate more flying hours, you'll find the plane becoming more realistic in what it expects from you. Of course, the Germans become more precise too. In the game mode, you'll be able to choose between the lighter mode where you'll go against Me-109's or the Bomber mode where you're pursuing Stuka dive bombers. In the game mode, you'll begin at 10,000 feet in the middle of a dogfight. In the game, your time in the air is real time (actual time spent flying your plane). The game is simple—shoot down as many enemy planes as possible before running out of ammunition or being shot down yourself. Throughout the simulator and game modes, you can toggle (with the space bar) between a front view from your cockpit and a complete, authentic instrument panel where you will need to keep track of fuel, air speed, vertical speed, altimeter, and all the other instruments which are key to flying your plane.

Not the Best of Both Worlds

In an attempt to give you both a simulator and dogfight game, there have been some trade-offs which keep the game from being a good one. The graphics, while quite nice on the instrument panel, are certainly nothing special on the front cockpit view. Immediately, Skyfox (Electronic Arts) comes to mind as being vastly superior in both the graphics and gameplay, as well as Microprose's F-15 Strike Eagle. We just couldn't get excited over the simulator, even though it's nice to have one that beginning simulation fans can get into without difficulty. All in all, we found ourselves dissatisfied with the depth of the game and found ourselves bored after a very short period of time. This just isn't up to the caliber of the genre already available. (one player; joystick required; coming for Apple and IBM)
Not Recommended (MSR \$35.00)

A.A.E. (♦♦1/2♦♦1/2) stands for Air Combat Emulator, and it's the latest imported British game from UXB, a division of Spinnaker Software. Although billed as an arcade-style game combined with a flight simulator, don't look for too much sophistication in the simulation department. First and foremost, this is an action game. Flight simulation is secondary and purposely limited to a relatively basic level in order to appeal to those gamers who find true flight simulators too complicated.

Last Fighter Pilot

The premise of the game is that a gigantic enemy fleet has begun attacking the southeastern U.S. with a large force of tanks, helicopter gunships, fighters, and an entire navy. You are the last fighter pilot, and it's up to you and your three ACE Mark 2.I AWAT (All-Weather-All-Telem) aircraft to save the day. Before you begin, there is a choice of skill levels (including a training mission where the enemies don't fire on you), weapons, time of day to fly, and number of players. If you choose the two-player option, one person will pilot the plane while the other sees to the weapons. Taking off is easy enough that most players will be successful on their first attempt. Cockpit instrumentation is not overwhelming, either, with digital readouts for speed and altitude, a radar screen and mapping system for locating the enemy, and a thrust indicator. Warnings of low fuel and enemy missiles show visually in the cockpit, and they're also announced verbally with none-too-clear voice synthesis. Re-fueling can be accomplished in mid-air if you rendezvous with a tanker, or you can land at your base where you can also pick up more weapons and get repairs. The real heart of the game, however, is your search-and-destroy mission. If you get your kicks out of lasting enemy planes from the sky, bombarding tanks on the ground, and engaging in David-vs-Goliath battles against a whole navy, then this is your game. Graphics and sound are about average, but there's definitely plenty of shooting action for those with an itchy trigger finger. And the game is very reasonably priced, an attraction for many gamers. (Solo or 2-player cooperative play; Joystick; Pause; Disk.) Available for Commodore 64/128 only. (MSR \$15)

FRANKIE GOES TO HOLLYWOOD (♦♦♦/♦♦♦) is an animated adventure from Firebird with numerous action-game sequences. You become the game as Frankie, one very incomplete person, devoid of personality, who is wandering through the monotony of Mundanesville. Your goal is to explore, complete 60 or more tasks, and gather pleasure points until you've become 99% a complete person. By then you will have discovered all kinds of passageways and can search for the doorway to the ultimate experience at the heart of the Pleasure Dome. Although this may sound a bit strange as the subject of an action-adventure, but in practice, it becomes very involving. (If you're a fan of rock music, you already

know all about the Pleasure Dome.)

Fun of Exploration

As you move in and out of the look-alike houses of Mundanesville, there is no end of unusual objects to be found and perhaps used. There are videocassettes that serve as passports to other worlds inside TV sets, as well as many other ordinary looking items that can become portals to tasks you must complete. There is even a murder mystery to be solved along the way. The arcade sequences are many and varied, and you're usually given very little time to prepare yourself for them. This is one of those games that must be played over and over before you discover all the hidden objects and their uses, though some objects have no use at all. And it's full of sly humor, though you may be too busy to notice it sometimes. Graphics are fairly simple, but well drawn. The fun of exploration, figuring out where things are and what they're good for, is what keeps you playing on and on. (Solo play; Joystick or Keyboard; Disk.) Available for Commodore 64/128 only.
Recommended. (MSR \$34.95)

ULTIMATE WIZARD (♦♦♦/♦♦♦1/2) is an updated re-issue of a classic arcade-style game designed by Progressive Peripherals and Software. The game has been re-released under the Electronic Arts label and now includes all of the original WIZARD plus WIZARD EXPANSION SET and 20 brand-new levels--100 different dungeons and a built-in construction set. (Electronic Arts really should be billed as "the home of the construction set!") For anyone not familiar with WIZARD, the game is a classic of the running, climbing, and jumping sort. You control a little purple wizard in robes and a pointy hat who makes his way around and through the most amazing array of ledges, stairways, ropes, trap doors, fire pits, disappearing walkways, elevators, and a whole crew of nasty creatures controlled by the Shadow Lord of Kaytel. The wizard is agile, avoiding traps and snatching treasures, occasionally stopping to cast one of his many spells before moving on to the next dungeon. There's more than enough challenge in the 100 dungeons to keep you busy for months. And the program's construction set lets you make your own dungeons with all kinds of special effects, 10 different magic spells, 20 kinds of monsters with a variety of behavior patterns, and 4 types of treasure. You can make your dungeons easy to complete or diabolically difficult--it's all up to you. But even if you never use the construction set, the game with its 100 dungeons offers great play value for a reasonable price. (1 to 6 players; Joystick; Blank disk required for construction set.) Available for Commodore 64/128 only.

Recommended. (MSR \$32.95)

THE INFINITY MACHINE (NA/3) from Mastertronic is not a program in the usual sense, but rather a kind of bypass switch that lets you cheat on certain action games. These are the difficult games in your collection that may have been getting you down because you couldn't complete all the screens. Maybe you haven't even SEEN all the screens, much less completed them! THE INFINITY MACHINE is a cartridge, designed to work in conjunction with action games on disk, that has the ability to turn off the detection of sprite collisions in such games. You simply insert the cartridge in your C64 or C128 and then load your game disk in the usual way. When you press the red button on the side of the cartridge, all sprite collisions are disabled. There are also two alternate methods, one which cancels sprite-to-sprite collisions and another which eliminates the background sprites. Experimentation with your own library of games is necessary to determine which method is best for each game. We tried THE INFINITY MACHINE on a number of games, including "Ultimate Wizard," "Jumpman," and "Bounty Bob Strikes Back," all typical of the kind of multi-screen game that is difficult to defeat at every level. Though the idea may strike you as an application of black magic, we can assure you that THE INFINITY MACHINE definitely works as promised. Note that this cartridge may not defeat everything that kills your character, because not all deaths are caused by sprite collision. For example, letting your character fall in "Jumpman" still means certain death, even though he becomes impervious to flying bullets and roving robots. Something of an oddity, THE INFINITY MACHINE is a must for those frustrated by unmastered games in their collections. (Number of players depends upon game used; Cartridge.) Available for Commodore 64/128 only.
Recommended. (MSR \$24.99)

Coming from SSI

Strategic Simulations, Inc. is preparing two new simulations and a fantasy role-playing game for release soon (see Availability Update). **GETTYSBURG: THE TURNING POINT** is a follow-up to their very successful "Battle of Antietam" and covers the famous Civil War battle in Pennsylvania. **ROAD WAR 2000** is a post-nuclear-age game in which survival depends on a good set of wheels and clever thinking. **SHARD OF SPRING** is a multi-player fantasy adventure in which you must rescue the Shard from its captors and return it to the Isle of Ymros. All three programs will be available for Apple II and Commodore 64/128; GETTYSBURG will also be done for Atari XL/XE.

The New Commodore 64C

Now that Commodore has introduced the 64C, we can imagine the confusion of the first-time computer buyer. The 64C (MSR about \$250) looks like a Commodore 128 without the numeric keypad, but it's still the familiar old Commodore 64 under its pretty new shell. What makes this new version of an old favorite worth at least a second look is not so much the computer itself, but the utility of the programs bundled with it. The 64C comes with a new operating system on disk, GEOS, plus software to access QuantumLink (Q-Link for short), a telecommunications network dedicated solely to the educational, recreational, and productivity needs of Commodore computer owners. We had the opportunity to look at both programs in action, and we feel they add tremendous value to the 64C.

GEOS Operating System

GEOS from Berkeley Softworks brings something of the look and feel of advanced, 68000-based computers such as Amiga, Macintosh, and Atari ST to the Commodore 64 line. (It's also available separately at \$59.95 for owners of the C64 or C128.) Rather than the familiar "READY" prompt against a blue screen, the user of GEOS sees a clearly laid out "desktop" of black graphics against pale green. The desktop contains icons and system instructions which are chosen with mouse or joystick. It eliminates typing in commands for loading, saving, and the like, and even includes a built-in read/write fast loader. GEOS also includes the "geoWrite" word processor, "geoPaint" graphics editing program, and desktop utilities (notepad, alarm clock, calendar, calculator). GEOS is a slick package, offering ease of use, speed, and a whole new feel to using a C-64. Third-party support of the GEOS operating system is promised by Commodore.

Wealth of Services

Telecommunications software for automatic sign-on to Q-Link (with use of an auto-dial modem, purchased separately) finishes the 64C package nicely. We were treated to a demonstration of some of Q-Link's current and future services: Commodore Information Network (technical support and Q-Link User Group forums); People Connection (live chatting and electronic mail); Learning Center (access to a complete encyclopedia plus research materials and teaching aids); News and Information (Reuters NewsView Service), The Mall (shopping by computer; hotel, car, and airline reservations through American Airlines Eeasy Sabre); Just for Fun (playing games with other Q-Link subscribers, soap opera summaries, Rocknet Daily Music News, Hollywood Hotline Daily Report, and movie reviews); and Commodore Software Showcase (down-loadable samples of new software programs from Activision, Broderbund, Electronic Arts, Epyx, Mindscape and many others). Also shown was HABITAT from Lucasfilm Games, a network-based, graphics-oriented, multi-player game to be available on Q-Link late this summer. According to Steve Arnold of Lucasfilm, "HABITAT is a world simulation that changes and evolves as players communicate and interact with each other. It includes all the social elements that people currently enjoy in text-based telecommunications, but we've also added animation, sounds, and a world of situations for people to explore." A subscription to Q-Link costs \$9.95 a month, which covers unlimited use of basic services and one hour of certain premium services. After the first hour, premium services are billed at six cents a minute. We think that a Q-Link subscription is one of the best investments a Commodore owner can make.

Sierra Adventures

Work is progressing on a group of adventures from Sierra. WRATH OF DENETHENOR is to be the first in a series of role-playing games for 64K machines that will feature "superior graphics and programming plus an elaborate plot to keep the interest of even the most impatient of adventurers." WRATH lets you explore and pillage on the way to battle Denethenor, prince of evil, while you experience animated spells and traps. It will be done for Apple II (64K), Atari XL/XE (48K), and Commodore 64/128 (MSR \$34.95). FANTACIDE (MSR \$49.94) is set to be the first of a group of fantasy role-playing games for systems with 128K or more. Promised to be "amazingly complex, graphically spectacular and full of new features to make adventuring more fun," the game has a new

magic system with spells that have side effects and can backfire on the user. FANTACIDE will be available first for IBM PC/PCjr and Atari ST, with versions also planned for Amiga and 128K Apple II. The title we mentioned some months ago as STAR QUEST has been renamed. SPAC QUEST: THE SARIAN ENCOUNTER (MSR \$49.95) is a 3-D animated adventure from the "King's Quest" team. Starring Roger Wilco, average guy turned space-age swashbuckler, the game is promised to be "the most fun you can have in Zer Gravity!" The first versions will be for 128K Apple II, IBM and Atari ST, with a version also planned for Amiga. Continuing their punning ways, Sierra has settled on KING QUEST III: TO HEIR IS HUMAN as the title of the next 3-D adventure in the popular series. This is to be the most complete game of the set, featuring magic spells that the player can use. It is the story of King Graham's children and their trials, seen through the eyes of an evil Wizard's slave. Set for IBM or Atari ST, the game is also planned for 128K Apple II or Amiga (MSR \$49.95). SMART MONEY Program In the area of home productivity, Sierra announced the imminent release of SMART MONEY for 128K Apple II and IBM (MSR \$79.95). The program keeps track of assets and liabilities, budget checking accounts, cash expenditures, and other financial data for families and small businesses. It also prints check calculates the declining balance of a loan, projects future balance of a savings account or annuity, and prints a variety of reports, such as profit and loss, cash flow, investment analyses, and amortized schedules of loans and annuity accounts. SMART MONEY features icon-based menus to make the program easy to use.

Gunship Delays

MicroProse explained that delays in the release of GUNSHIP have been due to the company's fanatic insistence on absolute realism in their simulations. Real pilots of the Army advanced AH-64A Apache attack helicopter have been testing the simulation and offering suggestions to improve the accuracy of the game. Owners of Commodore 64/128 or Amiga should be able to fly GUNSHIP this August, with versions for Apple II, Atari ST, Atari XL/XE, and IBM to be ready by the end of the year (MSR \$39.95 except Atari XL/XE and C64 at \$34.95).

More from MicroProse

MicroProse is also working on DESTROYER ESCORT for Atari XL/XE and C64/128 this fall (MSR \$34.95). Described as "the other side of SILENT SERVICE," this simulation convoy escort duty in the North Atlantic during World War II lets you command a destroyer or corvette to protect an unarmed group of merchant ships from enemy U-boats and surface raiders. And the next generation of flight simulation from MicroProse, code-named CONDOR, is also under development for release this fall. CONDOR is a fighter aircraft with stealth capabilities, to be flown on missions drawn from current headlines and simulations of potential conflicts around the world. We're sure that the many fans of "F-15 Str Eagle" won't want to miss this one.

Conversions from Mindscape

Mindscape is working on conversions of its two current hits, BOP'N WRESTLE and INFILTRATOR. Both games will be released in versions for Apple II, Atari XL/XE, and IBM PC/PCjr this fall. In their CES suite, the company will be showing the new IBM version of the popular Macintosh political simulation game, BALANCE OF POWER. The IBM version is very close to the original, thanks to the first-time use of Microsoft's "Windows" environment in a recreational program. Another Macintosh program, the innovative graphics-and-text adventure, DEJA VU, has been delayed in its conversion to Amiga format because of development problems. The company expects to have the Amiga version of DEJA VU ready this fall. And that's not all of the conversions planned between now and the end of the year. AMERICAN CHALLENGE: A SAILING SIMULATION is set for C64/128 this fall. And the outstanding BANK STREET MUSIC WRITER will come to the Apple II, with the ability to use a Mockingboard for better sound.

New Releases

Mindscape has plenty of new programs in the works, too.

saw a brief demonstration of COMIC WORKS for Macintosh, which appears to be a very powerful creative tool. Also for Macintosh is a new graphics-and-text adventure from ICOM Simulations, THE UNINVITED (reviewed in this issue). ICOM is the same group that developed DEJA VU. Three new text adventures are planned for Apple II, Macintosh, and IBM: DIK FRANCIS HIGH STAKES, JAMES BOND 007 GOLFINGER, and INDIANA JONES AND THE REVENGE OF THE ANCIENTS. Mindscape will also be distributing some imported software titles for C64: GREAT BRITISH SOFTWARE (includes three titles, MSR \$49.95) and FAIRLIGHT (game with medieval theme that was Product of the Year in England). Mindscape also hinted at a few more programs to be ready in time for Christmas—we'll tell you more when we know!

Movie-Like Adventures on Computer

We also got our first look at a few samples of Master Degner Software's CINEMAWARE line, to be distributed by Mindscape. Our reaction in a word: awe-struck! The people involved in this new project are very excited about what they're doing, and they have every right to be. The quality of graphic animation that we saw comes so close to reality that it could almost be live action. As we first told you in our March 1986 issue, CINEMAWARE interactive movies are exclusive to the 16-bit computers (512K minimum) and will be designed with an adult audience in mind. In addition to the four titles announced originally (DEFENDER OF THE CROWN, SIRIAD AND THE THRONE OF THE FALCON, and STARBUCK on Amiga; THE KING OF CHICAGO on Macintosh), a fifth title was added recently: SDI (to be developed on the Atari ST). SDI is described as a tale of "forbidden passion and global war." The young lovers are a Russian woman, commander of the Soviet Space Station, and the American General in charge of the U.S. military space project, the Strategic Defense Initiative ("Star Wars"). The two are in a precarious position when a Russian coup brings to power a group of fanatics intent on destroying SDI, even at the risk of triggering the conflagration of World War III. (After their original release, all titles will be converted to the other 16-bit formats.)

ACE OF ACES

At Accolade's display, we had an opportunity to get an advance look at ACE OF ACES (MSR \$29.95), a World War II flight simulation/combat game developed by Artech Digital Productions, also the designers of "The Dam Busters" and "F16 Night." The historically accurate game for Commodore 64/128 was inspired by missions flown in the RAF Mosquito, a versatile fighter-bomber and reconnaissance plane considered one of the most remarkable aircraft of World War II. It features four different air battles plus a training mission, and what we saw looked very good. An Apple II conversion of the game has been started, and Accolade also plans to make ACE OF ACES available for IBM.

Firebird Makes Its Mark

Although Firebird Licensees, Inc., the U.S. software publishing subsidiary of British Telecommunications PLC, has been in operation less than a year, they have already made their mark. ("Elite" is the first software title from outside the U.S. to appear in BILLBOARD Magazine's Best-Seller list.) Judging from what we saw in their booth at CES, Firebird has the design expertise to become a major factor in the U.S. software market. Their new graphics-and-text adventure for Atari ST, THE PAWN (MSR \$44.95), is an extraordinary demonstration of programming that features stunning graphics and a truly amazing parser. Never have we seen a text game as sensitive to context as this one is. Even using the same word as two different parts of speech (e.g., "plant" as both verb and noun) in the same sentence doesn't faze this parser. We were told that this program took seven man-years of development time. For owners of other systems, the good news is that conversions are already in progress. We saw the partially completed Amiga version of THE PAWN, which features speech and stereo music. There will also be versions for both Commodore 64 and 128 (separate versions), for Macintosh, and possibly others.

Firebird Titles

Coming soon for C64/128 is TRACKER (MSR \$37.95), a

combination of strategic wargaming and 3-D simulation. The player commands a TRAC (Tactical Remote Assault Corps) force of eight remote units to fight against a group of Cycloid fighters (robots) defending a central computer system. The Cycloids are controlled by artificial intelligence and can adopt strategic movements, such as forming pincer groups, attacking, waiting, or retreating. TRACKER will also be made available later for Atari ST, Amiga, Macintosh, and IBM. Firebird also showed STARGLIDER (MSR \$44.95) for Atari ST, a game that features a combination of standard and vector-style graphics. It is a space battle and flight simulation program with extremely fast action and digitized sound. Versions of STARGLIDER for Amiga, C64/128, and Apple II are also under development.

The Avalon Hill Gridiron

Commodore 64/128 owners are familiar with Avalon Hill's popular football simulation, SUPER BOWL SUNDAY. A new team disk for the 1985 season is imminent for that game. An IBM version of SUPER BOWL SUNDAY has also been released, with an Apple II conversion due later this year. Next year, the game will be brought to Amiga and Atari ST. Macintosh owners won't have to wait that long, thanks to MAC PRO FOOTBALL in development now for fall release. Our primary sports-game reviewer saw this one at CES and proclaims it "very promising," even in its current, unfinished state.

More Apple Rumors

Keeping our ears open to rumors traveling the industry grapevine, we've heard a few more details about the new "Apple IIx" or "Cortland," the 16-bit Apple II that we wrote about in our last issue. We had heard numerous comments about the new machine's graphic and sound superiority to the current Apple IIe/IIc. Now we've heard that the Cortland's better sound is due to a 32-voice sound chip. While not denying the Cortland's greatly improved graphics over the rest of the Apple II family, one developer cautioned that the new machine is "graphically not as fast as the ST or the Amiga." Also, those who should know predict that the Cortland is more likely to be released in October than September because the operating system has not been finished yet. It is expected that Apple will offer a good (i.e. reasonably priced) upgrade program for existing Apple IIe owners, which would allow them to turn their IIe's into Cortland equivalents by swapping out the motherboard. Possible upgrade pricing in the \$600 to \$700 range has been mentioned, but cannot be confirmed at this time because Apple will not even confirm the existence of the Cortland itself. Certainly, if an upgrade program is available and attractive enough to IIe owners, it could create a nearly instant installed base of a very respectable number of the new computers.

Sports and Monsters from Epyx

The titles shown by Epyx in their CES booth were the ones we reported last month. SUPER CYCLE (review next month) should be popular with Commodore 64/128 owners, since it features first-person motorcycle racing in the style of "Pole Position" or the current Sega arcade favorite, "Hang On." CHAMPIONSHIP WRESTLING is in development for C64/128, but the portion we saw looked good. Likewise with WORLD GAMES, an international sequel to Epyx's hit series of olympics-style sports contests. This program for up to eight players features eight events, each specific to a different country: Cliff Diving (Mexico), Sumo Wrestling (Japan), Barrel Jumping (Germany), Bull Riding (U.S.A.), Weight Lifting (Russia), Caber Toss (Scotland), Log Rolling (Canada), and Giant Slalom Skiing (France). THE MOVIE MONSTER GAME, which stars Godzilla on his 30th birthday, looks as if it should be irresistible to anyone who enjoys the fantasy of being destructive. Since the player is in charge of this "movie," he or she can choose to be Godzilla or one of five other monsters who do all kinds of typical monster things such as breathing fire or snatching jets from the sky. There is also a choice of six cities to attack in the best Japanese movie-monster tradition. This game looks like great fun, and we fell in love with Epyx's advertising slogan

for it: "The trouble with eating Tokyo is that an hour later you're hungry for Paris." A joystick imported from Europe that will be distributed in the U.S. by Epyx was also shown. Not yet named or priced, the controller is scheduled for late summer.

Amiga and ST Releases

Epyx also showed their first two releases for Atari ST and Amiga, **TEMPLE OF APSHAI TRILOGY** and **ROGUE** (both reviewed in this issue), along with the soon-to-be-released **WINTER GAMES** for Atari ST (absolutely stunning!). The Amiga version of **WINTER GAMES** will follow, and Epyx promised several more titles between now and the end of the year for these two computers which have become the current favorites of the designers.

Broderbund Creativity Programs

Extending the creative thrust of **THE PRINT SHOP** in an entirely new direction, Broderbund's CES display showed an intriguing program called **THE TOY SHOP** (Apple II, Commodore 64/128 MSR \$59.95; Macintosh, IBM PC/PCjr/AT/XT \$64.95). The program lets the user make 20 working mechanical models and toys by customizing and printing on paper, which is then attached to supplied adhesive cardboard. All the supplies needed to make the models are included, except for the computer printing paper. These are much more than a few paper airplanes--the package even includes an intricately constructed antique carousel. Also, there's the debut of **ANIMATE** (MSR \$69.95) for 128K Apple II. This is the same double hi-res tool used by Broderbund's own animators, allowing the user to create detailed, cell-type animation for cartoons, movies, show disks, and flip books. The program is compatible with "Dazzle Draw" and does screen dumps. **VARIABLE FEASTS** (Apple II MSR \$49.95; IBM \$59.95) is a tool for planning coordinated, multi-course meals which assembles shopping lists, makes wine recommendations, and gives calorie counts for each dish--all to be done away from the kitchen. The program includes a copy of the Time-Life "Food of the World" cookbook.

And Just for Fun

Broderbund also showed a new game from "Choplifter!" creator, Dan Gorlin. **AIRHEART** is a fast-paced, double hires, arcade-style game for 128K Apple II (MSR \$34.95). We saw only a small portion of the game, in which the graphics were outstanding. Gameplay seemed quite challenging, with flight simulation-like control as you pilot a young prince above a waterway.

The Latest from Activision

In addition to the titles we told you about last month, Activision's CES showing included **HACKER II: THE DOOMSDAY PAPERS**, obviously a sequel to Steve Cartwright's best-seller. The program will be available for Commodore 64/128 and Apple II (MSR \$39.95), and for IBM PC/PCjr, Amiga, Macintosh, and Atari ST (MSR \$49.95). In this game, the player must foil a plot to destroy the United States by finding the Doomsday Papers hidden deep in a vault in Siberia--all with minimal instructions. New for Macintosh (MSR \$44.95) is **SHANGHAI**, reviewed in this issue, a puzzle game derived from the ancient oriental game of Mah Jongg. Versions for IBM and Apple II will be ready later this summer (MSR \$39.95). Activision's latest entry for Atari ST is **PAINTWORKS** (MSR \$69.95), a comprehensive paint program and graphics editor created by Audio Light, the design group responsible for "The Music Studio." In fact, **PAINTWORKS** can be integrated with "The Music Studio" for all kinds of audio-visual presentations. **PAINTWORKS** also accepts artwork files from "DEGAS," a paint program by Batteries Included. In the works from Gamestar is **CHAMPIONSHIP BASEBALL '86**, an updated and expanded version of "Star League Baseball." This one will be ready first for C64/128 in late summer, to be followed by versions for Apple II, IBM, Amiga, and Atari ST.

Software Rights to Major Motion Pictures

Until "Ghostbusters: The Computer Game," a worldwide best-seller in 1984-85, Activision wasn't known for licensing properties from other media. In early 1986, "Back to the

Future" was a best-selling title for the company in Europe. (This was news to us, too.) At CES, Activision announced that it has acquired the exclusive rights to develop and market software based on several upcoming movies: **LABYRINTH**, the co-production of Lucasfilm and Jim Henson Associates which just began its theatrical release; **HOWARD THE DUCK**, a Universal picture based on the Marvel Comics character; and **ALIENS** and **BIG TROUBLE IN LITTLE CHINA**, both from 20th Century Fox. At least two products are now in development and could be ready as early as February 1986.

Still to Come

Activision promises more news between now and the end of this year, including software being developed now in Europe, a line of learning software, and the "Solid Gold" classics line with some of the classic videogames adapted for computers.

New Interactive Fiction from Infocom

At CES, we learned more about Infocom's recently announced additions to their line of interactive fiction. **MOONMIST** (MSR \$39.95) is a gothic mystery at the introductory level. **Stu Galley** ("The Witness" and "Seastalker"). The player is a famous sleuth called to Tresyllian Castle to find out who is attempting to kill Tamara, the fiancee of Lord J. Tresyllian. There is also a treasure to be found. With five different variations to the game, each with its own set of puzzles, treasure, hiding place, and solution to the mystery, this game will have more than the usual amount of replay value.

Comedy and Sex

And then there is **LEATHER GODDESSES OF PHOBOS** (MSR \$39.95), a sexy comedy piece by Steve Meretzky ("Hitchhiker's Guide to the Galaxy," "A Mind Forever Voyaging") that's playable in any of three modes: Tame, Suggestive, or Lewd. With this one you get a scratch'n'sniff card and a 3-D comic book portraying the curvaceous charms of the luscious ladies of Phobos, who carry you off for sexual experimentation in preparation for their planned invasion of Earth. Has the PMRC heard about this program? Will it be banned in Boston? Has the management of Infocom finally lost all control of its slightly zany authors? Not likely--this could be Infocom's biggest seller yet, based on the curiosity factor alone!

More Datasoft Titles from IntelliCreations

Proclaiming "the strongest and most extensive new product line-up in Datasoft's history," IntelliCreations even announced two more titles at CES than what we reported on last month. The first is **GUNSLINGER**, a novice-level graphics-and-sound adventure that casts you as an ex-Ranger trying to save a friend about to be hung. Complications arise when the Dalton boys get out of jail and come gunning for both of you. The second is **THEATRE EUROPE**, a PSS wargame imported from Europe. This one goes beyond the usual strategic depictions to take the player into the actual battle scenes for a feeling of more personal involvement. Both of the newly announced titles are set for third quarter release in Commodore 64/128, Apple II, and Atari XL/XE formats.

Sex Advice on Disk: Therapy of the 80s?

The ubiquitous godmother of "Good Sex," the one-and-only Dr. Ruth Westheimer, is set to conquer yet another medium. A disk version of the current boardgame, **DR. RUTH'S GAME FOR GOOD SEX**, is set to debut this fall for Apple II, C64/128, and IBM computers from Victory Games (distributed by Avon Hill). In a similar vein, those seeking sexual compatibility might want to check out a recently released pair of programs from Intracorp for Apple II, C64/128, and IBM. **INTRACOURSE** consists of **Analysis** (MSR \$59.95) and **Compatibility** (MSR \$49.95) modules, also available as a set (MSR \$99.95). **INTRACOURSE** is endorsed by psychologist Dr. Joyce Brothers.

MOVED???

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

Critically Speaking...

TIMOTHY LEARY'S MIND MIRROR (NA/◆◆◆) is a most unusual program from *Eutique* for *Electronic Arts*. Based on the psychometric theories of Dr. Timothy Leary, guru of the turned-on generation of the sixties, MIND MIRROR is designed to make you think and ask questions--about your feelings, your attitudes, and your prejudices. As you begin to explore the program, you'll probably notice that it has a "loose" feeling about it, giving you a tremendous amount of freedom to explore feelings and concepts in ways that are quite open-ended. Ratings and Life Simulations The program is divided into several sections, offering activities from playful to sobering. In one section, you can rate any person, place, thing, or concept with numeric rating scales on such attributes as "shy," "rowdy," or "knowledgeable." When you have completed the ratings, the program provides a kind of lumbnaill personality sketch of your subject and a "Mind Map" in graphic form. In the "Life Simulations" section, you can see how good a job you can do at responding as if you were your subject. For example, if your subject is extremely aggressive, can you pick out the congruent reactions to Life Situations such as birth, getting along in school, or applying for a job? The Life Simulations are played in four different psychological realms: Bio-Energy, Emotional Insight, Mental Abilities, and Social Interaction.

Play Alone Or with Friends

The program can be played by yourself for private introspection, or it can be shared with friends for guaranteed stimulation of controversial discussions. Wading through some of the psychological terminology may seem a bit intimidating at first, but using the program actually turns out to be quite intuitive, especially if you take care to begin at the Nope level. This program is not for everyone, but those interested in exploring personality factors will find it stimulating. (Solo or group play; Keyboard or joystick; 2 play disks required for Life Simulations.) Apple II, Commodore 64/128, IBM PC/PCjr versions reviewed. Recommended. (MSR \$34.95, except C64/128 at \$32.95)

MID PURSUIT (◆◆◆/◆◆◆1/2) is a family-oriented program with plenty of options. The program from *Datasoft* is a quiz game playable in two different modes. In the Text Mode, it is a straightforward test of knowledge that includes questions in six categories: Science and Nature, History and Geography, TV and Film, Sports and Games, Culture, and Grab Bag. Players can choose to play to a preset point limit (500 to 100 points) or a preset time limit (30 minutes to 2 hours). Categories are chosen by rolling an on-screen die, and each player has a choice of question difficulty on each turn. The easiest questions are True-False (worth 25 points), with Multiple-Choice more difficult (50 points), and Fill-In-The-Blank the most challenging (100 points). Occasional musical or graphic clues add to the variety. The alternate way to play is the Game Board Mode, which is especially appealing to youngsters. Answering questions correctly moves the player's game piece around a board, and strategic play is possible. Whichever way you play, the program offers a tremendous variety of questions on both sides of the disk. An additional game on disk is also available at \$14.95. We had a lot of fun with this one, due to plenty of options and an excellent mix of questions and topics. This is an ideal program for family fun. (Solo play; Competitive play for 2 to 4 players or teams; Keyboard.) Reviewed on Apple II and Commodore 64/128. Recommended. (MSR \$29.95)

THE CHESSMASTER 2000 (◆◆◆◆/◆◆◆◆) from *Software Country*, distributed by *Electronic Arts*, is

undoubtedly the best-looking chess simulation we've seen, but it has far more to offer than just a pretty face. An excellent package with 19 levels of play for anyone from complete beginner through advanced player, CHESSMASTER 2000 is all you'll ever need as tutor, chess partner, referee, or repository of historic games to study. The accompanying booklet provides an illustrated introduction, "Let's Play Chess," from the U.S. Chess Federation, along with a detailed history of the game, information about world chess

champions, a history of chess on machines, a library of 100 classic games, and some famous chess problems. (The 100 classic games are also included on the program disk, available for replay and study. Two of the games are matches between an early version of CHESSMASTER 2000 and Hayden's "Sargon III.")

Many Features

This program has far too many features for us to describe them all in this review, so we'll give you a few of the major ones. Choices of features are made from a series of menus and sub-menus, easily accessed before or during a game. Pressing a single key sends you to the board, which can be laid out in standard 2-D or realistic looking 3-D. Beginners will appreciate the program's teaching mode, which indicates all legal moves for the piece you have chosen. And the program will provide hints for your next move or show the "thinking" process during CHESSMASTER's own moves. Advanced players will be impressed by CHESSMASTER's repertoire of more than 71,000 opening positions. Any number of moves can be taken back, all the way to the beginning of the game. Games in progress can be saved and replayed at any time, or you can print out your game. Special set-ups are also possible. CHESSMASTER 2000 is a versatile and flexible program, ideal for players of all levels of proficiency. (Solo play, 2-player games with Chessmaster as referee, or self-playing demo; Keyboard; Double-sided disk.) Reviewed on Apple II; also available for Commodore 64/128 and Atari XL/XE. Recommended. (MSR \$39.95)

Simon & Schuster Announces Wine in Software

HUGH JOHNSON'S WINE CELLAR will offer Apple and IBM owners a detailed compendium of about 1000 recommended wines, a food/wine database that helps you select appropriate wines for a specific meal, and a management system that maintains records of your personal wine collection. Releasing in August, the program will be priced at \$69.95 through the end of 1986, with the price going to \$89.95 in 1987.

Meanwhile, on the Macintosh front, Simon & Schuster is converting the popular STAR TREK: The Kobayashi Alternative, an interactive text adventure in which you'll become Captain Kirk of the Starship Enterprise.

Atari Developing LaserWriter??

Word has it that Atari may be working on a top secret LaserWriter for its ST line. This could be very interesting as they would undoubtedly offer it at a new, low price which could really set the ST up as a major contender in the Desktop Publishing area that's becoming so hot now.

Apple Collaborates with LucasFilm

Apple Computer, National Geographic Society and Lucasfilm have joined forces to explore the effective use of optical technologies such as videodisks and compact disks in education. It's an interesting group of talents that will come together on this one.

GOONIES Coin-Op

Contrary to what we reported last month, Konami is NOT ready to introduce a coin-op version of THE GOONIES to the U.S. this month. The title is a possibility for the future, however.

Critically Speaking...Macintosh-Compatible

THE UNINVITED (◆◆◆◆/◆◆◆◆) is another winner by *ICOM Simulations* for *Mindscape*. This is the same design group that produced the marvelously innovative graphics-and-text adventure, "Deja Vu," and they've topped themselves with THE UNINVITED. The story is a perfect gothic mystery: while driving a lonely road with your brother in the car, you fall asleep at the wheel and crash into a tree. You awaken to see a windshield full of spidery cracks, through which you can barely make out the imposing facade of a large mansion. You get out of the car just before it explodes and wander toward the mansion. Digitized sounds add to the eeriness as thunder cracks and lightning alternate with the distant sound of a dog's barking. (This part is so realistic that a dog in the room with us began barking, too!) Your brother seems to have disappeared, so you head for the great doors of the mansion, enter, and begin exploring. At first the place seems fairly normal, though apparently abandoned. But you begin noticing telltale signs of strangeness: pentagrams everywhere you look, odd notes referring to magical spells, and more. As you venture past the main salon, figures materialize out of the air. And some of these creatures are VERY scary. (We nearly jumped right out of our skin when the first one killed our character!) And then there's the little guy who keeps taunting you by running through rooms with a key that you can't quite manage to grab. Will you ever find your brother? Can you escape this place with your life?

Superb Use of Macintosh Interface

Like its predecessor, this game makes superb use of the Macintosh interface and requires very little keyboard input. The screen gives you instant access to whatever you need with your mouse. The central picture area and text window are surrounded by useful menus and commands that need nothing more than a point-and-click of the mouse. An inventory window gives you immediate access to anything you're carrying, and many objects can be "dragged" out of the main picture area and into your inventory for examination and/or use. We really like the way you can work with elements of the picture. Double-click an object to examine it; double click a door to open it, and then double-click again to walk through the open doorway. This mode of interacting with the game is so natural that it becomes completely transparent, really allowing you to live the story. In fact, we found that this technique in "Deja Vu" spoiled us for a while with other graphic adventures on Mac--we kept trying to click on picture elements to examine them, and nothing happens in most other games.

Genuinely Scary

As with "Deja Vu," the designers of THE UNINVITED have worked beautifully with the Macintosh in creating this game. And, once again, they have done an excellent job of establishing a mood and maintaining it. As any really good gothic mystery should be, this one is genuinely scary to the point of raising goose bumps. The detailed black and white graphics are perfect for the dark and ominous setting of THE UNINVITED, and the story lures you into one trap after another. Don't miss it! (Solo play; Mouse & keyboard; 2 disks.) Available only for 512K Macintosh. Recommended. (MSR \$49.95)

SHANGHAI (◆◆◆1/2/◆◆◆◆) by Brodie Lockard for *Activision* is based on the centuries-old oriental game of Mah-Jongg. The game has a checkered past and a one-time reputation for appealing to thieves, cutthroats, and brigands. (It was once banned in Philadelphia!) The game, as interpreted in SHANGHAI, is simplicity itself: 144 intricately decorated tiles are stacked in a five-level, dragon-shaped pyramid, and the object is to remove the tiles in matching pairs until all are gone or no further moves can be made. The tile designs are divided into seven suits (dots, bamboo, Chinese characters, dragons, winds, seasons, and flowers), with some suits containing as many as nine different tiles. Matches can be made only from tiles that are free to move to the left or right, so the player often sees matches that can't be made because one of the tiles is "trapped." SHANGHAI can be played as a game of solitaire with no time limits, as a cooperative game for teams of players, in tournament mode (timed or untimed) where each player works singly but all work with the identical Dragon formation, or as a timed challenge game for two

players taking turns removing tiles from the same Dragon. A help menu permits cheating, if you must, and games in progress can be saved to the game disk or a formatted blank.

Most Difficult Part Is Quitting

The finely drawn designs of the SHANGHAI tiles are perfect for the Mac's high-resolution screen. And the game works very well with mouse control, especially when you need speed in the timed versions. The absolute simplicity of the game is deceptive, leading not to quick boredom but to complete total absorption. As the instructions correctly point out, the most difficult part of this game is quitting. The mental challenge of trying to remove all the tiles from the Dragon is irresistible, tending to lead to missed meals and lost sleep. The game is infinitely variable because there are so many different Dragon formations. Like eating salted peanuts or potato chips or popcorn, bet you can't play just one game. (Solitaire players will want to check out the 18 Dragon formations saved on the game disk. They were placed there because they can be played down to the last tile.) By the way you can try SHANGHAI before buying it. Send \$3 for postage and handling to Activision, P.O. Box 7286, Mountain View, CA 94039, and they will send you a trial disk with one level of the SHANGHAI pyramid for experimentation. Then you want to turn the trial disk into a blank, because you will want to buy the whole game. (Solo play; individual or team competitive play; Mouse.) Reviewed on Macintosh; coming soon for Apple II, IBM PC/PCjr at \$39.95. Recommended. (MSR \$44.95)

FOOBLITZKY Goof

As we told you last month, the June issue was our first to be completely composed and "pasted up" electronically with PAGEMAKER, the Macintosh desktop publishing program from Aldus. In the course of learning to use the software, trying to get that critical June issue to the printer on time, I lost the end of the FOOBLITZKY review (page 5) behind the end of the program's "windows." We found it, and here it is with a little overlap of last month's portion for clarity.

Similar to a Boardgame

Gameplay is similar to that of a boardgame, except that the computer keeps track of things and avoids problems such as losing small game markers and dice. The idea in FOOBLITZKY is to move among the quadrants of the city, visiting the stores to purchase items and learn what's out of stock (another possible clue to what the correct items are). There are many different kinds of stores, each carrying three different items. Each quadrant has the same six kinds of stores, but their stock may not be the same. Instead of visiting a store in person, though, you can use a turn to phone and find out what's in stock. The game has a variety of "activity squares" such as restaurants (earn foobles by washing dishes), Underground Gliding Highway for moving between quadrants, pawn shops (buy or sell items), lockers, hospitals (where you're sent when hit by a car at a crosswalk), check point (tells how many correct items you're carrying), and Charity Central (donate all items you're carrying). There are additional activities, such as bumping another player or running into a Chance Man (who may do nice or not-so-nice things to you, depending on his mood). And if the standard game doesn't please you, it's possible to enter an option screen to change the rules.

Traditional Family Fun

FOOBLITZKY offers the traditional kind of family fun that has always appealed to fans of boardgames. The difference is that the computer can add a dimension not found in any boardgame because it can hide things and keep track of the "secrets" of the game without the need for a non-participating referee. Although the game is very different from the traditional Infocom fare, it still shows the Infocom touch--a wry sense of humor. (Who else would populate a city with dogs and cats?) FOOBLITZKY? If you're looking for a good game for the family or friends, one that will make everyone think and yet not be too serious, you'll enjoy FOOBLITZKY. (2 to 4 players. Joystick and/or keyboard; 128K disk.) Reviewed on Apple II; also available for IBM PC/PCjr, Atari XL. Coming soon for Macintosh. Recommended. (MSR \$39.95)

Critically Speaking...Amiga Compatible

DELUXE PRINT (◆◆◆◆/◆◆◆◆) is the second entry in the "Deluxe" series of creativity tools from **Electronic Arts**. It gives you the ability to manipulate graphics created with "DeluxePaint" (although "DeluxePaint" is not required to use this program) into several different formats. Quite naturally, your results can be printed using any full-color or black-and-white printer compatible with Amiga. Here are just a handful of uses for DeluxePrint: greeting cards, signs, calendars, bumper stickers, stationery, labels, banners, invitations, and even T-shirt iron-ons!

Do I See a Menu, Please?

As would be expected of any mouse-driven software, DeluxePrint takes full advantage of the menu method of selecting options. At the opening screen, you decide on a format. If, for example, you select "Calendar," you are transported to a screen where you can select any month of any year from the supplied perpetual calendar. After you select a month and year, it's time to decorate with images, borders, and text. Once you have decided on the graphics you want to use on your calendar (from the program disk, the included ArtDisk, or from your own DeluxePrint or DeluxePaint data disk), you can edit the image. By placing the graphic on the screen, you can move it, alter its color, flip it, or perform any of a number of similar operations. Once you have finished the way you like it, then it's time to save it. And it's a keeper, you'll want to print it.

Complaint Department

Though I feel that DeluxePrint is a wonderful program overall, I do have a couple of complaints. Number one: Sure, the final print-out is a high-quality one with fairly distinguishable colors, but the road to the final copy is a long one! My first print-out, a sign with a simple border, white background (the paper color), and six monochromatic images, took 29 minutes! This would be a tragedy if it were not for the Amiga's multi-tasking abilities. While your printer is chugging away, you can go back to the CLI window you left open in the Workbench area and tend to your disk file management. This feature makes the wait a little more tolerable, but face it--you're not always going to have file management to tend to. Number two is a minor complaint that can be avoided easily with a little forethought. Once I attempted, unknowingly, to make a print-out with the printer off-line. This resulted in a blanked-out screen and no way to retrieve the project I had been working on. This would not have been so bad if I had saved the project beforehand. Be careful!

Well, That out of the Way

Now that I have probably spent twelve hours on this program (not consecutively, mind you), I feel pretty proficient. The possibilities it presents for the creative mind are limitless. For those of you unfamiliar with Amiga DOS (Disk Operating System), it may take a bit of practice for you to get accustomed to its style of file management, but it's not too extreme. DeluxePrint represents yet another way Amiga can give you the creative edge. In fact, if enough of us begin producing our own greeting cards, we just might give Atari a run for their money! (Solo use; Printer required.) Available for Amiga only.

Recommended. (MSR \$99.95)

--Patrick McGrath

Critically Speaking...Atari ST Compatible

ROGUE (◆◆◆◆1/2/◆◆◆◆1/2) is **Epyx's** translation of a classic mainframe favorite for the Atari ST series. The story goes something like this: you find yourself wandering through the Dungeons of Doom in search of the Amulet of Yendor. Upon recovery of the Amulet, you will find that you have been immortally enshrined in the Master's Hall of Fame--but it isn't all that easy. Throughout your quest, you will be challenged by monsters who would like nothing more than to see your journey's premature end. You're not totally helpless, however. You begin your quest armed with an enchanted mace, a bow and arrow, and some body armor. As you descend more and more into the dungeons, you must locate additional weapons, as well as hidden treasures and magical potions, in order to achieve the highest honors.

Controlling Your Character

To progress through the game, you must control your character's movement in one of three ways. You may use the mouse to move your character and select menu options such as wielding a weapon and attacking monsters. Or you may use only the keyboard to accomplish these operations. The third option is using a combination of mouse and keyboard control to complete your quest successfully.

Leave the Maps at Home

Since **ROGUE** is never the same game twice, according to Epyx, there is no use in mapping your journey. Instead, at any time you can click the upper right corner of the playing window to see a complete map of the rooms and passages you have explored so far. You can also choose to move your character on the map screen, though I don't recommend it when faced with an Ice Monster!

Welcome to the ST!

I would like to personally welcome **ROGUE** to the ST. This version features sharper, more detailed, and more colorful characters and passages than earlier versions. For those of you with a sense of adventure, or those just wanting a good game for your ST, your quest is over! (Solo play; Mouse &/or keyboard; 512K.) Reviewed on Atari ST. Also available for Amiga, IBM, Macintosh.

Recommended. (MSR \$40.00)

--Patrick McGrath

Magazine for Atari ST Users

Compute! Publications has just announced a magazine specifically designed for Atari ST Users. Compute!'s Atari ST Disk & Magazine will be a bi-monthly edition which includes programs on disk as well as a picture file on disk of what artists are doing with the ST. (Compute is accepting submitted pictures -- if your's is chosen, you'll be paid!) Within the magazine there will be reviews, news, and general overview information relating to the 520 and 1040ST. The subscription price is \$59.95 per year (six issues) or \$12.95 per copy, including disk, on the newsstands. If you wish to submit pictures, write to COMPUTE!'s Atari ST Magazine at 825 7th Avenue, 8th Floor, New York, NY 10019.

Atari ST Draws Crowds

The 520ST and a wide range of software from a variety of developers kept Atari's CES booth as busy as the Hollywood Freeway during rush hour. The number of titles available for the ST has really mushroomed since the January show, and Atari's practice of including so many third-party software developers in the Atari booth really draws crowds. Visitors to the booth seemed especially captivated by **THE PAWN** (Firebird) and **THE MUSIC STUDIO** (Activision), among others. Atari had a few introductions of its own for the ST, including the Epson-compatible, dot matrix **SMM804** printer (MSR \$219.95), which runs up to 80 cps and takes advantage of the 520ST's extensive character set. New Atari software titles shown were **DB MASTER ONE** (database), **DBMAN** (relational database), **1ST WORD** (advanced word processor), and **STAR RAIDERS ST** (based on the game designed originally for the Atari 800). Atari also announced the availability of a CP/M Emulator on disk for the ST computers, along with promised MS-DOS compatibility to be ready in the near future.

Atari XE Line

Atari's 8-bit computer line wasn't neglected. The 64K Atari 65XE and 128K Atari 130XE were shown in starter kits consisting of the CPU, 1027 letter-quality printer, 1050 disk drive, and five pieces of software (**ATARIWRITER PLUS**, **HOME FILING MANAGER**, **MUSIC COMPOSER**, **DEFENDER**, and **STAR RAIDERS**). The packages retail for \$350 and \$399, respectively. (Prospective buyers of the 65XE should also watch for an upcoming promotion which adds a bonus of a joystick and four game cartridges to the 65XE.) New Atari XE software titles shown at CES were **ATARI PLANETARIUM** (MSR \$24.95) and **STAR RAIDERS II** (MSR \$19.95). Of course, these programs will also run on the older Atari XL series of computers.

THE VIDEO GAME UPDATE

They're Here!

The biggest news on the Atari game front is that the Atari 7800 has finally appeared in retail stores. (According to an Atari spokesman, the 7800 was shipped later than originally announced due to delays in receiving the game cartridges from Atari production facilities in Taiwan.) Thanks to many readers who took the time to call us, we have been receiving state-by-state reports as the 7800 appeared on Toys'R'Us shelves, beginning in the Pacific Northwest early in June. All Toys'R'Us sightings were the same: the 7800 unit plus MS. PAC-MAN, JOUST, and DELUXE ASTEROIDS. Our first report from an Atari distributor came on June 20th, so independent stores intending to carry the 7800 should have it in stock as you read this issue. Interestingly, the distributor we talked to received seven games: the previously mentioned three plus CENTIPEDE, FOOD FIGHT, ROBOTRON, and DIG DUG. According to a spokesman for Atari, the next release should be GALAGA in the next few weeks, to be followed by XEVIOUS, BALLBLAZER, and the previously-unannounced DESERT FALCON. (This last title was shown by the "old Atari" while development was in progress, in June of 1984.)

Conversions for the 7800

The portion of Atari's CES booth devoted to video games included both the 7800 and 2600. Atari showed demo screens (not playable) for a number of 7800 games planned for release between now and the end of 1986. With the exception of two arcade conversions, DEMOLITION DERBY and HATRICK (neither was shown), the new titles are all derived from computer games and will be licensed to Atari by their developers. Titles announced included CHOPLIFTER and KARATEKA (Broderbund); TOUCHDOWN FOOTBALL, SKYFOX, and ONE-ON-ONE BASKETBALL (Electronic Arts); SUMMER GAMES, IMPOSSIBLE MISSION, and WINTER GAMES (Epyx); GATO (submarine simulation from Spectrum Holobyte); and SUPER HUEY (helicopter simulation from Cosmi). Some of these titles are not yet absolutely definite, due to negotiations in progress between Atari and the various developers. New games shown for the 2600 were all playable: SOLARIS (a sophisticated space game by Doug Neubauer), MIDNIGHT MAGIC (pinball game licensed from Broderbund), and PAC-MAN JUNIOR (arcade conversion licensed from Namco). Announced, but not shown, were three titles licensed from INTV Corporation: THUNDER CASTLE, TREASURE OF TARMIN, and MASTERS OF THE UNIVERSE. These games all feature enhanced "super graphics," which are achieved with 16K of bank-switched RAM. We were told that Atari is likely to develop either a baseball or football game for the 2600 which would also utilize the bank-switching technique.

Nothing New for 5200

Since there was no sign of the 5200 in Atari's CES booth, we asked about it and were told that Atari would continue to support that unit in a limited way. Specifically, they intend to increase the supply of replacement controllers, which have been nearly impossible for gamers to find. Atari also intends to go back into production on a few of the more popular 5200 titles, such as REALSPORTS BASEBALL, FOOTBALL, and DIG DUG. There are no plans for any new 5200 titles.

Freebies for Game Buyers

Atari announced a pair of promotions which will be available from some retailers carrying the Atari 2600 and 7800 game units and software. A plastic game library which holds 14 cartridges and instructions (retail value \$14.95) will be given free to dealers with each 24 cartridges for the 2600 which they purchase from Atari during June. Dealers will be free to make up their own promotional offers for the game libraries. At participating dealers, consumer purchases of the Atari 7800 game system will include three free 2600 games. The choice of titles is Atari's and will be made from among WARLORDS, FOOTBALL, BATTLEZONE, and BREAKOUT. Sounds to us as if Atari is trying to clean out a warehouse or two. (Let's hope that Atari plans to make 2600 paddle controllers available again, since both WARLORDS and BREAKOUT require them.)

Sega Story...continued from Page 1

BELT (use martial arts skills to restore order to a post-nuclear war-torn world); SLAP SHOOTER (ice hockey); FANTA ZONE (build a space ship and travel through an other-world universe); WORLD GP (Grand Prix auto racing); ACTI FIGHTER (espionage/chase game with choice of vehicle); ALL-STAR WRESTLING (30 rounds, 20 holds and techniques); TRAP SHOOTING (shoot clay pigeons); MARKSMAN SHOOTING (simulation of FBI target practice); and SPACE ACE (good vs. evil in galactic confrontation).

Games and Add-Ons

Sega promises that 25 or more titles will be ready when the Master System hits the stores in September. They do promise a good many more before Christmas, along with add-ons such as the Sports Pad controller (a track-ball or joystick controller device to be used with Sega sports games, priced about \$50-\$60), a Graphic Board (drawing tablet, MSR at \$50-\$60), and a 3-1/2" disk drive. Sega's schedule is an ambitious one, but we don't think that they were showing phantoms. Every one of their games was playable, unlike the older days of videogaming when some companies resorted to displaying videotapes of arcade games to show what their designers were supposedly working on. Like many CES attendees, we liked a lot of what we saw. The game stations in Sega's booth were often busy. (We even saw some youngsters wearing "Atari Kid" T-shirts playing HIGHER ON. Those kids were supposed to be demonstrating game on the 7800s and 2600s in Atari's booth across the aisle!) On the negative side, we were surprised to see some very noticeable flickering of sprites in a few games, especially CHOPLIFTER and BLACK BELT. It seems they have a problem handling eight sprites in a horizontal line. And there were a few Mega Cartridge games that didn't appear to require anywhere near 1048K, such as MARKSMAN SHOOTING. In all fairness, however, we are not software designers and therefore not aware of all the technical requirements of putting such a game on the screen. A more thorough evaluation of the Sega Master System and its games will have to wait until we receive them for hands-on review.

Nintendo Goes National

At just about the time you are reading this, Nintendo is rolling out its game unit nationally. While Nintendo is indicating that this is by popular demand (and we certainly don't question them on that, based on our phones); however, we can't help believing that this is also in response to the upcoming rollout of Sega (see separate story) while planning a national rollout by September. Could it be that Nintendo wants to tie-up shelf space before Sega can reach market? Can't blame them as this could turn into quite a bit of videogame war!

Data East for Nintendo System

The first third-party games to be announced officially for the Nintendo Entertainment System are coming from Data East. Licensed by Nintendo, the arcade titles include TAG TEAM WRESTLING, RING KING, and KARATE CHAMP. (See our Availability Update for release schedule.) As we reported in our June issue, we expect quite a few more third-party announcements in the next few months.

Heard at CES...

"It's clear that the home computer software both here and abroad is not growing at the rate that it was two or three years ago, which was 50 to 100% a year. That was a rate that was unlikely to sustain itself. But it is growing at a very nice rate 20 to 25% a year, and most industries would kill to have that kind of growth rate." (James H. Levy, Chairman and C.E.O. Activision, reacting to the comments of those who think that the home computer market is either dead or dying.)

Repair Special from INTV

If you have an Intellivision unit in need of repair, don't miss on the limited-time special currently available from the INTV Service Center. For just \$29.95 (plus \$4.00 shipping and handling), they will put any Intellivision I, Intellivision II, or INTV System III back in working order. Note that the INTV Service Center has moved since we last told you of their existence. Your ailing Intellivision should be sent to INTV Corp., 5000 West 147th St., Hawthorne, CA 90250. Their telephone number, in case you need information about repairs, is 213-540-7390.

INTV Software Availability

A few of you have reported that you haven't yet seen games for your Intellivision in your local Toys'R'Us store. According to an INTV Corp. spokesman, all Toys'R'Us locations should be stocked by July 1, including stores in Canada. Our Canadian readers can also look for INTV products at Future Vision and Multi-Micro stores. Some release dates for new Intellivision games have changed, so please check this month's Availability Update. If you already have "Championship Tennis" and "World Cup Soccer," the next new titles to watch for are "Hover Force" and "Thin Ice," due this month. Note that "Tower of Doom" is the new name of the game previously announced as "Tower of Mystery." INTV has announced negotiations are in progress between Atari and INTV which would provide for the licensing of some INTV titles to Atari for conversion to Atari 2600 format. Atari recently feels confident about the outcome of these negotiations, because they included MASTERS OF THE UNIVERSE, THUNDER CASTLE, and TREASURE OF TARMIN on the list of new 2600 titles given to dealers at CES.

Critically Speaking...Intellivision Compatible

WORLD CUP SOCCER (◆◆◆/◆◆◆) is one of two new sports games released by INTV Corp. for Intellivision systems. This soccer game includes two ways to play. First, the *Penalty Game* which allows you to either be the penalty taker (shooter) or the goalkeeper (keeper) against either a friend or the computer. The Penalty game is over after five shots by each team, or 5 shots in total for the one-player game. The second way to play is, by its very nature, the more exciting of the two. In *The Match* (again, either a one-player or two-player option can be chosen), you'll control one man at a time (highlighted by a special color). You can pass, kick, and move the ball downfield. You'll select another teammate to control the ball by pressing a numeric key. The goalkeeper is normally controlled by the computer; however, you can make him dive up or down to save a shot. The combination of your controller wheel and one of the action keys (overlays are, of course, provided) will determine the direction your ball will travel, as well as whether it's a ground shot, high shot, or slow pass. If you're on defense, you'll use the wheel in conjunction with the fire buttons to attempt tackles. The game unfolds two half times, and you can choose to play overtime in a tie situation. If it's still a tie after two overtimes, you'll move into a penalty phase to play a series of five shots each. If a goal is committed on an attacking player inside the penalty area during the game, the screen switches to the penalty scene until the penalty has been taken.

Plays Well

The game has a good feel to it and the Intellivision controller works well with the game. It will take you a few minutes to get the feel of how the controller can work for you as you move the ball and pass to your teammates, but you'll quickly have good control over what you're doing. There are realistic sound effects which add to the overall mood and the designers have done a good job getting a three-dimensional feel to the game within the constraints of the system. Intellivision has always been strong in the sports genre and this continues that tradition. By the way, one note regarding packaging. When we first looked at the back, we were under the impression that this is a two-player game only due to the way the description is worded. The game is *definitely* one-player matches as well. (one-player; two-player simultaneous)

Recommended (MSR \$21.95)

What Is the Home Computer Market?

At a CES conference covering personal computers and home office products, it was perfectly clear that the REAL motivation behind the purchase of home computers is still perfectly unclear to many in the industry. Clive Smith of Commodore noted that consumers often say one thing and do another, claiming to purchase computers for certain features and functions, and then feeding them with entertainment programs. And speaking of entertainment, that much-maligned market segment that refuses to go away, Sam Tramiel of Atari remarked that he and his father, Jack, were surprised at the continued vigor of the dedicated videogame machines and cartridges. And then there were those at the conference who shunned the entertainment and education applications of home computers, claiming that there is a large, untapped potential in electronic typewriters and dedicated word processors for the home. When faced with such a machine, we can imagine the reaction of our average reader: "Does anybody make games for this thing?"

Point and Command

There are always one or two fascinating items at the C.E.S. and while some never get to market, or don't deliver what's promised, it's always fun to see who's on the cutting edge of technology.

We ran into one such item at this show called HandCommand, a high-tech transmitting device inside a cotton glove worn by the computer user. It's used in conjunction with GRASP, a newly-developed graphics-based programming language, developed by VPL Research Inc., for Apple and Commodore computers.

How It Works

Each hand gesture correlates to one or a series of "icons" residing in the GRASP language. When pretending to pick up and drop an "imaginary" icon, an on-screen glove mimics the exact movements of the users hand, thus picking up and dropping a corresponding object. You can mold 3-D sculptures, learn to luggle with balls that don't move as fast as real balls or play air guitar. Or, how about a dart game-- "throw" the dart at your computer screen and then see the results on the monitor in front on you! The people at VPL Research told us the glove, packaged with two programs should ship this fall for Commodore at a retail of \$39.95 (the Apple version would follow later). They also assure us additional programs are in the planning stages.

It's a potentially fascinating idea and one we will stay on top of to report to you further.

Agatha Christie's The Scoop

Telarium is working on THE SCOOP, a software adaptation of the Agatha Christie book. In the adaptation, the player finds himself in the role of a London reporter, trying to solve a mysterious series of murders for his paper, The Daily Courier. It's planned as an animated murder mystery and text adventure, it will be available for Apple and Commodore computers.

Mystery Videos from Spinnaker

Telarium's parent company, Spinnaker, is expanding their video tape line with two murder mystery games. The first, Agatha Christie's BEHIND THE SCREEN, is a murder mystery about a sedate middle class family who suddenly discover a dead man behind the Chinese screen in the living room. In Ellery Queen's OPERATION MURDER, a wealthy widow is rushed to the operating room of St. Maria General Hospital for emergency surgery. As the doctor administers anesthesia, he discovers that his patient is already dead--violently murdered. Is it the calculating doctor, her gambling brother, or her desperate lawyer? Available in the VHS format, they will retail for \$19.95 each.

BACK ISSUES AVAILABLE...

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

AVAILABILITY UPDATE

ATARI COMPUTERS

JUNE
 x-Hardball (Aco)
 x-Paperclip w/SpellPack 130XE (BI)
 x-Print Shop Companion (Bro)

JULY
 Age of Adventure (EA)
 Chumera/Mercenary (Fir)
 Crosscheck (DS)
 Fight Night (Aco)
 x-Leader Board (Aco)
 x-Mech Brigade (SSI)
 Mercenary: Escape from Targ (DS)
 x-U.S.A. A.F. (SSI)

AUGUST
 Leather Goddesses of Phobos (Inf)
SEPTEMBER
 Alienae Reality 2 Dungeon (DS)
 Bop 'N' Wrestle (Min)
 Gunslinger (DS)
 Infiltrator (Min)
 Moonmist (Inf)
 Ping Pong (DS)
 Z21 B Baker Street (DS)
 Video Shop (DS)
 Yie Ar Kung Fu (DS)

OCTOBER
 Gudenian (AH)
SECOND QUARTER
 Acrolet (Mic)
 x-Chessmaster 2000 (EA)
 x-Conflict in Vietnam (Mic)
 x-Crimson Crown (Pen)
 Gunship (Mic)
 Mind Pursuit (DS)
 x-Mission on Thunderhead (AH)
 x-Multibots Ka (MB)
 Oo-Topos (Pen)
 x-World Karate Championship (Epy)
 World's Greatest Football (Epy)

THIRD QUARTER
 Breakers (Syn)
 Destroyer Escort (Mic)
 Frank & Ernest's Adv (Pen)
 Getysburg: Turning Point (SSI)
 Lords of Conquest (EA)
 Mochius (On)
 Ogre (On)
 Ronin (Syn)
 Spy vs Spy Island Capers (FS)
 Superman the Game (FS)
 Touchdown Football (EA)
FOURTH QUARTER
 Deadly Summer (Syn)
 House of Changes (Syn)
SECOND HALF
 Bankgroup (SSI)
 Phantasia (SSI)
 Wrath of Denebthor (Sie)

ATARI ST
JUNE
 Alienae Reality: City (DS)
 I+S Talk (BI)
 Isgur Portfolio System (BI)
 x-Little Computer People (Act)
 x-Mean 18 (Aco)
 Time Link (BI)
 x-Trinity (Inf)

JULY
 Hacker II (Act)
 Paintworks (Act)
 x-Phantasia (SSI)
 Ultima III (On)
AUGUST
 Breaker (Syn)
 Dragonworld (Tel)
 Leader Board (Aco)
 Leather Goddesses of Phobos (Inf)
 Mercenary: Escape from Targ (DS)
 Star Quest (Sie)

SEPTEMBER
 Alienae Reality: City (DS)
 Moonmist (Inf)
 Towers of Seven (Sie)
OCTOBER
 Defender of the Crown (MDS)
 Sinbad & Throne of Falcon (MDS)
NOVEMBER
 Championship Wrestling (Epy)
SECOND QUARTER
 Computer Baseball (SSI)
 Flight Simulator II (Sub)
 GATO (Spe)
 Kempelen Chess (Sie)
 King's Quest (Sie)
 Multibots Ka (MB)
 Oo-Topos (Pen)
 Orbiter (Spe)
 Phantasia (SSI)
 Silent Service (Mic)
 Sundog (Aco)
 Winter Games (Epy)

THIRD QUARTER
 B-Graph Elite (BI)
 Consultant (BI)
 Fantacyde (Sie)
 Paperclip Elite (BI)
 Space Quest: Sarian Encounter (Sie)
 Super Cycle (Epx)
 World Championship Wrestling (Epy)

FOURTH QUARTER
 World Game (Epx)
CHAMPIONSHIP BASEBALL '86 (Gam)
 Championship Golf Vol I (Gam)
 GameMaker (Act)
 Gunship (Mic)
 Leader Board (Aco)
 Leather Goddesses of Phobos (Inf)
 Mean 18 (Aco)
 Starglider (Fir)
 Star Quest (Sie)

SEPTEMBER
 Alienae Reality: City (DS)
 Deja Vu (Min)
 Moonmist (Inf)
 Towers of Seven (Sie)

OCTOBER
 Defender of the Crown (MDS)
 Sinbad & Throne of Falcon (MDS)
 Star Rush (MDS)
SECOND QUARTER
 Black Cauldron (Sie)
 Coveted Mirror (Pen)
 Deluxe Video Const. Set (EA)
 Flight Simulator II (Sub)
 Frank & Ernest's Adv (Pen)
 GATO (Spe)
 Hairy Project (Min)
 Keyboard Cadet (Mim)
 Kings Quest (Sie)
 Multibots Ka (MB)
 Oo-Topos (Pen)

Writer's Choice (PCS)
JULY
 Ace of Aces (Aco)
 Amnesia (EA)
 Crosscheck (DS)
 Hacker II (Act)
 Iwo Jima/Falklands (Fir)
 Mercenary: Escape from Targ (DS)
 x-Mind Pursuit (DS)
 Movie Monster Game (Epy)
 x-Whole Brain Spelling (Sub)

AUGUST
 Champion Baseball '86 (Gam)
 Deceptor (Aco)
 GameMaker Sports Library (Act)
 GameMaker Science Fiction Lib (Act)
 Gunship (Mic)
 Leather Goddesses of Phobos (Inf)

SEPTEMBER
 Alienae Reality: Dungeon (DS)
 Amer. Challenge Sailing (Min)
 Championship Wrestling (Epy)
 Darkhorn (AH)
 Dr Ruth Game of Good Sex (Vie)
 Fairlight (Min)
 Gunslinger (DS)
 Moonmist (Inf)
 Pawn, The (Fir)
 Ping Pong (DS)
 Z21 B Baker St (DS)
 Video Shop (DS)
 Yie Ar Kung Fu (DS)

OCTOBER
 Arch Mage's Tale (EA)
 Gudenian (AH)
 Patron vs. Rommel (EA)
SECOND QUARTER
 x-Commando (DE)
 Crossbones (Act)
 Frank & Ernest's Adventure (Pen)
 Gateway (Pry)
 Inside Story (Aco)
 Kempelen Chess (Sie)
 Kung Fu II: Sticks of Death (UXB)
 Macbeth (AH)
 x-Mission on Thunderhead (AH)
 Multibots Ka (MB)
 Phantasia II (SSI)
 River Boat (Act)
 Scoop, The (Tel)
 x-Super Cycle (Epy)
 x-T. Leary Mind Mirror (EA)
 x-Ultimate Wizard (EA)

THIRD QUARTER
 Age of Adventure (EA)
 AutoDuel (On)
 Breakers (Syn)
 Destroyer Escort (Mic)
 Getysburg: Turning Point (SSI)
 Graphics Library #4 (Bro)
 Mochius (On)
 Moonmist (Inf)
 Movie Monster Game (Epy)
 Ping Pong (DS)
 Z21 B Baker Street (DS)
 Yie Ar Kung Fu (DS)

FOURTH QUARTER
 Wooden Ships/Iron Men (AH)
 World Game (Epy)

NOVEMBER
 Championship Wrestling (Epy)
 Patron vs. Rommel (EA)
SECOND QUARTER
 Forbidden Quest (Pry)
 Frank & Ernest's Adventure (Pen)
 Gateway (Pry)
 Goldfinger (Min)
 x-Mission on Thunderhead (AH)
 Mr Puff's GameMaker (Mim)
 Nine Princess in Amber (Tel)
 PaperClip (BI)
 Raid Over Moscow (Aco)
 Scoop, The (Tel)
 Smart Money (Sie)
 Space Snatchers/Aratoon-128K (Sie)
 Spy vs Spy Island Capers (FS)
 Superman the Game (FS)
 Super Sunday (AH)
 x-T. Leary Mind Mirror (EA)
 Touchdown Football (EA)
 Under Fire (Aco)

THIRD QUARTER
 Aitheut (Bro)
 Amnesia (EA)
 x-Breakers (Syn)
 Graphics Library #4 (Bro)
 Indiana Jones/Ancients (Min)
 Murder Party (EA)
 Ronin (Syn)
 Scavenger Hunt (EA)
 Scoop, The (Tel)

FOURTH QUARTER
 Touchdown Football (EA)
 Under Fire (Aco)
THIRD QUARTER
 Aitheut (Bro)
 Amnesia (EA)
 x-Breakers (Syn)
 Graphics Library #4 (Bro)
 Indiana Jones/Ancients (Min)
 Murder Party (EA)
 Ronin (Syn)
 Scavenger Hunt (EA)
 Scoop, The (Tel)

SPACE QUEST: SARIAN ENCOUNTER (Sie)
 Encounter (128K) (Sie)
 Toy Shop (Bro)
 Where in USA is Carmen Sandiego (Bro)

FOURTH QUARTER
 Championship Baseball '86 (Gam)
 Championship Golf Vol I (Gam)
 Deadly Summer (Syn)
 Getysburg: Turning Point (SSI)
 Gunship (Mic)
 House of Changes (Syn)
 Kings Quest III 128K (Sie)
 Movie Monster Game (Epy)

PORTAL (Act)
 World Championship Wrestling (Epy)
SECOND HALF
 Wrath of Denebthor (Sie)

MAGNETOSH
JUNE
 ComicWorks (Min)
SECOND HALF
 Rings of Zulfim (SSI)

JULY
 x-Archon (EA)
 Isgur Portfolio System (BI)

AUGUST
 Championship Golf Vol I (Inf)
 Hardball (Aco)
 Leather Goddesses of Phobos (Inf)
 Star Trek Kobashy (SS)

ORBITER (Spe)
 Radar Raiders (Sub)
 Return to Atlantis (EA)
 Rogue (Epy)
 Sargon III (Hay)
 Temple of Aphrai Trilogy (Epy)
 Winter Games (Epy)

THIRD QUARTER
 Championship Golf (Gam)
 Chessmaster 2000 (SC)
 Kings Quest II (Sie)
 Pawn, The (Fir)

FOURTH QUARTER
 Championship Baseball '86 (Gam)
 Championship Golf Vol I (Gam)
 DEGAS Elite (BI)
 GBA Championship Basketball
 2 on 2 (Gam)
 Isgur Portfolio (BI)
 PaperClip Elite (BI)
 Portal (Act)

SECOND HALF
 Phantasia Elite (BI)
 Wizard's Crown (SSI)

APPLE II
JUNE
 Age of Adventure (EA)
 Amnesia (EA)
 x-Chessmaster 2000 (EA)
 x-Filer's Choice (PCS)
 Lunar Explorer (ET)
 x-Mind Pursuit (DS)
 x-Murder on the Mississippi (Act)
 PaperClip (BI)
 x-Planner's Choice (PCS)
 Star Quest 128K (Sie)
 Towers of Seven-128K (Sie)
 x-Trinity 128K (Inf)
 x-Whole Brain Spelling (Sub)
 x-Writer's Choice (PCS)

JULY
 Crosscheck (DS)
 Hacker II (Act)
 Darkhorn (AH)
 GameMaker Sports Library (Act)
 GameMaker Science Fiction Lib (Act)
 Hugh Johnson Wine Cellar (SS)
 Leather Goddesses of Phobos (Inf)
 Lords of Conquest (EA)
 Pai 5 Trading Co (Aco)
 Shanghai (Act)
 Variable Feasts (Bro)

SEPTEMBER
 Alienae Reality: Dungeon (DS)
 Bop 'N' Wrestle (Min)
 Dr Ruth Game of Good Sex (Vie)
 Gunslinger (DS)
 Infiltrator (Min)
 Moonmist (Inf)
 Movie Monster Game (Epy)
 Ping Pong (DS)
 Z21 B Baker Street (DS)
 Yie Ar Kung Fu (DS)

OCTOBER
 Gudenian (AH)
NOVEMBER
 Championship Wrestling (Epy)
 Patron vs. Rommel (EA)
SECOND QUARTER
 Forbidden Quest (Pry)
 Frank & Ernest's Adventure (Pen)
 Gateway (Pry)
 Goldfinger (Min)
 x-Mission on Thunderhead (AH)
 Mr Puff's GameMaker (Mim)
 Nine Princess in Amber (Tel)
 PaperClip (BI)
 Raid Over Moscow (Aco)
 Scoop, The (Tel)
 Smart Money (Sie)
 Space Snatchers/Aratoon-128K (Sie)
 Spy vs Spy Island Capers (FS)
 Superman the Game (FS)
 Super Sunday (AH)
 x-T. Leary Mind Mirror (EA)
 Touchdown Football (EA)
 Under Fire (Aco)

THIRD QUARTER
 Aitheut (Bro)
 Amnesia (EA)
 x-Breakers (Syn)
 Graphics Library #4 (Bro)
 Indiana Jones/Ancients (Min)
 Murder Party (EA)
 Ronin (Syn)
 Scavenger Hunt (EA)
 Scoop, The (Tel)

FOURTH QUARTER
 Touchdown Football (EA)
 Under Fire (Aco)

SPACE QUEST: SARIAN ENCOUNTER (Sie)
 Encounter (128K) (Sie)
 Toy Shop (Bro)
 Where in USA is Carmen Sandiego (Bro)

FOURTH QUARTER
 Championship Baseball '86 (Gam)
 Championship Golf Vol I (Gam)
 Deadly Summer (Syn)
 Getysburg: Turning Point (SSI)
 Gunship (Mic)
 House of Changes (Syn)
 Kings Quest III 128K (Sie)
 Movie Monster Game (Epy)

PORTAL (Act)
 World Championship Wrestling (Epy)
SECOND HALF
 Wrath of Denebthor (Sie)

MAGNETOSH
JUNE
 ComicWorks (Min)
SECOND HALF
 Rings of Zulfim (SSI)

JULY
 x-Archon (EA)
 Isgur Portfolio System (BI)

AUGUST
 Championship Golf Vol I (Inf)
 Hardball (Aco)
 Leather Goddesses of Phobos (Inf)
 Star Trek Kobashy (SS)

SEPTEMBER
 Alienae Reality: City (DS)
 Mac Pro Football (AH)
 Moonmist (Inf)
 Paton vs. Rommel (EA)
 Towers of Seven (Sie)

OCTOBER
 Defender of the Crown (MDS)
 King of Chicago (MDS)
 Sinbad & Throne of Falcon (MDS)
 Star Rush (MDS)
SECOND QUARTER
 Custom Calculator (EA)
 Forbidden Castle (Min)
 Frank & Ernest's Adventure (Pen)
 Homepak (BI)
 King's Quest (Sie)
 Lunar Explorer (Ann)
 Luscher Profile (Min)
 The Mist (Min)
 Oo-Topos (Pen)
 Orbiter (Spe)
 Phantasia Elite (BI)
 Payroll-MacOneWrite (Sie)
 Rendezvous with Rama (Tel)
 Shadowkeep (Tel)
 x-Skyfox (EA)
 Tellar (Spe)
 Temple of Aphrai Trilogy (Epy)

THIRD QUARTER
 Breakers (Syn)
 Chessmaster 2000 (SC)
 Dick Francis High Stakes (Min)
 Goldfinger (Min)
 Indiana Jones/Ancients (Min)
 King's Quest (Sie)
 King's Quest II (Sie)
 Margaretville (Pen)
 Print Shop (Bro)
 Toy Shop (Bro)
 Ultima 4 (On)

FOURTH QUARTER
 Portal (Act)

SECOND HALF
 Championship Golf (Gam)
 Phantasia (SSI)

IBM PC/PCII
 Balance of Power (Min)
 x-Filer's Choice (PCS)
 Lunar Explorer (ET)
 x-Planner's Choice (PCS)
 Star Quest (Sie)
 Towers of Seven (Sie)
 x-Trinity (Inf)
 Golemias (ET)
 x-Writer's Choice (PCS)

JULY
 Hacker II (Act)
 Pai 5 Trading Co (Aco)
 Super Boulder Dash (EA)

AUGUST
 Hugh Johnson Wine Cellar (SS)
 Leather Goddesses of Phobos (Inf)
 Shanghai (Act)
 Variable Feasts (Bro)

SEPTEMBER
 Alienae Reality: City (DS)
 Bop 'N' Wrestle (Min)
 Dr Ruth Game of Good Sex (Vie)
 Gunslinger (DS)
 Infiltrator (Min)
 Moonmist (Inf)
 Movie Monster Game (Epy)
 Ping Pong (DS)
 Z21 B Baker Street (DS)
 Yie Ar Kung Fu (DS)

OCTOBER
 Gudenian (AH)
NOVEMBER
 Championship Wrestling (Epy)
 Patron vs. Rommel (EA)
SECOND QUARTER
 Forbidden Quest (Pry)
 Frank & Ernest's Adventure (Pen)
 Gateway (Pry)
 Goldfinger (Min)
 x-Mission on Thunderhead (AH)
 Mr Puff's GameMaker (Mim)
 Nine Princess in Amber (Tel)
 PaperClip (BI)
 Raid Over Moscow (Aco)
 Scoop, The (Tel)
 Smart Money (Sie)
 Space Snatchers/Aratoon-128K (Sie)
 Spy vs Spy Island Capers (FS)
 Superman the Game (FS)
 Super Sunday (AH)
 x-T. Leary Mind Mirror (EA)
 Touchdown Football (EA)
 Under Fire (Aco)

THIRD QUARTER
 Aitheut (Bro)
 Amnesia (EA)
 x-Breakers (Syn)
 Graphics Library #4 (Bro)
 Indiana Jones/Ancients (Min)
 Murder Party (EA)
 Ronin (Syn)
 Scavenger Hunt (EA)
 Scoop, The (Tel)

FOURTH QUARTER
 Touchdown Football (EA)
 Under Fire (Aco)

SPACE QUEST: SARIAN ENCOUNTER (Sie)
 Encounter (128K) (Sie)
 Toy Shop (Bro)
 Where in USA is Carmen Sandiego (Bro)

FOURTH QUARTER
 Championship Baseball '86 (Gam)
 Championship Golf Vol I (Gam)
 Deadly Summer (Syn)
 Getysburg: Turning Point (SSI)
 Gunship (Mic)
 House of Changes (Syn)
 Kings Quest III To Heir is Human (Sie)
 Portal (Act)

WHERE IN WORLD IS C. SANDIEGO (Bro)

PORTAL (Act)

VCR TITLES
SEPTEMBER
 Behind the Screen (Sny)
 Operating Room Mystery (Sny)

INTELLIVISION
 Hover Force (Inv)

AUGUST
 Super Pro Football (Inv)
 Thin Ice (Inv)

SEPTEMBER
 Tower of Mystery (Inv)
 FIRST HALF 1987
 Karate Champ (Inv)

ATARI 2600
JUNE
 x-Track & Field (At)
JULY
 Midnight Magic (At)
 Solans (At)
 AUGUST
 Pac-Man Jr (At)

ATARI 7800
MAY
 x-System pegged w/Pole Position II
 x-Centipede (At)
 x-Deluxe Asteroids (At)
 x-Dig Dug (At)
 x-Food Fight (At)
 x-Joust (At)
 x-Ms Pac Man (At)
 x-Robotron 2084 (At)

JUNE
 Moon Patrol (At)
 Rescue on Fractalus (At)

JULY
 Galaga (At)
 Stargate (At)

AUGUST
 Ballblazer (At)
 Desert Falcon (At)
 Xevious (At)

SEPTEMBER
 Chopflier (At)
 Impossible Mission (At)
 Karateka (At)
 1-on-1 Basketball (At)
 Skyfox (At)
 Summer Games (At)
 Touchdown Football (At)

FOURTH QUARTER
 Demon Derby (At)
 F-15 Strike Eagle (At)
 GATO (At)
 Harrier (At)
 Rescue on Fractalus (At)
 Super Huey (At)
 Winter Games (At)

NINTENDO
JUNE
 x-Donkey Kong (Nin)
 x-Donkey Kong Jr. Mash (Nin)
 x-Donkey Kong 3 (Nin)
 x-Donkey Kong Jr. (Nin)
 x-Mario Bros (Nin)
 x-Popeye (Nin)

AUGUST
 Balloon Fight (Nin)
 Gumshoe (Nin)
 Heli Fighter (Nin)
 Mach Rider (Nin)
 Tag Team Wrestling (DE)
 Urban Champion (Nin)

OCTOBER
 Karate Champ (DE)
 Ring King (DE)

SEGA
SEPTEMBER
 System/Hang On/Safari Hunt
 Action Fighter
 All-Star Wrestling
 Black Belt
 Choplifer
 F-16 Fighting Falcon
 Fantasy Zone
 Ghost House
 Graphic Board
 Markman Shooting
 My Hero
 Slap Shooter
 Space Ace
 Sports Pad
 Teddy Boy
 Transbot
 Trap Shooting
 World GP

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

COMPANY CODES
 ACC...Access
 ACCO...Accolade
 ACT...Activation
 AHL...Avalon Hill
 AT...Atari
 BI...Bates Inc.
 BRO...Broderbund
 DE...DataEast
 DS...DataSoft
 EA...Electronic Arts
 EPI...Epyx
 FIR...Firebird
 FS...First Star
 GAM...Gamestar
 HAY...Hayden
 INF...Infocom
 INT...Int'l. Inc.
 MDS...Master Designer Sltwr
 MIC...Microprose
 MCR...MicroSoft
 MIN...Mindscape
 ORI...Onon
 POL...Penguin
 PRY...Pryntz
 SIE...Serra
 SS...Sonon & Schuster
 SSG...Strategic Studies Group
 SSI...Strategic Simulations
 SIR...Sirtech
 SUB...SubLogic
 SYN...Synapse
 TEL...Telarium
 VIC...Victory

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C.E.S. Awards Given

Every year, C.E.S. awards several companies their Innovation Awards. We thought you'd like to share in what the judges considered to be at the top of the software field.

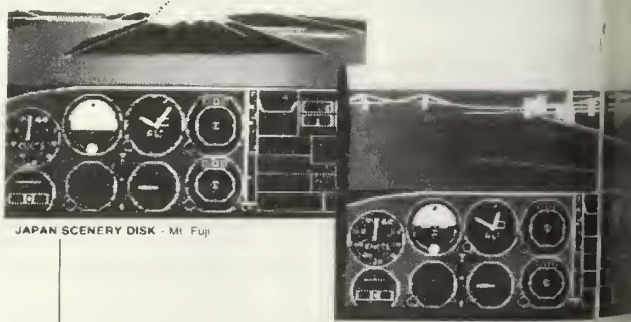
Title	Company	System Shown
Advanced Music System	Firebird	C128
Aegis Animator	Aegis Development	Amiga
Alter Ego	Activision	Macintosh
Arctic Fox	Electronic Arts	Amiga
Balance of Power	Mindscape	Macintosh
Bard's Tale	Electronic Arts	Apple
Battlegroup	SSI	Apple
Battle of Antietam	SSI	Apple
Bop 'N' Wrestle	Mindscape	C128
Borrowed Time	Activision	Apple
Captain Goodnight	Broderbund	Apple
Championship Golf Vol 1	Gamestar	IBM
Decision in the Desert	Microprose	Apple
Deja Vu	Mindscape	C128
Deluxe Music Construction	Electronic Arts	Macintosh
Deluxe Paint	Electronic Arts	Amiga
Deluxe Print	Electronic Arts	Amiga
Elite	Firebird	C128
Executive Training Wheels	Practicorp	IBM
Fantavision	Broderbund	Apple
GEOS	Berkeley Software	C64
Halley Project	Mindscape	C128
Infiltrator	Mindscape	C128
Jet	Sublogic	IBM
Lords of Conquest	Electronic Arts	C128
Master of Magic	Mastertronic	C128
Micro Scrabble	Gessler	Apple
Multiplan	Epyx	C128
Murder on the Mississippi	Activision	C128
Music Studio	Activision	Amiga
Pawn, The	Firebird	Atari ST
Programmers Basic Toolkit	Epyx	C128
Silent Service	Microprose	C128
Spy Vs Spy II	First Star	C128
Super Sunday	Avalon Hill	C128
Temple of Apschai Trilogy	Epyx	C128
Tom Throp's Bridge Baron	Great Game Prod.	Apple
Touchdown Football	Electronic Arts	C128
Tournament Bridge	Random House	IBM
Typing Well	Learning Well	Apple
Vorpal Utility Kit	Epyx	C128
Winter Games	Epyx	C128
Wizard's Crown	SSI	Apple
The Works!	First Star	Apple
World Karate Champion.	Epyx	C128

Polarware Lowers Prices

We just received a press release announcing rather amazing price reductions from Polarware (formerly Penguin Software). Their entire collection has been reduced. The *Comprehend Interactive Novels* (Topos, Crimson Crown, Coveted Mirror, Transylvania) have just been repriced at: \$17.95 for Apple and Commodore, 19.95 for Macintosh and Atari ST, and \$29.95 for Amiga!! (We bet you won't see cheaper prices on Atari ST and Amiga software for awhile!) Meanwhile, Xyphus has been lowered to \$17.95 for Apple and Commodore, \$19.95 for Macintosh, while *Sword of Kadash* now retail for \$17.95 for Apple and Commodore; \$19.95 for Macintosh and Atari ST.

SubLogic Ships New Scenery Disks

Two new disks are being made available for use with the Flight Simulator and Jet programs from SubLogic. The first, JAPAN SCENERY DISK, covers the area from Tokyo to Osaka in fine detail. Included is a highly detailed rendition of downtown Tokyo which features the Tokyo Tower, Palace grounds, and canal network, as well as Mt Fuji, the Shin Kansen bullet train network, and Oskakajo castle. The second disk is the first in a



series of "Star Scenery Disks," a planned group of disks which cover smaller areas with relatively intense amount of scenery and are intended for visual flight and sightseeing. This one is SAN FRANCISCO AND THE BAY AREA and includes all the typical scenery of the area, as well as detailed renditions of the ports in the area. These disks will be available in all computer formats that Flight Simulator and Jet are available for. (MSR \$19.95 each)