

Computer Entertainer

the newsletter

Volume 4, Number 3
\$2.50

© June, 1985

12115 Magnolia Blvd., #126, No. Hollywood, CA 91607

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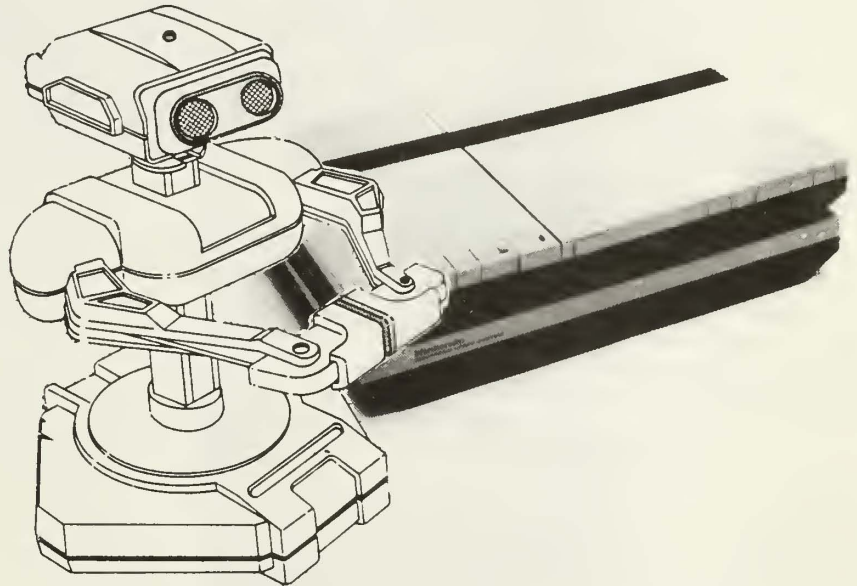
A Complete C.E.S. Wrap-Up

including
ACTIVISION
NINTENDO
ATARI
...and many more

REVIEWS including...

Home Software Library
Dragon's Lair (disk)
...for ADAM

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Nintendo Plans to Dazzle With World's Only Interactive Robot!

Big Sneak plans are underway for the C.E.S. as Nintendo will unveil their interactive robot. Standing ten inches tall, the robot is a featured addition to the upcoming *Nintendo Entertainment System* first reported on in our February, 1985 issue. The robot will respond to on-screen actions generated during game play with a capability of assuming sixty different operating positions through a series of arm and shoulder movements while standing on a stationary six-inch base. Completely wireless, its design will be consistent in style and color scheme with the Main Unit. We understand there will be two robot game cartridges available for demonstration at the show, with plans to market at least four additional robot cartridges by the end of the year.

More Details to Follow

Obviously, due to our high reader interest after the January show when we first reported on the Nintendo system, we will be spending a good deal of time in the Nintendo booth getting information for you. The system is now planned for a late summer roll-out with approximately twenty cartridges, in addition to another add-on, the Light Gun used with the target shooting software series. Watch next month's issue for more details!!

The C.E.S. SNEAK PREVIEW ISSUE

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

SUMMER GAMES II (★★★★/★★★★) could be subtitled "*Epyx*

does it again--even better!" This is, of course, the sequel to the original *Summer Games* with eight more events to test a gamer's agility, speed, endurance, and strategic thinking. In fact, this program works with *Summer Games*, allowing you and your friends to stage an electronic mini-Olympics with 16 different events.

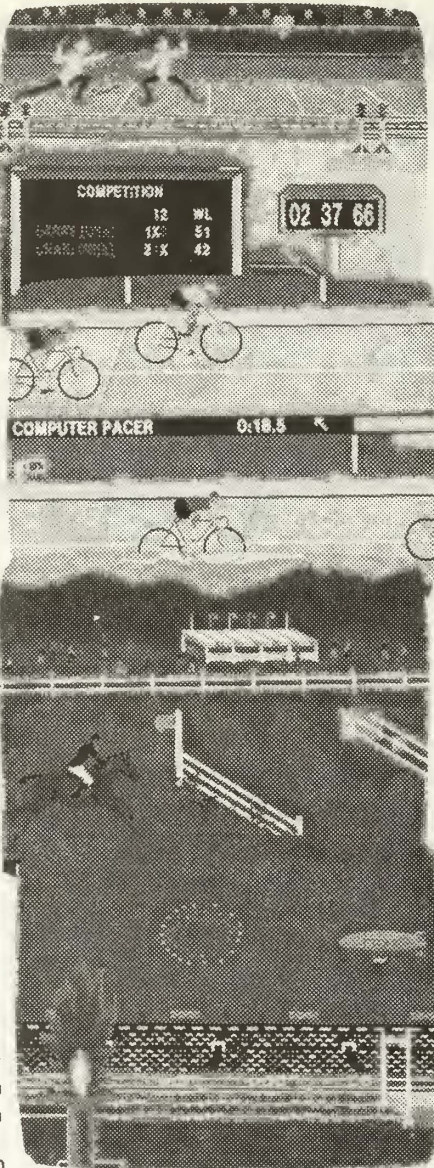
Eight Events

Superbly animated graphics mark every event in *SUMMER GAMES II*. A varied group of athletic contests fills the gap between the Opening Ceremony graced with doves of peace and the Closing Ceremony with its jet-man, fireworks, and Epyx blimp. (Goodyear and Fuji--watch out!) Choose the country you wish to represent, and let the games begin! Master the timing of the Triple Jump and see your performance in instant replay on the stadium screen. Perfect the rhythm of oar-stroke in single sculls Rowing, and then create the graceful arc of the well-thrown Javelin. In the demanding Equestrian trial, keep horse and rider together in synchronous jumps over the course obstacles.

(Faults and refusals can be easier to collect than points!) The High Jump requires lots of finesse, and Fencing takes strategy as well as timing. Cycling can be grueling, with its continuous circular motion of the joystick, and Kayaking through a tough whitewater course may be the most difficult test of all. (Not only do you have to make it down the stream and around the rocks, but you have to go through the gates in order, and some of them have to be negotiated backwards.) Each event has a musical theme, and the crowd always roars its approval when you do well. Medals are awarded to the victors, and the winner of the gold hears his or her national anthem.

High-Level Entertainment

Those who made *Summer Games* such a hit will love the sequel even more. There's more variety in the events, and more than enough challenge to keep gamers happily occupied for many hours. The designers obviously worked at perfecting the look and feel of each event, making the experience as realistic as possible. For example, the rush of whitewater rapids can almost be felt through the joystick! This is high-level entertainment, beautifully realized with well-animated graphics and great music. (Solo play; 2 to 8-player alternating, 2-player simultaneous in some events; Joystick, Disk, coming soon for Apple II.) *Recommended.* (MSR approx. \$40.00)



1985: THE DAY AFTER (★★/★1/2) from *Mastertronic* is one of a group of titles from a British company whose key selling points are affordability (most sell for \$9.99) and "state-of-the-art programming," according to Mastertronic's president, David Hardin. We haven't seen their other titles, so we can't judge the company offerings as a whole, but we were not impressed by this example. Graphics are colorful but quite plain, and we tired of the game very quickly.

Rotate and Thrust

The goal of the game is to collect nuclear energy pods from various planets to help Earth survive. You control a small spacecraft that looks rather like a gray frog. Using right and left movements of the joystick (or X and Z keys) to control rotation, along with forward movement for thrust, you must maneuver the ship through mazes and tunnels, over mountains, around a whistling saucer in space, and past enemy gun emplacements to reach and retrieve the pods. Getting the ship out of its spaceport is the first hurdle, since there is little room to maneuver. It's very easy to crash into nearby obstacles. Once you get the feel of the ship's inertial movements, though, it is possible to get it in and out of some pretty tight spots. There is no shooting and no need for speed. It's all finesse and meticulous eye-hand coordination. Controlling the little ship through the twists and turns of the tunnels is certainly challenging, and it may appeal to some gamers. However, extended sessions of the game would probably send us to the rubber room. (Solo play; Joystick or Keyboard; Disk.) *Not recommended.* (MSR \$9.99)

Datamost to Expand Kwik line

Datamost will show an entire line of **KWIK-WARE!** products featuring *KWIK-LOAD*, their fast loading program. Planned for this product line are seven additional programs for C64, all with a \$19.95 retail (some will also be converted for Atari computers). Including *KWIK-SPELL!*, a spelling checker program used with *KWIK-WRITE!*, Datamost's word processor program; *KWIK-FIL!*, a database management system; *KWIK-CALC!*, a spreadsheet program; *KWIK-PAINT!*, a graphics editor program; *KWIK-CHECK!*, a check-balancing and maintenance program; *KWIK-PADI!*, a disk secretary program; and *KWIK-PHONE!*, a communications program.

Sierra Emphasizes 128K

Sierra has told us that their emphasis in the future is on computers with at least 128K memory. Initially, they will produce *GATO*, a submarine simulation from Spectrum Holobyte Learning. (Spectrum has produced *GATO* for Apple, IBM, and MAC), for both the Commodore 128 and Atari 520ST. We understand they will not be showing any new product for the C64 or Atari computer.

THANK YOU

We'd like to take this opportunity to thank all the software and hardware companies for their tremendous support in bringing this special *SNEAK* issue together! You've given us some great inside information that our readers can enjoy. Since our readers can't get to the show, this is the next best thing!

THE RATING SYSTEM...

★★★★ - EXCELLENT

★★★ - GOOD

★★ - FAIR

★ - POOR

NA - does not apply; i.e.

adventure games often do not have any graphics

First set of Stars -- Quality of Graphics

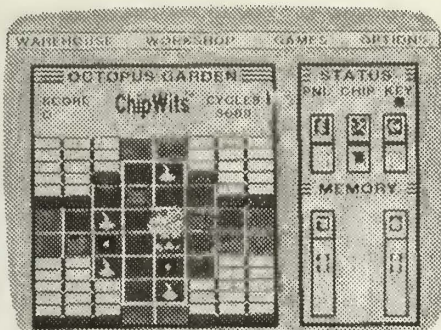
Second set of Stars -- Quality of Play Action

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

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

CHIPWITS (★★★/★★★★) is a learning activity game built around

concepts of computer programming. The Chipwits, a cast of 16 different robots, can be individually programmed to find their way through eight different mazes, using instructions in this program's own IBOL (Icon Based Operating Language).



Roll-Down Menus

The program uses easy-to-manipulate pull-down menus to choose robots, mazes, and various other options. A demo of the Chipwit, Greedy, munching his way through disks, oilcans, pie and coffee in Greedville gives you an idea of what's possible, and you can even move to the Workshop to examine Greedy's programming. Here you'll see that programming operations and arguments are represented by picture icons, which can be placed within chips anywhere on a panel. Chipwits can be programmed to look, smell, or feel for specific objects in their path. There are commands to move in any direction, zap bad objects, play any of eight notes, pick up things, and more. Programming can be as simple or as complex as you wish, even incorporating subpanels, loops, and the use of the Chipwit's memory to store, retrieve, and manipulate numbers, moves, and things. Through the Options menu, you can even debug your Chipwits program by slowing it down to watch it execute a step at a time.

Fascinating Program

This is a fascinating program for anyone interested in the logical construction of computer programs, but it may prove difficult for novices because of gaps in the instructions. A little more explanation of what the icons mean and how they work would have added to the program's value, especially for kids and beginning programmers. The Chipwits robots are amusing and cute little characters that make it possible to explore concepts of programming in a fun-filled way, but the instructions should have been more helpful. (Solo play; Joystick or MousePad; Disk; also planned for IBM PC and PCjr.)

MSR approx. \$40.00

G.I. JOE (★★★3 1/2/★★★★) is a "Computer Activity Toy" from

Hasbro based on the popular G.I. Joe war toys by Hasbro Bradley. In a scenario that could have been borrowed directly from a play session of youngsters playing with a lot of the toys, the terrorist forces of COBRA have been deployed to far-flung locations in an attempt



to dominate the world. A Computerized World Hot Spot Map shows areas of COBRA activity. It's up to the forces of G.I. Joe to defeat COBRA in either Heavy Equipment Confrontations or Personal Combat. One game can last quite a long time: action moves from one hot spot to the next, continuing until all COBRA forces have been defeated or all G.I. Joes have been captured.

Hero Battle

In the Heavy Equipment Confrontations (solo game), the G.I. Joe Striker jet or Dragonfly helicopter battles the COBRA H.I.S.S. Tank. The two-player game requires cooperation, with one driving the G.I. Joe Motorized Battle Tank (MOBAT) or VAMP jeep while the other controls the direction of the shot launcher. In Personal Combat

(solo game) the player chooses an appropriate member of the G.I. Joe strike force after the computer reveals which COBRA agent must be met. The two-player mode lets one player be the G.I. Joe while the other is the opposing COBRA agent. The personnel dossier included in the instruction booklet lists strengths and weaknesses of each G.I. Joe and COBRA agent, along with their preferred weapons and fighting styles. Once the combatants have been chosen, they may meet on frozen tundra, in steamy jungles, on city streets, or in a computer installation. Graphics in both Heavy Equipment and Personal Combat are very well done--lots of realistic action, great-looking assault vehicles, and three-dimensional surroundings. Fans of the G.I. Joe cartoons will enjoy the musical theme, too.

Varied Action

There is enough varied action in this game to keep a G.I. Joe fan occupied for quite a while. Admittedly violent, the game does an excellent job of bringing the spirit of the G.I. Joe cartoons and toys to a computer setting. And friends sharing a game will enjoy the opportunity to cooperate and compete within the same contest. However, the waiting times between battles seem awfully long. Some kids will become very impatient waiting for the next sequence to load; to the point that they might rather play with their G.I. Joe toys than the computer game. (Solo play; 2-Player cooperative & competitive; Joystick; Disk.)

MSR approx. \$40.00

TALKING TEACHER (★★★/★★★★) is a set of three learning games from *Imagic* for youngsters aged 2 to 8. Using colorful graphics, animation, and synthesized speech, the program teaches letters, sounds, and words. In the first game, the child presses any letter on the keyboard. The program pronounces the letter while a moving hand prints it (upper and lower case) on a chalkboard. Younger children can experiment with the keyboard and sounds, while older ones can type their names or short messages. The second game moves through the alphabet as the child matches the spoken and written letter, finding it on the keyboard. The program responds by using the letter to begin a word, which is pictured in a pastoral scene. Here its first letter is reinforced by having the child find it again on the keyboard. There is a wide variety of creatures and things, with most letters represented by at least four or five choices. And these aren't all "baby" words like "dog" and "ant." There is a liberal sprinkling of words such as "brontosaurus" and

Clear Speech

The third game reviews the second, asking questions such as "What letter does kangaroo start with?" In both the second and third games, hints are given when the wrong letter is pressed on the keyboard. Suggestions to try to the left or right, higher or lower, reinforce learning of spatial relationships. We think children will enjoy the colors, animation and sounds in these games. And the speech is so clear that very young children may even try to talk to the program! This would be a good choice for the alphabet program that most parents want their young children to have. (Solo use with parental help; Keyboard; Disk.)

Recommended. (MSR \$34.95)

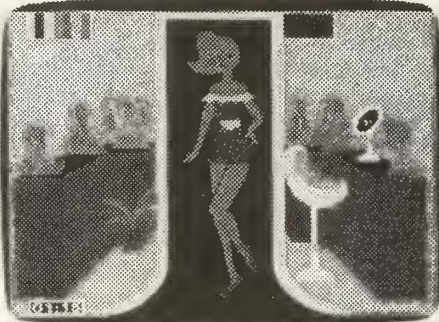
Coleco Ships New ADAM Product!

Out of the blue, Coleco just released a quantity of the highly demanded **BEST OF BRODERBUND** (datapack) and **CP/M 2.0** on disk. In addition, **HOME SOFTWARE LIBRARY**, a collection of several programs on datapack is releasing this week. **DRAGON'S LAIR** on disk has also just shipped. We should have the latter two programs in-house within the next few days and will report on them next month.

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

BARBIE (★★★ 1/2/★) Is one of the "Computer Activity Toys" from

Epyx. It's aimed at the little girls who love to dress Barbie, the popular Mattel doll with the abundant wardrobe. The program begins with a phone call from Ken, who asks Barbie for a date for tennis, dinner, a picnic, a trip to the gym, or some other activity. (Both Ken and Barbie's voices are distinct, with every word easy to understand--an excellent job of voice synthesis.) Apparently poor Barbie doesn't have a closet or own anything but the clothes on her back, because she always has to go shopping to prepare for her date. She drives into town in her convertible, stopping for outfits and hairdos in the local emporiums. (Styles, colors and patterns can be changed for a variety of looks.) While shopping, Barbie must keep an eye on the clock so she won't be late for her date. She might even want to get home early, since Ken seems to be a fickle sort who often changes plans at the last minute. Heaven forbid she should show up in a prom dress for a pool party!



Conspicuous Consumption

Graphics are very good in this game, but the program itself involves nothing more than dressing a doll figure for a date. Perhaps we're too far removed from the time when such activities were part of childhood playtime, but the program strikes us as an ode to conspicuous consumption. Does a girl really need a new outfit for every single date? This program seems to say that she does. Worse yet, Barbie in this program (as opposed to the Barbie doll) is portrayed as a bubble-headed female who waits passively for her boyfriend to call on the phone--and call all the shots. Today many parents are attempting to raise their daughters to realize their individual potentials, not just to become clothes horses who wait for someone else (preferably male) to direct their lives. This program is a giant step backwards that encourages stereotypical, passive behavior. Perhaps it was play-tested on lots of little girls who loved it, but we're not happy with the subliminal lessons it teaches. (Solo play; Joystick; Disk.)

Not recommended. (MSR approx. \$40.00)

NEW CONVERSION FROM SSI

The game of interstellar empire-building, *Imperium Galactum* from *Strategic Simulations*, was released recently for the Commodore 64. The game was previously available only for Atari and Apple II computers. (MSR \$39.95)



New Technique from COSMI

Cosmi Software promises new programming technology which will be used for their fall release of **BEYOND FORBIDDEN FOREST**. The C64 program is a follow-up to *Forbidden Forest* and the new technique promises a 3D effect never seen before. It allows the player to appear to move in and out of the monitor screen with 360 degree flexibility. Dubbed "Omni Dimension," Cosmi has told us it is "so realistic that the player can actually hide behind distant objects as he illudes adversaries and battles his way through the forest to the castle of the Demogorgon." Hmm...can't wait to see this one!

SWORD OF KADASH (★★ 1/2/★★★) by Chris Cole of dynamix

for *Penguin Software*, is an action game with fantasy/adventure elements. There are more than 200 rooms and passages to explore with your character, who wields classic weapons and gains experience as more of the Fortress of the Dragon is explored. The ultimate goal is to retrieve the Sword of Kadash itself, but it's easy to lose sight of your objective when your character keeps running into dangerous creatures, traps, treasure, secret doors, and all kinds of surprises. There are even cursed objects, which cannot be identified until they're picked up--and then it's too late!



Constant Suspense

Nothing especially original here, but it is fun to play because of the constant sense of suspense: you never know what's likely to happen next. This version for Commodore has some advantages over the Apple version reviewed last month because you only need to make a character disk once, and then it contains all three difficulty levels. It's also possible to do a quick "save" just before you're doing something daring. Then, if your character is killed, you can re-start from the point before the reckless move. With its combination of action, exploration, and lots of fantasy/adventure elements, this game is similar in feeling to Epyx's *Gateway to Apshai* and SSI's *Gemstone Warrior*. Fans of those games will enjoy this one, too.

(Solo play; Joystick or Keyboard; Disk; also available for Apple II. MSR \$34.95)

QUINK (NA/★★★ 1/2) is a quiz show on a disk. This fast-paced game by Ron Dubren and Associates for *CBS Software* is great for those who love TV game shows and trivia contests. *QUICK* (*QUICK THINKING*) requires fast fingers and an equally quick mind as you try to beat the clock to eliminate the items that don't belong in a set of eight. As few as two or as many as six items make "loners," and you don't have much time to ponder. Nine keys or the keyboard correspond to the nine positions on the screen (eight items plus the "Quinkmaster," a sort of emcee in the center), and you're not let your fingers stray from those keys!

Mind-Boggling Array

There are five difficulty levels, from merely challenging to nearly impossible. And there are over 150 different subject areas in six general categories: fame, pop culture, imagination, science and nature, general knowledge, and "mixed bag." It's a mind-boggling array of facts, including such diverse topics as Miss Americas, Nixon's Enemies List, Oscar-winning Films, Yoga Terms, Shakespeare Characters, Japanese Movie Monsters, Computer Lingo, Political Gobbledeygook, and Barbaric Invaders of the Roman Empire! (We could go on and on.) *QUINK* is a lively quiz game playable by one or two individuals or teams, and it's equally good as solitary fun or party entertainment. It's suggested for ages 10 and up, but we think adults will enjoy it more than kids will. (Solo or 2-player alternating; Keyboard; Disk; coming soon for Apple II, IBM PC/XT.)

Recommended. (MSR \$34.95)

FORECAST!, YOUR AT-HOME WEATHER STATION from *BS Software* is identical to the version for Apple II, which is reviewed elsewhere in this issue. (Solo or group use; Keyboard; Printer optional; 48K Disk; also available for Apple II, IBM PC/XT.) *Recommended.* (MSR \$49.95)

CRITICALLY SPEAKING.. ATARI COMPUTERS

THE GREAT AMERICAN ROAD RACE (★★★1/2★★★) is the best entry from *Activision* which puts the computer player behind the wheel of an automobile. This time it's a coast-to-coast rally in which the player must deal with gear shifting, fuel stops, engine maintenance, etc. The game begins with the player consulting a map of the United States where he can plot his own rally, choosing from 25 cities and several cross-country routes. Several considerations must be dealt with -- from recent weather reports, train, time of day, and traffic patterns. You must be extremely careful with your shifting as it's very easy to blow your engine. You'll hear the engine start to whine when your tachometer reaches the nine o'clock position -- better shift gears *FAST*. The gas pumps are 100 miles apart and the screen flashes a notice when one is coming up. If you blow your engine you will have to limp your way to the next gas pump to repair it. There's a timer on your instrument panel displaying the amount of time you have to complete that leg of the race. If you run out of time before reaching the next checkpoint, you're out of the running. If you reach a city with time to spare, that time is added in for your next leg. You also have a radar detector on your instrument panel which warns you when there's a police car ahead. Slow down or you'll be stopped with sirens wailing! Obviously, there are other cars to avoid -- crash and you're shoved off the road and you have to start up again from a dead standstill. The object is to finish the rally among the top ten in your field -- no easy task!

A Driving Challenge

Our first feeling was "this is just another driving game;" however, there's much more than just beating the clock and avoiding crashes. A good deal of strategy must be employed in order to drive correctly in different weather (we got quite a kick out of the rain pouring down at a slant across the screen--although it made it real tough on driving) and different times of day and night. We really enjoyed this driving challenge, although there are a couple of problems worth mentioning. First, although the idea of having to shift gears makes the game that much more realistic, we found the lack of giving an indication of what gear you're in on the instrument panel a drawback. We also had a very tough time getting the right system down for the actual shifting (we blew alot of engines). The reactions have you release the joystick button (putting in the clutch), tape the joystick forward to shift up, and then press the joystick button to accelerate--much easier said than done. Graphically, the background is very reminiscent of games such as *Enduro* with the changing lighting on mountains, etc. The cars themselves are nothing special. This is really a game of strategy and maneuvering, not one of great graphics. All in all, however, any driving fan will enjoy all the facets of this game as it combines the best driving of *Enduro* with the careful planning of *Truckin* (magic for *Intellivision*), along with some of the maintenance found in *Pitstop*. (one player, joystick, coming for C64 and Apple) Recommended (MSR \$32.95)

A Note Regarding GHOSTBUSTERS

If you've bought a copy of *Activision's GHOSTBUSTERS* for your Atari computer and don't understand why reviews (ours included) mention voice synthesis, but your game doesn't talk, don't despair! Yours is one of the initial production run and *Activision* will cheerfully replace your disk with one that speaks! Pack the disk carefully, include a copy of your sales receipt if possible, and send the disk via UPS or registered mail to: Consumer Relations, *Activision Inc.*, 2350 Bayshore Frontage Rd, Mountain View, CA 94043.

In, Out, and Back In!

Atari has reversed its decision regarding its participation in the C.E.S. and will have a booth, after all. Their withdrawal from the show fueled speculation throughout the industry regarding their ability to take the 5T computer to market. Atari has indicated that the 5205T (512K Macintosh-look-alike computer retailing around \$850 which includes one disk drive and a monochrome monitor) has begun to ship in small quantities in Europe and has just received FCC approval for domestic release. While shipments won't begin before July, we understand they will initially make it available to Atari User Groups. While Atari has indicated that this is to say "thank you" for the User Group support, we wonder if it is more an indication of the lack of dealer support which we have seen. Dealers have told us they simply will not take the machine in until they get a much better fix on its viability and potential software existence from third party suppliers. Obviously, Atari's initial stance of charging third party developers anywhere from \$3000-\$5000 for each evaluation computer turned virtually all companies away from development for the system (especially in light of the generally soft computer/computer software market that is currently being experienced).

1305T Scrapped

Development of the 1305T (128K) has been halted (this was to retail in the vicinity of \$300) and the entire thrust is now the 5205T. In fact, more layoffs have hit Atari affecting, according to inside sources, any non-clerical staff members not directly involved with the 5205T. It is widely known that the cash-flow problem at Atari is very real. After all, development of the 5205T has been extremely expensive and Atari has had nothing more than a supply of 800XLs to sell off, as well as small shipments of the 130XE (128K 800-type computer) which have recently reached the marketplace. While Atari still hasn't indicated their marketing plans for the 5205T, the cost factor alone will remove it from the mass merchandisers and, we must assume the unit would have to be sold through computer specialty stores. (In reality, would stores who now specialize in IBM, Macintosh, etc., really take on the Atari 5205T? Atari is attempting to enter the "small business" market with only a name in the home videogame/computer field.)

7800 Existence Confirmed

We originally reported several months ago that we felt there was a cache of 7800s in existence stored somewhere. We have now learned, through an excellent source, that *YES* there are as many as 100,000 units languishing in some warehouse, along with similar quantities of four or five 7800 cartridges. All we can ask, AGAIN, is *WHY* isn't Atari selling them off as a bundled package?? Even if they sold the units, packaged with the 4-5 cartridges for around \$100 each, they could realize a tidy \$10 million (not bad for a company in need of cash)!! Or, could it be that with Tramiel's purchase of Atari, some of the game titles reverted to the original licensors and they *CAN'T* release it??? (We immediately think about some of the titles that Datasoft has released recently which used to be licensed by Atari. In those cases, the titles had reverted to the original owner and Datasoft picked up the licenses. Virtually all the initial 7800 titles were licensed ones - from *Pole Position II* to *Galaxian*, *Robotron*, and *Centipede*.)

...Just Asking!!

Simulated Football for Atari Owners

SSI has just released the Atari computer version of their popular football strategy game, *COMPUTER QUARTERBACK*. The game features real-time play, solitaire and two-player modes, and semi-automated graphic display of offensive and defensive alignments. Retail is \$39.95.

CRITICALLY SPEAKING.. ADAM-COMPATIBLE

STRATEGY PACK I (NA/★ ★ 1/2) is the newest games program from *Victory Software* for the Coleco ADAM. This datapack includes four games written in BASIC. The first, **HI IQ**, is deceptively simple in that you face a board made up of several letters and numbers in a cross design. You eliminate the letters/numbers by jumping them. The ultimate goal is to clear the board of all but one letter/number. This is one of those games that seems to be a snap until you play it - again and again you try, getting close to that magic number of one -- but never quite making it. It can be done, but it should occupy several hours before you're successful. **JUMP**, the second game, is based on the same general premise as *HI IQ*; however, this one is much more difficult as your moves are all diagonal, instead of vertical/horizontal. We found ourselves, time after time, stranding a letter in some far corner of the puzzle, unable to get back to it in order to eliminate it!

Othello Too

The game also features the old standby, **OTHELLO**, a perennial favorite for two players. The fourth entry is **PAYOFF**, a game for one to four players (the one-player game pits you against the computer). The board is made up of several numbers in a square design. The computer throws "dice" and comes up with three numbers at the bottom of the screen. You must use two of the three numbers to indicate which box you wish to capture. For instance, if the numbers which come up are 5-4-3, you can choose to take box 54, 53, 45, 43, 34, or 35. As the game progresses, you have less choice as many numbers are already taken (in the games we played, we always found the throw of the dice allowed us at least one choice--it never locked us out of a turn). Strategy comes into play as you are attempting to capture boxes adjacent to boxes you already own. The scoring awards 10 points for one adjacent box, 25 points for two adjacencies, 50 points for three adjacencies, and 100 points for four adjacencies. Obviously, playing the computer is more difficult than playing against a friend; however, we did find we were able to beat the computer without an extraordinary amount of effort.

Good Diversion

While this is not the ultimate in strategy games, the puzzles are amusing and can occupy a great deal of time as you try to beat the puzzle "just one last time." In a practice we're seeing more and more on ADAM product, this program does not come packaged and the instructions are integrated right onto the datapack. (MSR \$19.95)

GAMES PACK I (★/★) is one of the new ADAM datapack releases from *Victory*. It is a group of three games, all very simplistic. The first, **CANONEERS**, is a two-player alternating game in which the players try to hit each others bunker. You type in a trajectory number, as well as a number for speed. Once you get the hang of it, you'll find yourself making hit after hit on the other player's bunker. Hit his bunker five times and you win and it's on to another bunker design. **GOTCHAI**, the second game, is another very simple premise. Evade robots while making each round last as long as possible. At first glance, we got the impression that this might be an ADAM version of **ROBOTRON**, however, your man cannot shoot -- he can only avoid the robots. There are posts throughout the field which destroy the robots if they run into them. The third entry is **STREET SWEEPERS**, an "eat the dots" game. In this one, you run around the maze wiping out the dots while a Bad Guy makes his way through the maze looking for you. The Bad Guy always turns to the right, so with just a little strategy, you can avoid him. Much of the maze is made up of deadend corridors so you have to be careful that you can make your way out of those areas before the Bad Guy finds and traps you. There are four versions of the game -- two versions have invisible dots.

Forget It!

Even with the lack of product for ADAM, this one is a definite pass: **CANONEERS** has very blocky graphics and is very reminiscent of *Artillery Duel* (Xonox for 2600). It can be mastered in no time. **GOTCHAI** is sluggish and very frustrating. Graphics are extreme basic. Finally, the best of the three, **STREET SWEEPERS**, is not a bad little "chase the dots" game but is certainly not good enough to warrant purchase of the datapack. (one player; two-play alternating; keyboard; joystick preferable for Street Sweepers and Gotchai) *Not Recommended* (MSR \$19.95)

THE WIZARD OF ID'S WIZTYPE (★ ★ ★ 1/2/★ ★ ★ 1/2) from *Sydney Development Corp.* of Canada combines a typing tutor with a game using characters from the "Wizard of Id" cartoon strip. In the past, learning to type typically occurred in a classroom with the clickety-clack of many typewriters filled the air. Now it's more likely to occur at home where you can make mistakes in blessed privacy and proceed at your own pace. Regardless of where you learn, the drill-and-practice routines with letter groups, words and paragraphs can be dull. However, with the Wizard and the Spirit providing guidance and a little humor, the task is easier and much more pleasant.

Wizard Vs. Spirit

A contest between the Wizard and the Spirit is the setting for practicing letter groups and words. The Spirit gradually adds letter groups to the screen, reducing the Wizard to a pile of ashes if the letters ever fill the screen. As the screen gets fuller, Spirit's expression becomes malevolently gleeful as he awaits the Wizard's demise. However, you are the Wizard's ally. When you type a group of letters correctly, the Wizard zaps them off the screen. Do this fast and often enough, and the Spirit begins to look worried--with good reason. If you clear the screen entirely, the Wizard gets to zap the Spirit, and you can earn bonus points by typing a sentence shown at the bottom of the screen. (You can enter a custom lesson that concentrates on your problem areas, too.) Another section of the program gives you timed practice with typing entire paragraphs. There are eight selections, or you may enter paragraphs of your own. Bung, the perennially tipsy court jester, will pace you typing at your choice of 10 to 60 WPM, if you wish. The final activity is the Game, in which speed is gradually increased as you complete each level. The program keeps a permanent record of your progress in the Game, providing a graphic report each time you log the program. The cartoon characters make learning more fun, with the likely result that both kids and adults will learn more from the program like *WIZTYPE* than from traditional drill-and-practice techniques. Motivation is the key to learning any new skill, and the gentle humor of this program helps provide that motivation. (Software; Keyboard; Digital data pack; also available on disk for Apple, Atari, C64, IBM PC/PCjr from Sierra.) *Recommended.*

ADAM FANTASY GAMER (★ ★ 1/2/★ ★ ★ 1/2) from *Mac's Consulting* of Canada includes three programs: two text adventures with graphics and an "Adventure Creator," which is the real star of the show. The programs are written in SmartBASIC, and the parser (the portion of the program that analyzes the player's keyboard input) is in machine language. This allows faster analysis of commands and use of more words in the game vocabulary than adventure games written entirely in BASIC.

The Adventures

Ideally, you should play and solve both games before moving on to the Adventure Creator, since working with the Creator reveals many "secrets" of the two adventures. The first game is "Bob Squad," an intermediate-level adventure in which you must find and deactivate three bombs planted by terrorists in the embassy of Lunaria. The second is a fantasy adventure, "The Visitor," in which you befriend an alien being and help him find his mother ship. B)

adventures include illustrations with some animation. These are not mere decoration, since important clues are revealed graphically. Both games are well written and compare favorably with the few other adventures available for Adam.

Adventure Creator

The best reason for owning this program is the Adventure Creator, which is well supported with a detailed instruction manual. Creating an adventure from scratch is an involved and difficult task that is made easier with Adventure Creator. The program assumes that you understand BASIC programming, and you will have to put that knowledge to work. The manual guides you through the process of mapping your game, provides a listing of the Creator program, explains the operation and application of the parser, and teaches you the use of sprites to create animated graphics. (For some Adam owners, the section on sprites alone makes the program a worthwhile purchase.) When you have completed your first adventure with the help of the Creator, you will have learned more about programming than you knew before you started. You'll have fun, of course, but the knowledge gained is a lasting benefit of the program. (Solo use; Keyboard; Digital data pack.)

Recommended. (MSR \$34.95)

CRITICALLY SPEAKING..

COMMODORE 64-COMPATIBLE

COUNTDOWN TO SHUTDOWN (★★★ 1/2/★★★) is a game of exploration and strategy from Activision. You control a team of eight androids on a mission to repair the underground core of a huge power plant. The hundreds of rooms on each of the plant's eight floors are guarded by myriads of automated defenders, guard androids posing many challenges to your team. You send your androids into the plant one at a time, basing their assignments on each android's abilities. They have differing degrees of scientific, technical, medical and combat skill, plus varying quotas of intelligence, power, strength, and mobility. Each starts with a single laser pistol as his only defense, but there are many weapons and tools to be found in the 2000 rooms of the plant, including medi-kits for repairing damaged androids and trans-mats that let an android move up or down one or more floors without need of an elevator.

Many Surprises

The sheer scope of the power plant is mind-boggling, and there are many surprises to be found--some anything but pleasant. There are some very nasty guardians to be found and giant craters in some rooms, where a hasty step can lead to a disorienting plunge down several levels. It's easy to become lost in the maze, yet you can't afford the time to make extensive maps. The power core gets hotter by the minute! (You can save a game in progress.)

Action and Strategy

The massive size of the playing area can make for very long game sessions. Yet the unknown surprises lurking behind closed doors keep you playing on and on. The overhead, three-quarter perspective gives a solid, three-dimensional look to the graphics, and the sound effects add to the realism. The action can be intense at times, especially as your androids begin to penetrate the lowest levels, but the emphasis is on strategy. An innate, good sense of direction helps, too. If you like the challenge of a big puzzle that requires brainpower as well as eye-hand coordination, then this game will appeal to you. (Solo play; Joystick & keyboard; Disk.)

Recommended. (MSR \$32.95)

ALCAZAR: THE FORGOTTEN FORTRESS (★★★/★★★ 1/2) is a puzzle game on a grand scale which contains an action/adventure game within the overall puzzle. It was designed by Tom Loughry for Activision. In a tale that could have come from the 1001 Arabian Nights, your character's goal is to find a route through a maze of castles to reach Alcazar. Here he will attempt to capture the jeweled crown which is guarded by genies.

Onward to Alcazar

The game begins with an appropriately exotic musical theme and a

view of the overall map which shows the location of the castles and Alcazar itself. When you move your character into one of the castles, the screen changes to an overhead view of the castle's entrance room. As your character explores, you soon learn to be alert for visual and auditory clues of the dangers present. There are tigers, griffins, tarantulas, and scimitar-wielding guards. In addition to the creatures, there are bottomless shafts and deranged flying carpets. But the dangers must be endured to find the necessary tools for this quest: guns, ropes, rings, rafts, and even an extra explorer or two. The pace is fast, the sudden danger often startling, and the variety of more than 750 rooms is enough to keep you from developing a single, successful pattern to win the crown of Alcazar. (Besides, the overall map changes with each new game.) Animated graphics with an unusual overhead point of view combine well with the sound cues and combat sequences. If you like your adventures loaded with action, you'll find this game to your liking. (Solo play; Pause; Joystick; Disk.) *Recommended* (MSR \$32.95)

Artificial Insanity From Mindscapel (and a few other interesting things!)

Mindscape has let us in on their show plans which sound as though they're having fun programming! The first new entry for the Show is **RACTER** (short for raconteur) which promises "artificial insanity" as it allows the computer owner to have a spontaneous, albeit bizarre, conversation with his/her computer. Boasting a 2,800 word vocabulary and an astute knowledge of English grammar, *Racter* responds to questions in complete and surprisingly sophisticated sentences. No two conversations will ever be alike; in fact, chances are that *Racter* will never answer the same question the same way twice. During the course of a conversation, *Racter* stores some of the user's own words and phrases and reinserts them into conversation at a later time. At those times when a topic simply does not compute, *Racter* will cavalierly set course in a different direction without looking back (sound like anyone you know?). Mindscape promises this "tongue-in-chip" program for the IBM PC, Apple II, and Macintosh (\$44.95).

Graphic Text Adventure for Macintosh

DEJA VU transports the player into the suspense- and danger-filled world of a 1940's mystery as someone suffering from amnesia who must solve a murder and find out what your identity is before being arrested for the crime. Two text adventures, **FORBIDDEN CASTLE** and **VOODOO ISLAND** (planned for Apple II, IBM PC, and Macintosh) include "wandering" characters that appear at various locations in the story environment and possess "moods", causing them to react differently each time situations and events are presented.

James Bond A View To Kill

More text adventure will await you as Mindscape has licensed the brand new James Bond film, leading you through a series of escapades that only our favorite secret agent can survive. Another text adventure, **THE MIST**, is based on Stephen King's novella of the same name - a horror-filled adventure.

Intellectual Challenge Too

THE DOLPHIN'S RUNE: A POETIC ODYSSEY couples fine art with intense intellectual challenge. The program draws the player into a mystical, underwater world and a quest for the secret to ancient dolphin lore. The player assumes the role of a dolphin in order to locate and negotiate color currents. As each color current is mastered, the player enters the seabed to search for runes. Each rune unlocks hieroglyphics, encoded stanzas of dolphin lore. The program is planned for the C64 at \$29.95.

Finally, **THE LUSCHER PROFILE** (IBM PC, Apple II, Macintosh) is a color test based on the principal that accurate psychological information can be gained from analyzing a person's choices and rejections of certain colors (this test was first introduced in 1947 by Dr. Max Luscher who collaborated on this program).

CRITICALLY SPEAKING..

IBM PCjr-COMPATIBLE

KING'S QUEST II: ROMANCING THE THRONE (★★★★/★★★★)

Is the sequel to *Sierra's King's Quest*

(naturally), and it's truly a worthy successor. In this program by Roberta Williams, King Graham seeks the one maiden he desires to be his Queen.

It seems that this maiden, Valanice, is being held prisoner by the jealous crone, Hagatha, in a quartz tower guarded by a wild and ferocious beast. Graham's quest to rescue Valanice is not easy. With your help, he must journey throughout the land of Kolyma to find

the three keys that will unlock the three doors leading to the enchanted land where Valanice is held captive. Once you've helped King Graham rescue his fair maiden, at last he can lay his kingdom--and his heart--at her feet.

Fit for a Queen

On your quest, you will find many treasures fit for a queen, such as diamonds and sapphires. You'll also find many a worthless item, such as clamshells. But collect as much as possible; even a clamshell might come in handy! The quest will take you through 100 screens. You'll meet many characters, some helpful and some deadly, but all fully and beautifully animated. From a fairy's fluttering wings to waves crashing on a rocky shore, this game has the best animation I've ever seen in a graphic adventure--or in any game using animation, for that matter. It also boasts the outstanding, double hi-res graphics and unique three-dimensional perspective which made the original King's Quest such a success.

But Wait; There's More!

Not only do you get superior graphics, but you also get 13 musical tunes and a 660-word vocabulary. On the PCjr, you even get bonus audio enhancements, such as frogs croaking and lions roaring. If this sounds like an impressive program, you're wrong. It's a very impressive program. Roberta Williams has simply outdone herself this time, making *KING'S QUEST II* the best game of its genre and an absolute must-have for IBM PC and PCjr adventurers. Good luck on your journeys with King Graham. I just know you'll find success. After all, doesn't true love conquer all? (Solo play; Pause; Keyboard or Joystick; 2 disks for PC/PCjr; coming soon for 128K Apple II.)
Recommended. (MSR \$44.95) -Patrick McGrath

(Editor's note: we have faith in Patrick's great enthusiasm for *KING'S QUEST II*. This is the only time he has ever awarded a 4-star rating to any game.)

MORE ADVENTURE GAMES

Great news for adventure gamers! We have learned that Kim Schuette's work on the sequel to his excellent *Book of Adventure Games* is progressing nicely. He and his publishers, the Book Division of *Arrays/Continental Software*, are planning to release the second volume of adventure game plots, hints and maps in time for the Christmas, 1985 buying season. *The Book of Adventure Games* was greeted enthusiastically by gamers when it was published a year ago, and the sequel should do well, too. Our readers can look forward to a review as soon as the book is ready.

THE SEVEN CITIES OF GOLD (★★★/★★★★ 1/2) is a game that Christopher Columbus would have been proud of. This adventure from Ozark Softscape and Electronic Arts takes place during the age of discovery, the years 1492 to 1540. The stage of history that once belonged to Spain now belongs to you! Set sail from Spain in search of a new world, one inhabited by restless natives. There are over 2800 screens to represent the worlds you'll explore. The object, of course, is to find the gold. But once you find it, how will you take it? Trade? Trickery? Conquest? The choice is yours, and the natives are the key to your success.

Adventurer at Heart?

Have you ever felt that you were born in the wrong time? If you've ever wished that you could set sail into an unknown land, this may be the only chance you get! This game brings the age of the explorer to life as no history book ever could, letting you experience much of the excitement of those days--and none of the discomforts. And all the New World isn't quite enough for you to explore, the program's "World Maker" will create truly unknown lands to conquer. This second effort from Dan and Bill Buntin, creators of *M.U.L.E.*, looks as if it will mirror its predecessor's success. (Solo play; Joystick or Keyboard; 128K disk for PC/PCjr/XT; Color card required; also available for Apple II, Atari, C64.)

Recommended. (MSR \$40.00) (P.M.)

...Patrick McGrath

More LucasFilm From Epyx!!!

Epyx should have a very busy booth based on our advance word on what they'll be showing. A company which has shown a flare for some fine product, it sounds like they may have several winners to tap for the Summer and Fall. The first two (which are the remaining titles coming from the LucasFilm agreement of a few months ago) sound like potential winners. **THE EIDOLON** is a curious 19th-century machine whose inventor is lost to history. The LucasFilm crew has managed to piece together this wonderful machine that takes the adventurer on a magical journey to a land filled with trolls, greps, and fierce Guardian Dragons - a tale of fantasy trip. **KORONIS RIFT** is the site of the weapons testing grounds of the Ancients. The year is 2242, and the player is a techno-savvy scavenger, choosing weapons and strategies to find the treasures of the Ancients, battling the hostile guardians of the secrets. Both programs are planned for Atari and C64.

More Olympic Events

Not satisfied with their hit *SUMMER GAMES* and the superb follow-up, *SUMMER GAMES II* (see review this issue), Epyx is now on the drawing boards with **WINTER GAMES** (Apple, C64, PC) which will include six events: ski jumping, ski biathlon, hotdogging, freestyle skating, speed skating, and a hairpin bobsled race. We got one reviewer who's already lacing up the skates!

More Follow-Ups

Also planned is **WORLD'S GREATEST FOOTBALL GAME** (Apple, Atari, Mac) which is a game of action and strategy in the mold of *World's Greatest Baseball Game*. **TEMPLE OF APASHAI TRILogy** (Apple, Atari, C64, PC/PCjr, MAC) is a 3-game package for the price of a single game. It's a series of role-playing fantasy adventures in which the player's characters grow in strength. It includes *Ten of Apshai*, *Curse of Ra*, and *Upper Reaches of Apshai*--all three with improved graphics and faster action. Among the earliest of the classic role-playing computer adventures, these will have over 1400 separate chambers to explore. Epyx told us they are putting this program out because they have had "lots of requests" for more challenging versions of these classic games.

CRITICALLY SPEAKING..

APPLE-COMPATIBLE

PHANTASIE (★★★/★★1/2) from *Strategic Simulations* is an intermediate-level role-playing adventure that promises many hours of exploration and fighting in a medieval setting. Your quest is to recover the Nine Rings and defeat the Black Lord. On your way to this ultimate confrontation, you will meet and battle a wide variety of monsters, learn the subtleties of casting spells, explore orc-infested dungeons, gain experience and gold, and solve lots of puzzles.

Flexibility

There's quite a bit of flexibility in this adventure, because you can get out with a party of one to six adventurers, plus elementals (fire, earth, water). With the stiff odds often encountered in monster battles, we soon learned that a large party was much better than a small one. The party is assembled in a town, where all adventures begin and end. Here you can generate as many as 37 characters at the wild, using simple menu choices to select race (human, dwarf, elf, gnome, halfling, or the program's choice from a potpourri of "random creatures") and class or profession (fighter, monk, priest, ranger, thief, or wizard). (The "hobbit" race is mentioned twice in the instructions, but it does not exist in the game.) Attributes of strength, intelligence, dexterity, constitution, charisma, and luck are distributed by the program. Once you choose a name for your character, you have the option to add that character to the guild or reject it. Characters can be saved on a separate disk (a good idea in case one you especially like is later killed), and several 6-member parties can be exploring the countryside concurrently. Once a party is formed, you may go to the bank to withdraw gold for expedition expenses, such as a trip to the Armory. Gold may also pay for learning spells or training an experienced character to go up a level.

Easy to Understand

Despite its initial appearance of complexity, we found this game fairly easy to understand and play. Forming a party of several adventurers, often a time-consuming task in other games that allow more than one character, is quite straightforward in *PHANTASIE*. Within the game itself, use of menu choices makes commands quick to execute and keeps you from searching through the instructions every time you try something new. However, for some reason we never could figure out, the program doesn't always allow every choice. For example, in the monster encounters where we decided to fight, no matter how many times we chose "attack" or "slash," the program reacted as if we had selected "thrust." These inconsistencies are usually the mark of a program rushed to market before it's quite ready, which is most unusual for anything from Strategic Simulations. We enjoyed the program, but it should have been more carefully checked before release. (Solo play; Keyboard; 5 1/4 Disk; coming soon for C64.) MSR \$39.95

New SSI Wargames Planned

Strategic Simulations (SSI) plans the Fall release of several new wargames. The first, **COLONIAL CONQUEST**, is a game of world domination in 1880 and 1914. **SIX-GUN SHOOTOUT** is billed as a fast-action strategy game containing nine scenarios during the Wild West. **MECH BRIGADE** features armored warfare of the 1990's with four scenarios -- each in a different area of West Germany. **ALBANY 1985** provide the scenario of a possible NATO-USSR confrontation -- this time in Norway. **WINGS OF WAR** allows you to fly to the skies in World War II. You can choose from 36 different American, British, German, and Japanese warplanes.

Broderbund Bullish at Show

Broderbund plans high visibility at the C.E.S. with over ten new home-oriented products, including new versions of its big hit, **PRINT SHOP**. The **BANK STREET** series will be expanded with **BANK STREET MAILER**, a letter writing program and mailing list program in one for Apple. It will be made available in both 64K with a 40-column screen display, as well as a 128K version which offers the choice of a 40- or 80-column screen display and includes an on-screen calculator. Both versions will retail for \$69.95. **BANK STREET FILER**, compatible with all the other Bank Street products, is a database program for the Apple family and will also retail for \$69.95.

Into Science Too

The **SCIENCE TOOLKIT MASTER MODULE** includes both hardware and software for Apple and gives you all the equipment you need to turn your computer into a real science lab. The Master Module includes three devices to get users started: a temperature-sensing probe, light-sensing probe, and a special interface box that connects these probes to the computer via the joystick port. The program also includes four on-screen lab instruments: a thermometer, light meter, timer, and strip chart. Broderbund also plans to release additional modules including different external devices and new, software-based, on-screen instruments. Suggested retail will be \$59.95.

One New Entertainment Program

In the entertainment mode, Broderbund will show **CAPTAIN GOODNIGHT AND THE ISLANDS OF FEAR** which we've talked about before. As a reminder, the game puts you in the driver's seat of helicopters, airplanes, tanks, trucks, and a submarine as you attempt to save the world from destruction. It's an arcade game with a storyline, real characterization, theatrical devices such as cutaways and close-ups. It will be available for the Apple family at \$34.95.

Sneak Look at Commodore's Booth

Thanks to some friendly help from Commodore, we can tell you some of the interesting computer products that Commodore will be debuting at the show. First, before we go any further, we've had a lot of questions regarding the shipping date on the Commodore 128. The latest word from Commodore is that they plan to begin shipping in small quantities in the second week of June. The 1571 Disk Drive will follow a little later this summer. We have been promised a unit as soon as it's available so we will be able to give you a "hands-on" review.

Hard Disk for the C128 and C64

Among several potentially exciting products to be introduced is a 10 Megabyte 5-1/4 hard disk system for both the Commodore 128 and 64, priced below \$600.00! Also planned is a low cost Commodore Local Area Network system targeting educational applications of the C128 and C64. We also expect to see an "affordable" 1200 baud modem for both computers, as well as a console-mount, high capacity dual 5-1/4 double disk drive system for the C128. By the way, Commodore also plans a technology exhibition showing some products of the future -- we'll report back to you!

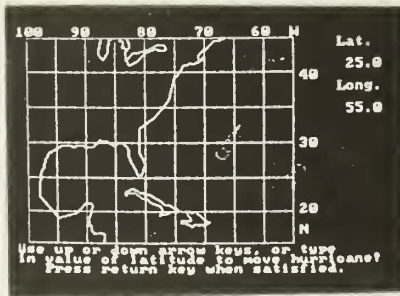
Update on the Amiga Computer

There's been a revised price and package configuration for the Amiga computer, due to release through Commodore in August. Previous "informed speculation" placed the price for the 256K Amiga with one disk drive at "under \$1500." At a recent Amiga conference for software developers, the package was changed to now include an RGB color monitor and the suggested retail price will be increased to "under \$2000". Sounds a bit pricey to us!

CRITICALLY SPEAKING..APPLE-COMPATIBLE

FORECAST!, YOUR AT-HOME WEATHER STATION was designed by

a group of nationally known radio and TV meteorologists for CBS Software. It is the perfect program for anyone fascinated by the weather, or for use in science classes studying meteorology. The package includes five activities and an excellent manual covering the basic principles of meteor-



ology and weather forecasting. The first activity, the *Weather Forecaster*, requires input of your own observations to predict weather for later in the day and tomorrow. Observations include degree of cloud cover, intensity of precipitation (if any), wet/dry bulb temperatures, current air pressure and pressure tendency, along with wind direction and speed. There is a choice of measurement standards (temperature in either degrees Fahrenheit or Celsius, for example). The program's calculations yield a forecast, along with wind chill and humidity figures.

Four More Programs

The second program is a calculator that converts measurements between Fahrenheit and Celsius, miles/knots/kilometers per hour, and inches/millibars of mercury. The *Weather Keeper* and the *Weather Tracker* programs each require a blank, formatted disk. The first lets you keep (and print out) a daily log of weather data, while the second lets you follow the paths of hurricanes. The *Weather Traveler* contains ten years' worth of average temperature, precipitation, and percent of sunshine records for major U.S. cities.

The program is suggested for ages 12 and up. Its most obvious appeal is for the science classroom or in homes where there is a high degree of interest in weather phenomena. Parents and teachers will appreciate the presence of a bibliography, a list of U.S. and Canadian colleges offering degree programs in the atmospheric sciences, and an address for the American Meteorological Society (memberships for amateurs and students available). (Solo or group use; Keyboard; Printer optional; 48K Disk; also available for C64, IBM PC/PCjr.)

Recommended. (MSR \$49.94)

WHERE IN THE WORLD IS CARMEN SANDIEGO?

(★★★ 1/2/★★★ 1/2) is a delightful mystery/adventure game from Broderbund Software. It's a good choice for family play, suitable for anyone from age eight to adult. Carmen of the game's title is the ringleader of V.I.L.E. (Villains' International League of Evil). She and her gang of nine have been stealing the world's treasures, and now it's up to you to solve the cases and work your way up through the ranks at the Acme Detective Agency.

Visit World Capitals

This is a great game for would-be globe-hoppers, since the V.I.L.E. feons lead you on a merry chase through the capitals of the world. At the beginning of each case, all you know is what has been stolen (a flying carpet from Baghdad, the Staten Island Ferry from New York, the crown jewels from London) and whether the suspect is male or female. By careful investigation of clues, you can find enough information for the Interpol computer to identify the perpetrator and issue a warrant. You'll also gather clues that help you follow the thief as he or she moves from city to city. (You'll know when you're on the right track; an animated V.I.L.E. henchman keeps appearing when you get close.) The program comes with the 1985 edition of *The World Almanac and Book of Facts*, a helpful reference book for following the thief's trail. Where else can you learn that the clues "tea" and "Veddah artifacts" mean the thief

has high-tailed it to Sri Lanka? As you solve more cases, your rank in the Acme Detective Agency will improve from Rook through a total of five ranks until you're finally an "Ace Detective." The higher your rank, the more difficult the clues, and the tighter your time limit for solving each case. When you finally capture Carmen Sandiego, your name will be permanently entered in the Detective Hall of Fame. (The program also keeps track of each detective's current rank and number of cases solved on the way to becoming an ace.)

Different Every Time

It would be very difficult to get tired of this game. It's different every time you play, with many possible combinations of the villains, 30 cities, and nearly 1,000 separate clues. Graphics are up to Broderbund's usual high standards, with amusing animated sequences and good use of music. The game is fun to play yourself, but it also lends itself to family sessions around the computer where everyone can participate. It offers an entertaining mix of adventure, humor, and intellectual challenge. And playing the game is an especially ingenious way to get kids to learn something about world geography and how to use a reference book. *WHERE IN THE WORLD IS CARMEN SANDIEGO?* is an excellent value for family fun and learning. (Solo or group play; Keyboard or Joystick; 64K Disk.)

Recommended (MSR \$39.95)

NEW FROM ELECTRONIC ARTS

Archon II: Adept, previously available for Atari and Commodore 64, was recently released for the Apple II series. This sequel to *Archon*, designed by Free Fall Associates, pits the forces of Order against those of Chaos in a strategic, chess-like game in which magic is a very important element. (MSR \$39.95)

Disk Disaster!

Our reviewer barely got started on Penguin's *RingQuest*, a sequel to *The Quest* for Apple II, when disaster struck in the form of a crashed disk. (These things happen to everyone sooner or later.) Watch for the review next month!

Conversions from ACCESS

Access will debut two major conversions for the Apple family of computers with *BEACH-HEAD* and *RAID OVER MOSCOW*. We should hope to see *BEACH-HEAD II* which has been delayed from its original release date of early Spring.

Travel by Computer

COMPUTRAV is an electronic directory of discount travel vacations offered by a nationwide network of suppliers including airlines, cruise lines, hotels, car rental companies, tour and charter operators, insurance brokers, discount clearinghouses, and other travel-related companies. Once you join the service you can log on to one of six main sections (tours, cruises, air, other discounts, remarks and Booking Sources) and view the information and download it to your printer. Computrav promises travel discounts of up to 60% off regular prices with the biggest discounts on the "15 minute" trips. You cannot book the trips directly through the service but they do list the booking agent next to each discounted travel option. Cost is \$1.00 per month (one-time sign-up fee of \$30.00) plus 20 cents per minute of connect time. If you'd like more information, write directly to *COMPUTRAV*, 622 Broadway, 14th Floor, New York, NY 10012.

CRITICALLY SPEAKING..APPLE-COMPATIBLE

HUNDERSCAN is an interesting product from *Thunderware* for the Apple Macintosh. Advertised as a High-Resolution Digitizer, we bought one in-house to see if it could turn the photos we receive from various manufacturers into "half-tones" (the term for a picture which has been turned into thousands of little dots in order to be able to go through the printing process. If you take a close look at our local newspaper, you will find all the photos are really a series of thousands of little dots. If they were solid pictures, the printing process would turn them into mud!). ThunderScan works with anything that your can roll through your Imagewriter printer, such as forms, logos, photos, diagrams, handwriting, etc. Although most people do not have a use for an item which half-tones photos, we think that some of the other applications were of potential interest to many of you who must use diagrams, forms, maps, etc., in either your workplace or school environment.

Installation

The process of making your ThunderScan work is extremely easy. The scanner cartridge snaps in where your Imagewriter ribbon is normally. The adaptor box is hooked up permanently between your Macintosh and the printer - you never have to touch it again. You just flip a switch between Scan and Print. There's even a nice little micro tab to keep the adaptor box wire up out of the way. Once all that is installed, you can put the software into the disk drive and you go.

Scanning an Image

Before beginning, you can choose to scan the entire document, or part of it, as well as choosing whether to end up with an image at equal size, or larger or smaller. Click the Scan feature and the picture will feed through your printer as the scanner "takes the picture". You can see the picture appearing on your screen as it takes place. Once the image is scanned, you can work with it. In addition to features which allow you to adjust brightness and contrast, you have many of the features included in MacPaint such as erasure, using the pencil, fatbits, etc. You can then save your finished image to the ThunderScan software or directly into your MacPaint software (once it's been saved as a MacPaint document, you can no longer adjust it in any way).

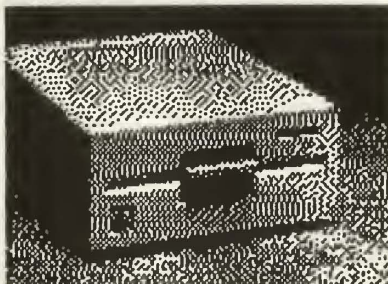
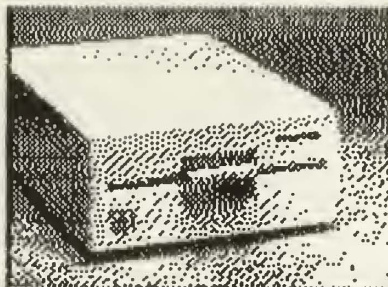
Too Good to be True??

We had read some pretty good reviews elsewhere and figured this thing was too good to be true. Frankly, we discovered drawbacks which indicate this technology just isn't perfected yet. We began with a tough chore -- the picture of 'Parker Bros.' *CLUE* (seen elsewhere in this issue but half-toned by the printer). It was a dark picture to begin with and no matter how much adjustment we made, we could not come up with a picture in which you could make out anything more than the word, *CLUE*. We then went on to a picture which had much better contrast which did provide better results (see pictures of new Apple disk drive below -- printed at two different contrasts). In addition to the muddiness problem, we didn't like the way the magnification feature worked. If you scan it at the wrong size, you can **NOT** adjust the sizing. You must re-scan the entire picture. We also found it extremely difficult to work with the fit feature. Although there is a small window in the upper left corner which is supposed to indicate where in the picture you're working, we found it virtually impossible to see exactly where we were in the exploded format, making it very difficult to make the changes necessary. We feel this technology can probably be terrific, but it just hasn't gotten there yet.

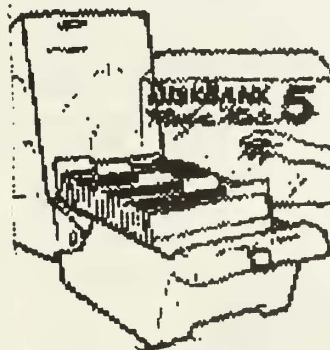
Not recommended (MSR \$229.00)

Loved??

Don't forget to let us know if you move so you don't miss any issues. Either send us your old label, or the last four digits from your mailing label so we can quickly make the change.



New "half-size" Apple disk drive coming for Apple II series (same basic design as the DuoDisk) as shown using *THUNDERSCAN*.



Very simple pencil drawing of Ameray Media Mate disk storage unit as shown using *ThunderScan*.

PATHWORDS (NA/★★) from *CBS Software* is a word game with a diamond-shaped playing field, a grid of 109 letters. The object is to make the longest possible words by linking adjacent letters. The first letter of the word is restricted by the program: the player chooses one of three letters for the first turn, but each subsequent word must start with the final letter of the last word constructed. There is a time limit, and using certain letters earns bonus points.

Dull and Boring

As a solitaire game, we found **PATHWORDS** dull and boring--and this reviewer loves word games! Unfortunately, it's only slightly better with the addition of competitors, even though strategy then comes into play. Regardless of the number playing, we found the program's response to both keyboard and joystick input annoyingly slow. We like word games of all kinds, but this one doesn't make the grade. There are better word games to be found, even if you don't look beyond the titles made by CBS Software. Their *Webster: The Word Game* is livelier and more entertaining by far than **PATHWORDS**. (Solo play; 2 to 4 players alternating; Pause; Joystick or Keyboard; 48K Disk; also available for C64, IBM PC/PCjr)

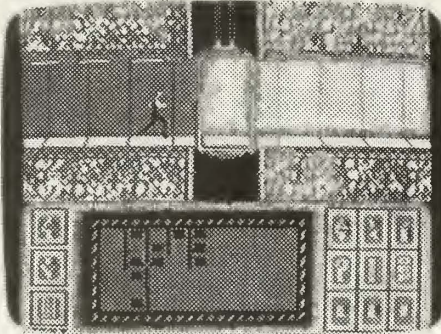
Not recommended. (MSR \$34.95)

*Q*Bert Qubes Update*

Following our report last month regarding the existence of very small quantities of **Q*Bert's Qubes** in unknown formats, our phones lit up. We sincerely thank the readers who called to inform us what they had found and purchased. It appears that Toys R Us received very small quantities of 2600 and ColecoVision versions -- not available in all locations. Again, if you're a collector, call around *FAST* as it is very apparent that very tiny quantities were made.

CRITICALLY SPEAKING..APPLE-COMPATIBLE

IMPOSSIBLE MISSION (★★★ 1/2/★★★ 1/2) is a spy-themed climbing adventure from *Epyx* that's backed up with a tongue-in-cheek scenario about Elvin Atombender, a mad professor bent on destroying the world. Your mission as Special Agent 4125 is to infiltrate Elvin's stronghold, evade robot defenders, and decipher the password by finding puzzle pieces hidden in the furniture. You'll ride elevators, search hidden passages, and learn to do the Special Agent forward flip over obstacles. No weapons but agility and wits allowed in this contest! You do get a standard-issue pocket computer to help solve the puzzle, but it's still a tough race against the clock to find the password and enter Elvin's control center.

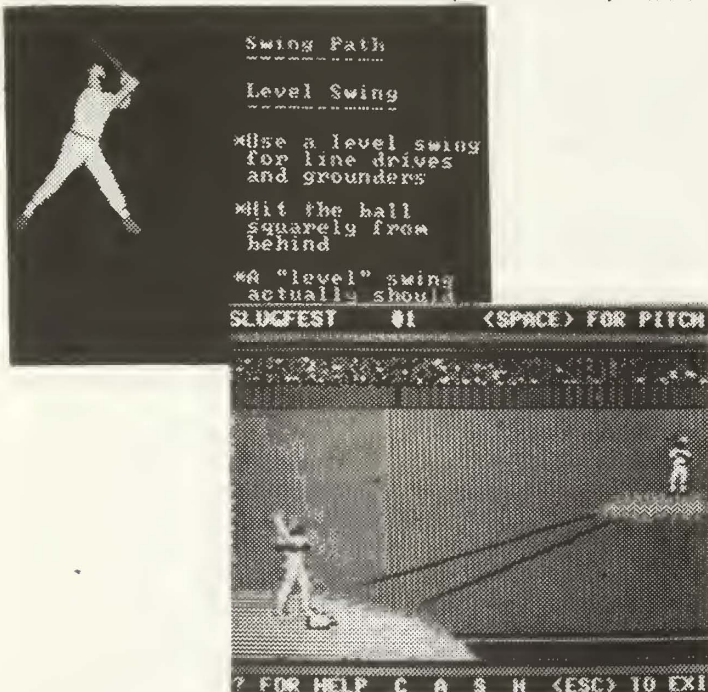


Action and Strategy

This is a great translation of a game designed first for Commodore 64. Only the voice synthesis of the original is missing, which doesn't affect game play at all. (Unfortunately, voice synthesis is mentioned on the package--Epyx is using the C-64 box with an "Apple II" sticker on one corner.) Graphics are quite well drawn, with especially good animation of the agent. The blend of action and strategy makes the game a stimulating challenge, and it's different every time you play because rooms and robots are rearranged and the puzzles are different. (Solo play; Pause; Joystick; 64K disk; also available for C64.)

Recommended. (MSR approx. \$40.00)

DAVE WINFIELD'S BATTER UPI (★★★/★★★) from



Avant-Garde is a very interesting "tutorial-type" baseball program in two parts. The first, *A Lesson With Dave Winfield*, is just that. Choose what you'd like guidance in, whether it's your grip, stance, pitch, swing, or hitting strategy and you'll be taken through illustrations for the item(s) you've chosen. The second part is *Practice and Slugfest* where you can opt for either a Hitting Practice or an out-right Slugfest. In the Hitting Practice, you have

your choice of three pitchers (specialists in fastballs, curveball and breaking balls) and the league in which you want to play (lev of difficulty). Choose whether you wish to bat right- or left-hander select your stance, and your chosen swing height. The practice screen appears where you can see both the pitcher and your batter. If you swing and miss, the message board indicates your error (swing too high, etc.). If you don't swing, it will tell you whether the pitch was a ball or strike. If you hit the ball, you go to an overhead shot of the diamond and the screen indicates the result (foul ball, out, single, etc.). In the Slugfest option, you can compete against yourself or up to three other players. You play against a selection of eight pitchers in major-league parks, building up hitting averages. While you choose the starting pitcher, if you do too well against him, the computer/manager will put another pitcher in!

The Act of Hitting

Included in the package is a 55-page booklet written by Dave Winfield, *THE ACT OF HITTING*. In the booklet, many of the tutorial aspects of the program are written in greater detail with pictures and diagrams, giving the reader a good supplement to the computer program.

Good for Fun

While this certainly cannot take the place of real-life batting practice, it is certainly fun to work at various techniques--swinging, stance, grip, etc., which you can do with this program. The tutorial is very good, easy to understand, and extremely useful, especially to those Little Leaguers who need to learn the fundamentals. Learning can be a great deal of fun when combined with the extremely good visuals used, and being able to watch the results of the adjustments you make to your batting. All in all, we found it to be a very good tutorial in an entertaining presentation. (Joystick or keyboard; 64K disk; also available for C64 and IBM PC/PCjr--128K)

Recommended (MSR \$39.95)

THE RAILROAD WORKS (★★★/★★) is a computerized model railroad by the Connelly Group for *CBS Software*, suggested for ages 10 and up. The program lets you build any number of track layouts over twelve screens, and then run old-fashioned steam-driven trains or modern diesels over the courses. (You can save your best track-building efforts.) In the "Train Game" mode, you must keep your trains on schedule as you load freight and passengers and take them to their destinations. The graphics in this program are nicely done, but we found both the concept and its execution boring. Anyone without an interest in model trains is unlikely to care for the program, and model railroad buffs will find this simulation much too tame in comparison with their "real" Lionels and other miniature rolling stock. (Solo use; Keyboard, joystick or mouse; 48K Disk; coming soon for C64, IBM PC/PCjr.)

Not recommended. (MSR \$34.95)

Calling All Detectives!!

We've been invited to investigate another murder -- this time a mysterious card has arrived, signed by Perry Mason asking us to investigate the **Case of the Mandarin Murder**. Our first clue is that we must visit the *Telarium Software* booth...when we solve the case, we'll report our findings!



CLUE is Parker Bros.' entree into games for your video cassette player and it adds an interesting dimension to the old standby board game of the same name. All your favorite Clue characters come to life -- from Miss Scarlet to Colonel Mustard, Prof. Plum, Mrs. Peacock, and more. In addition, there are a few characters introduced to us for the first time in this video version. As a brief background to the game, each player secretly assumes the identity of one of the plot's characters by choosing the character's card from the Suspect Deck. You then prepare your Detective Factsheets which are used to eliminate suspects, weapons, and rooms as the game progresses. Throughout the vignettes, all staged in an old mansion, the players must be on the lookout for clues as they are unveiled. It's a game of deduction as the play progresses. There are Investigation Cards which must be taken as you begin your turn which tell you what to do. As a rule, they give you three options from which to choose. Perhaps you can look at someone else's Clue Card, or you may have to read one of your clues aloud, or you may be given the opportunity to replay a scene. Clue Cards are dealt out at the beginning of the game with each card revealing one clue for each mystery.

Parker Bros. has made the game extremely easy to understand as Didit, the butler, begins the video by explaining the rules and introducing the cast of suspects while presenting a sample case to solve. This gives the players a chance to get a feel for the game. Once the players feel comfortable with the way the game works, you can fast-forward to any one of a total of eighteen different mysteries with increasing levels of difficulty. Didit, the butler, will not leave you as he continues to weave in and out of the various mysteries letting you know a scene is coming to an end, when to use your VCR, etc. With Didit, it's extremely difficult to lose your place. As an additional help, the scene number is super-imposed on the screen, as well as the room you are in at any given moment. All mysteries have five chapters and multiple crimes to solve.

Great Fun for Groups

Having been CLUE fans for many years, we were anxious to try out this "state-of-the-art" version. We were pleasantly surprised as we found it took a great deal of concentration to follow all the clues that were being acted out - both verbally and visually. The game reminded us, in sorts, of the *Murder Mystery* games by Vidmaxon Laser Disk which we reviewed last year. Obviously, the flexibility and incredible storage capability of the laser disk makes those other mysteries more involving and they included many more cases to solve, with various twists and turns along the way. The advantage CLUE is the huge installed base of VCR owners and the immediate recognition factor most people have with CLUE. We feel the most enjoyable way to play this is in a group atmosphere - it's perfect for parties and you could come up with quite a theme party to go along with a night of mystery! Available initially on VHS, with later production on the BETA format, you can find the package at mass merchandisers and major toy chains.

Commended (MSR approx. \$39.95)

Datasoft Sneak

There's lots brewing at Datasoft at C.E.S. that we'll be looking at firsthand. Licensed titles will be their main thrust beginning with a potentially exciting signing with Steven Spielberg for the rights to his summer movie release, **THE GOONIES** (opening around the country on June 7). An action/strategy game is planned based on the adventures of the Goonies kids in the film. Each screen is an elaborate Rube Goldberg type maze with eight screens of increasing difficulty. The game will involve multiple characters who must be coordinated in their actions in order to make their way through the intricacies and pitfalls encountered throughout the game. Your goal is the pirate's treasure, but beware of the evil Mama Fratelli, who wants the treasure for her family of crooks. A limited number of packages will contain a replica of the treasure map used in the film. There will be a combo disk for C64 and Atari at a suggested retail of \$29.95 while the Apple version will retail at \$39.95.

Zorro Rides Again

Another license will bring **ZORRO** to your computer, set in the Old Los Angeles of the 1800's. The game begins with the abduction of a fair maiden by the evil Sergeant Garcia's soldiers. Zorro's pursuit takes him through 15 scenes of increasing difficulty, including four in the catacombs beneath the mission graveyard. He must leap from rooftops, trampoline his way from one floor to another, and engage in duels with the soldiers of Garcia. The combo disk for C64 and Atari will retail for \$29.95 while the Apple version will be \$39.95.

Two Arcade Hits Too

POLE POSITION II and **ELEVATOR ACTION** will be released on a combo disk for C64 and Atari (\$29.95) - both are well-known titles from the arcades. We understand that **POLE POSITION II** has, in addition to four tracks of increasing difficulty, a feature allowing the player to design his own track (something that has become more and more popular). By the way, the long-awaited **ALTERNATE REALITY** is set for a late summer release. It appears that the PCjr version has been dropped from release plans, with versions for Apple, C64, and Atari the only ones planned. We applaud Datasoft for continuing to develop program adaptations for Atari. There is a huge installed base and we have seen less and less new product for the machine. Reportedly, many retailers have seen a softening in the Atari software market, but that has begun somewhat of a turnaround. When conversion is not prohibitively expensive and with the ability to put the Atari version on the same disk as the C64 version, it's a very viable way to introduce new product for the computer.

Electronic Arts Goes MAC

We've learned that Electronic Arts is planning to enter the Macintosh arena with some pretty interesting programs. The first two are re-designed "deluxe" editions of **PINBALL CONSTRUCTION SET** and **MUSIC CONSTRUCTION SET**. Also on tap is the **CALCULATOR CONSTRUCTION SET** which allows users to create their own notepad calculators, including scientific, hexadecimal and children's varieties.

The Macintosh Show??

Based on the early leaks coming from the various companies, it appears the Macintosh has really arrived as **THE** machine to program for. We're anxious to take a look at the programs we've been told about, as well as all the others which will, undoubtedly, be at the Show.

Music Printout Feature

Due to demand, *Sight & Sound Music Software* has added a music printout feature to **MUSIC PROCESSOR** (C64). The program makes use of 99 present instrumental sounds and special effects and can be upgraded to the new program by sending your old program and \$15.00. The retail for the complete program is \$29.95.

AVAILABILITY UPDATE

(Editor's Note -- at this time, we are not aware of *ANY* games scheduled for *ANY* dedicated game system)

ATARI COMPUTERS

SECOND QUARTER

BC Grog Revenge (SOL)
Breakers (SYN)
Brimstone (SYN)
Broadsides (SSI)
Great American Road Race (ACT)
Reforger 88 (SSI)
Ronin (SYN)

APRIL

Essex (SYN)
Halley Project (MIND)
Pole Position II (DS)
Raid Over Moscow (ACC)

MAY

Mindwheel (SYN)

JUNE

Wishbringer (INF)

JULY

Temple of Apshei Tril (EPYX)

SEPTEMBER

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

OCTOBER

Eidolon (EPYX)
Koronis Rift (EPYX)

THIRD QUARTER

Alternate Reality (DS)
Colonial Conquest (SSI)
Elevator Action (DS)
Pole Position II (DS)
Six-Gun Shootout (SSI)
Zorro (DS)

COMMODORE 64

SECOND QUARTER

Blackjack (SCR)
Caribbean Quest (MF)
Essex (SYN)
Journey to Cavern of Doom (MF)
Maxwell Manor (AH)
Macbeth (IMG)
Miner 2049er II (MF)
Muppet Welcome Aboard (BRO)
x-Quink (CBS)
Railroad Works (CBS)
Sprintmaster 2 (ACC)
x-Talking Teacher (IMGC)

APRIL

Bounty Bob Strikes Back (BIG5)
x-On-Track Racing (GAME)
Short Circuit (MF)
Time Machine (IMG)

MAY

Alcazar (ACT)
Black Onyx (SOL)
Breakers (SYN)
Brimstone (SYN)
Countdown to Shutdown (ACT)
Dave Winfield Batter Up (AG)
Fighter Command (SSI)
Fireworks (ACT)
x-Jet Combat Simulator (EPYX)
Mindwheel (SYN)
Ronin (SYN)
Skyfox (EA)
x-Summer Games 2 (EPY)

JUNE

Ballblazer (EPYX)
Karateka (BRO)
Rescue on Fractalus (EPYX)
Wishbringer (INF)

JULY

Goofy's Word Factory (SOL)
Homeward Filer (SOL)
Homeward Money Mgr (SOL)
Temple of Apshei Tril (EPYX)

AUGUST

Winter Games (EPYX)

SEPTEMBER

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

OCTOBER

Eidolon (EPYX)
Koronis Rift (EPYX)

THIRD QUARTER

Alternate Reality (DS)
Beyond Forbidden Forest (COS)
Colonial Conquest (SSI)
Elevator Action (DS)
Mech Brigade (SSI)
Norway 1985 (SSI)
Pole Position II (DS)
Six-Gun Shootout (SSI)
Wing of War (SSI)
Zorro (DS)

APPLE II COMPUTERS

SECOND QUARTER

x-Archon II: Adept (EA)
BC Grog's Revenge (SOL)
Beamrider (ACT)
Blackjack (SRN)
Breakers (SYN)
Brimstone (SYN)
Caribbean Quest (MF)
x-Carmen Sandiego (BRO)
Computer Baseball (SSI)
Computer Quarterback (SSI)
Essex (SYN)
Halley Project (MIND)
H.E.R.O. (ACT)
I Damiano (IMG)
Journey to Cavern of Doom (MF)
King's Quest II (SOL)

Mastering ACT (CBS)
Music Shop (BRO)
Ronin (SYN)
Science Tool Kit (BRO)
War in Russia (SSI)
Wizardry Scenario 4 (SIR)

APRIL

x-Quink (CBS)
Trolls & Tribulations (CRE)
Wilderness (EDU)

MAY

x-Dave Winfield Batter Up (AG)
Donald Duck Playground (SOL)
Homeward Money Mgr (SOL)
x-Railroad Works (CBS)

JUNE

Beachhead (ACC)
ProDos Homeward (SOL)
Raid Over Moscow (ACC)
Wishbringer (INF)

JULY

Temple of Apshei Tril (EPYX)

AUGUST

King's Quest II (SOL)
Summer Games II (EPYX)
Winter Games (EPYX)

SEPTEMBER

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

THIRD QUARTER

Bank St Filer (BRO)
Bank St Mailer (BRO)
Capt'n Goodnight (BRO)
Mech Brigade (SSI)
Norway 1985 (SSI)
Science Toolkit (BRO)
Six-Gun Shootout (SSI)
Zorro (DS)

APPLE MACINTOSH

JUNE

Amazon (TEL)
Dragonworld (TEL)
Fahrenheit 451 (TEL)
Music Construction Set (EA)
Rendezvous with Rama (TEL)
Shadowkeep (TEL)
Sierra Championship Boxing (SOL)

JULY

Pinball Construction Set (EA)
Temple of Apshei Trilogy (EPYX)

SEPTEMBER

King's Quest (SOL)

OCTOBER

Winter Games (EPYX)

THIRD QUARTER

Calculator Construction Set (EA)

IBM PCjr

SECOND QUARTER

Blackjack (SCR)
Conan (DS)
Dig Dug (DS)
Essex (SYN)
Lost Tomb (DS)
Mystery Master-Felony (CBS)
Pac Man (DS)
Print Shop (BRO)
Quink (CBS)
Railroad Works (CBS)
River Raid (ACT)

MAY

Archon II:Adept (EA)
Breakers (SYN)
Brimstone (SYN)
Computer Baseball (SSI)
Dave Winfield Batter Up (AG)
Donald Duck Playground (SOL)
Interplanetary Pilot (CBS)
King's Quest II (SOL)
Mastering ACT (CBS)
Mickey's Space Adv (SOL)
Music Shop (BRO)
Ronin (SYN)
Winnie the Pooh (SOL)

JUNE

Wishbringer (INF)

JULY

Black Cauldron (SOL)
Homeward Money Mgr (SOL)
Temple of Apshei Tril (EPYX)

AUGUST

Goofy's Word Factory (SOL)

ADAM

MAY

Adam Thinks (Martin)
x-Dragon's Lair ** (COL)
x-Game Pak I (VIC)
x-Strategy Pak I (VIC)
x-Software Library (COL)

THIRD QUARTER

Best of Electronic Arts (CO)
Family Feud (COL)
Jeopardy (COL)
2010 Strategy (COL)
(** - disk drive format)

VCR GAMES

MAY

x-Clue (PB)

SECOND QUARTER

Rich Little's Charades (PB)

Subscriber Duging Service

Program	Cost	System/ Format	Quantity	Total
Alcazar:Forgotten Fortress (C64-D)	24.90			
Archon II:Adept (AP)	28.80			
Archon II:Adept (AT-D;C64-D)	24.90			
Barbie (C64-D)	28.80			
ChipWits (C64-D;IBM PC/PCjr*)	28.80			
Countdown to Shutdown (C64-D)	24.90			
Dave Winfields Batter Up (AP;IBM;C64-D)	28.80			
Fantasy Gamer (AD-DP)	26.10			
Forecast (AP;C64-D;PC/PCjr)	36.40			
Games Pack I (AD-DP)	17.40			
G.I. Joe (C64-D)	28.80			
Great American Road Race (AT-D;C64-D*)	24.90			
Imperium Galactum (C64-D;AP;AT-D)	28.80			
Impossible Mission (AP;C64-D)	28.80			
Kings Quest II (PC/PCjr; AP128K*)	32.90			
Pathwords (AP;C64-D;IBM PC/PCjr)	26.10			
Phantasie (AP;C64-D*)	28.80			
Quink (C64-D; AP*;PC/PCjr*)	26.10			
Railroad Works (AP;C64-D*;PC/PCjr*)	26.10			
Summer Games II (C64-D)	28.80			
Seven Cities of Gold (IBM PC/PCjr)	28.80			
Strategy Pack I (AD-DP)	17.40			
Sword of Kadash (AP;C64-D)	26.10			
Talking Teacher (C64-D)	26.10			
Thunderscan (MAC w/imagewriter)	198.00			
Where in World is C Sandiego (AP)	28.80			
Wiztype (AD-DP*)	23.00			
Wiztype (AP;AT-D;C64-D;PC/PCjr)	26.10			
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for 5-1/4" disks	11.80			
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 Commodore 64; IBM-IBM PC/PCjr; MAC-Macintosh
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 D=Disk; DP=Datapack; * = Pre-order

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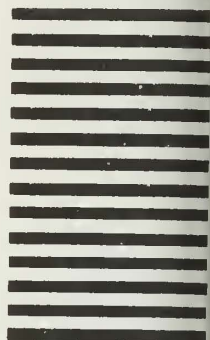
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the Drawing!!!***

WIN GIFT CERTIFICATES Good towards the purchase of Software from Computer Entertainer!! Computer Entertainer wants to know what you consider the "ultimate" in computerware. By sending us your "ultimate" computer idea, we will enter you in our random drawing. First Prize: \$50 Gift Certificate; Second Prize: \$25 Gift Certificate; Third Prize: \$10 Gift Certificate (Certificates applicable to current Subscriber Buying Sheet, not including special sale items, and general software stock items) Deadline for entries: June 15, 1985 postmark. Drawing to be held on June 25, 1985.

It's a common thing to talk about your home computer and say it's the best. It's also very common to chat about what you'd like to see for your system. We have decided to ask all readers what YOU think is the ultimate system... given NO barriers. That is to say, design your own system (and software) from scratch, with no regard to cost, system limitations, etc. You can tell us what you'd LIKE to see, or you can piece together products which already exist! After taking bits and pieces from all entries, we will attempt to construct the "most wanted" or "ultimate" system.

Please begin with the few specifics we have given as guidelines and continue from there (please use additional paper).²¹ When you're finished, send your completed entry to: COMPUTER ENTERTAINER - The Newsletter, 12115 Magnolia (#126), North Hollywood, CA 91607.

Name: _____
Address (Street): _____
City: _____ State: _____ ZIP: _____
Day Phone Number: _____
If you have a home computer system, please list all components: _____

Ideal system would include:
Amount of ROM: _____ Amount of RAM: _____ Built-In Disk Drive: Y/N _____
Type drive: single/double-side _____

The rest is up to you. And, while you're at it.... it's also important to do the same type of listing for your favorite, or your ideal software program! When all the results are in and totalled up, you'll see the results right here in Computer Entertainer - The Newsletter!