

Top Tapes From Nashville

# Video

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FEBRUARY 1986

The # 1 Magazine of Home Video

Mr. Muppet  
Jim Henson Interview

## *A VCR That Doesn't Record* **Super Simple Video**

**Rental Runaround**  
*What's Wrong With  
Your Video Store*

**Grey Market Gamble**  
*Is The Bargain  
Worth The Risk?*



*Berger-Braithwaite  
Video Tests*

Kodak 8mm Modular  
Video System  
Canovision 8 Camcorder  
Supra Videocassette Player  
Canon VHS Hi-Fi VCR





90



96



100

## Features

### No-Frills Video

When is a videocassette machine not a VCR? When it's a VCP. A hands-on look at a low-cost alternative.  
By Doug Garr.....

82

### Music Video's Forgotten Frontier

Tuneful songs, sturdy stories and honest emotions are winning fans for country music videos.

By Andrew Roblin.....

86

### VCR Housekeeping

How to keep your VCR in good operating condition after the honeymoon is over.

By Murray Slovick.....

90

### "Sorry, That Tape Is Out"

The hardest part of setting up a home video system can be finding a good video store.

By David Allen Shaw.....

93

### Rock's Boswells

Rock is old enough to be history and popular enough to have its own cinematic chroniclers.

By Ira Robbins.....

96

### Jim Henson's Video Ventures

The man behind the Muppets talks about his foam-and-felt creations.

They're more than just good kidvid.  
By Ron Smith.....

100

### Secret Signals

Satellite dish owners get thrills out of unedited network feeds. For video spontaneity, bird is the word.

By Marc Wielage.....

102

### Jacks & Better

A guide to connectors, or how to turn an empty deck into a full house.

By Roderick Woodcock.....

106

### The VIDEO Index

By Claudia Ellis Harbert.....

157

## Program Guide

### News & Views

By Frank Lovece.....

59

### Top 10

Tape & Disc Sales & Rentals.....

61

### Reviews

Film & Video Clips/Quick Takes.....

62

### Directory

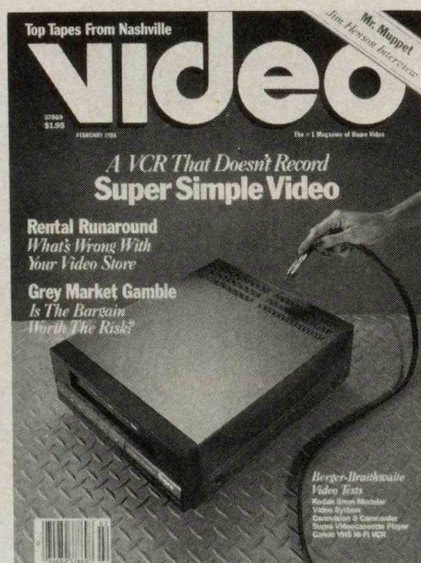
What's New on Tape & Disc.....

73

## Videotests

Kodak 8mm Modular Video System  
Canovision 8 VM-E1 8mm Camcorder  
Supra SV-70 Videocassette Player  
Canon VR-HF600 VHS Hi-Fi VCR  
By Berger-Braithwaite Labs.....

110



**About the Cover.** Is the videocassette player the ultimate in simplicity—or not worth the bother?  
Cover photo by Dennis Kitchen.

## Columns

### Channel One

Play-Only Video.....

8

### Fast Forward

Carver Super System.....

10

### Feedback

Collectors & Copyrights.....

12

### New Products

Radio Shack's Beta & VHS.....

18

### Fine Tuning

Heavy Metal (Particle Tape)

By Roderick Woodcock.....

32

### TV Den

Grey Market Gamble

By Roderick Woodcock.....

36

### Video Bookshelf

Kael & Ebert

By Kesten/Pinkwas/George.....

40

### Videogram

Views for Boozers

Edited by Ben Templin.....

44

### Audio Input

Elementary, My Dear Watts

By Ivan Berger.....

46

### Random Access

'Pinball Construction Set'

Onosko/Bloom/Templin/McComb.....

50

### Dateline Tokyo

KidVid Heaven

By Ichiro Kakehashi.....

54

### People

Stallone Takes the Blame

By Lorenzo Carcaterra.....

155

### Off the Air

Ready-Whipped

By Bob Brewin.....

166

# Random Access

## Personal Computers, News, and Games

### Ka-Ching, Ka-Ching

Programmer Bill Budge attracted attention several years ago with a computer game that lets pinball aficionados design and play their own silver-ball masterpieces. His *Pinball Construction Set* borrowed heavily from Apple's Lisa technology. Players pick up a picture of a game part with an onscreen hand, place it on a playing field, and see what happens when the image of a rolling steel ball hits it.

Of course, the program went on to become an early classic, and, in the meantime, personal computing caught up with the idea of icons and grabbers when the Macintosh was introduced. Now Budge is back with a version of *Pinball Construction* for the Mac (Electronic Arts, \$34.95).

This time, however, Budge has gone "retro" in his approach. He has eschewed the electronic noises of the first version for the digitized sounds of a mechanical pinball machine. When a ball hits a bumper, target, kicker or any of the parts in the new *Pinball Construction Set*, the Macintosh responds by playing back a precise and



staggeringly realistic recording of the actual sound. (Because of the immense amount of memory required for this trick, this only works on the "fat" or 512K Mac.) A total of eight sounds—bells, relays, the ball rolling on the table, etc.—are included, not

counting the overture of the coin being dropped into a slot and the "chicka-chicka-chicka" of the machine tallying up a credit. What beautiful old music.

As for the game itself, little has changed, save some fancy new graphics. What

was wrong with the old *Pinball Construction Set*—the lack of a way to give the machine a gentle body check and its inability to pay off with either extra balls or free games—is still wrong here. This new version, too, seems sluggish in the flipper department. For a much more accurate, although inflexible, pinball program, see Bruce Artwick's magnificent *Night Flight*. It is so well done and detailed that it is frightening to think anyone ever understood pinball so well.

Yet *Pinball Construction Set's* new auditory enhancement makes it especially endearing to those who appreciate classic pinball. The ironic part is that this new computer version celebrates machines long gone. Try finding the old mechanical tables amidst the proliferation of talking machines, video hybrids, and bizarre stylistic mutations. Except for a few that have been preserved in suburban basement rec rooms and dingy old-timers' pubs, they exist only in our fond memories and in the digital dream world of this cybernetic simulation.

—Timothy Onosko

### Funky, Funny And Floppy

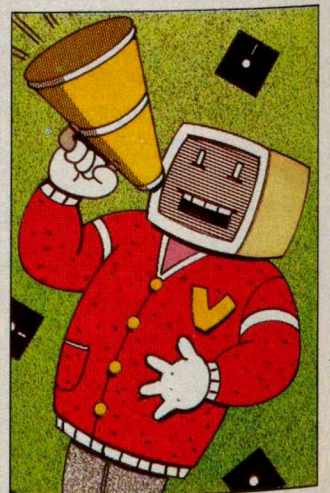
Pop music has weathered the computer onslaught with aplomb. Some performers try to surround them selves with every imaginable synthesizer. That MIDI (for Musical Instrument Digital Interface) is the new musical mode hasn't escaped the notice of lyricists either. Trendy songwriters may not compose lines on word processors, but they're sending out a digital message to the computer crowd.

Kraftwerk, the German

electro-band known mostly for the disco hit "Trans-Europe Express," christened the '80s with *Computer World*, an album of minimalist, high-tech ditties. "I program my home computer/Bring myself into the future," one entry offers. "I'm the operator of my pocket calculator/By pressing down the special key it plays a little mel-o-dee," notes another. Funk guru George Clinton plays on *Computer Games*, an album on which he asks the inevitable question, "May I invade your space?"

More recently, the British group Level 42 sang about a "Micro-kid with mega-thoughts," who "speaks digi-talk" and generates "square waves while computing new games." In "Floppy Disk," the title track from saxophonist Kirk Whalum's latest record, we're instructed, "Never touch a floppy disk/Never touch it with a fingertip." Could this be the new wave in documentation?

Singer/songwriter Randy Goodrum (who wrote "You Needed Me" for Anne Murray and "Who's Holding Don-



## Say What?

Let's face it: voice synthesis on computers has been a bore. Robot-speak is no longer chic. Most talking programs sound like grinding gears. Sad to say, Hearsay, a new add-on product that "lets your home computer speak and obey for under \$100" is not quite the great leap forward we're waiting for. Welwyn Currah, the company that brought us Voice Messenger, Easy Speech, and Intelligent Talking Terminal (all for the Commodore 64), has updated Voice Messenger, which converts the keyboard into a talking type writer.

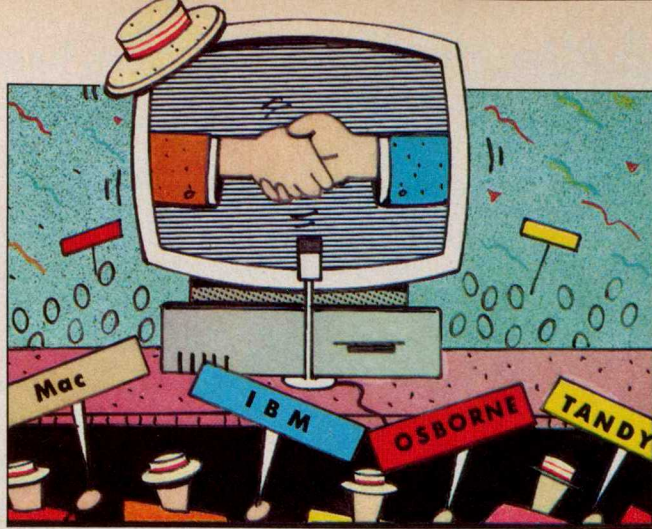
With Hearsay you can tell the computer where to go without laying a finger on a key. Hearsay plugs into the C-64 cartridge port (it's also available for the C-128 and Apple II series) and, thanks to a hidden microphone, lets you use software to train the computer to recognize your voice by talking to it—from as far as 12 feet away.

What you hear is surprising—a voice that sounds more like a public address speaker than a robot, but which I found no less discomforting. Through a technology called linear predictive coding analysis, speech is digitized until it sounds almost human. Hearsay can store only about 500 words in 64K RAM. But it can respond vocally to a question.

Hearsay is an improvement over previous efforts at computer-speak. But it's also evidence that voice synthesis and speech recognition for microcomputers still have a long way to go.

—Steve Bloom

na Now?" for DeBarge) has penned "Software," which he describes as "an ode to the computer." Actually, it's a cute metaphor for sex. Warbles Goodrum, "When I look in her directions quite suddenly I'm scared/Because her technical perfection is displayed beyond compare/If we could interface for a while in some file inside my software." Then the chorus: "We're so compatible/We could write the manual/She's so expandable." This guy sure knows how to RAM a point home. —Steve Bloom



## Hacker Heaven

When the underground geniuses who pioneered the home computer gathered for a convention last year they made a video documentary that jumps around its subject like a programmer debugging microcode.

*Hackers* tries to dispell the myth of self-educated computer jocks as "reclusive nerds and social misfits." But it only confirms our suspicions when Steve Wozniak, designer of the Apple IIe, describes hackers as outside the mainstream. "They generally don't have girlfriends. The computer is it and only it," Wozniak says.

This tight fraternity has an initiation tougher than the most exclusive Cambridge clubs. The "all-nighters" spent with mainframes at Stanford University and MIT required an obsessive curiosity and passion that went well beyond monetary goals.

The hackers did more at their conference than reminisce and play computer games. Heated debates arose over copy protection. The hacker ethic of perfection in programming pitted itself against the dream of making source code available for people to fiddle with.

The video can also be viewed as a glimpse of an almost extinct species. Wozniak notes that there are too many so-called hackers now entering the computer business. As a sign of their impending extinction, he points out that more money has been lost than made by personal computer companies.

*Hackers* will be broadcast on public television later this year. The half-hour tape is available in both VHS and

Beta from FABCO (Box 410125, San Francisco, CA 94141) for \$49.95.

—Ben Templin

## A Kick For the Mac

Personal computers were supposed to clean up desks by letting you consolidate your work on a disk. In reality, having a computer on your desk just means that the mess is pushed off to one side, in a sort of heaping mound that seems to have a life of its own.

One solution is *Sidekick*, a

desktop management program for the Macintosh (Borland, \$84.95). *Sidekick* lets you sweep your desk clean of all those 'things-I-gotta-do' notes even when you're working with another program, like *MacWrite* or *MacPaint*.

The most useful *Sidekick* accessories are Phone Log, CalendarBook, Notepad+, Quicksheet, and MacTerm.

Grafting one or more of *Sidekick*'s nine desk accessories onto another disk is easy using the installer program. But you won't get the versatility you would have if you used the main program. Together the *Sidekick* desk accessories consume about 50K of memory. If you don't have enough space, you'll have to take out some of the Mac's original accessories or some fonts you don't need.

*Sidekick* is also available for the IBM PC, but it's a completely different version than the one for the Mac. The Macintosh version isn't a conversion. Quite frankly, it's better. —Gordon McComb

## BEST SELLERS/HOME

1. **Print Shop.** AP, C64, AT. Broderbund.
2. **Newsroom.** AP, IBM. Springboard.
3. **Print Shop Graphics Library 2.** AP. Broderbund.
4. **Dollars & Sense.** AP, APc, IBM, MAC, TIP. Monogram.
5. **Bank Street Writer.** AP, APc, IBM, C64, AT. Broderbund.
6. **Print Shop Graphics Library 1.** AP, C64, AT. Broderbund.
7. **Clip Art Vol. 1 for Newsroom.** AP, IBM. Springboard.
8. **Dazzle Draw.** APc, Broderbund.
9. **Print Master Art Gallery 1.** IBM. Advanced Product Solutions.
10. **Managing Your Money.** AP, IBM. Mecca.

## BEST SELLERS/RECREATION

1. **Jet.** IBM. Sublogic.
2. **Ultima IV.** AP. Electronic Arts.
3. **F-15 Strike Eagle.** AP, IBM, C64, AT. Microprose.
4. **Flight Simulator II.** AP, C64, AT, DG. Sublogic.
5. **Gato.** AP, IBM, MAC PCjr. Spectrum Holobyte.
6. **Microsoft Flight Simulator.** IBM, PCjr. Microsoft.
7. **Silent Service.** C64. Microprose.
8. **Star Trek: The Kobayashi Alternative.** AP, IBM, C64. Simon & Schuster.
9. **Hitchhiker's Guide to the Galaxy.** AP, IBM, MAC, C64, AT, TIP. Infocom.
10. **Sargon III.** MAC, C64, AT. Hayden Software.

LEGEND: AP = Apple, APc = Apple IIc, APe = Apple IIe, AT = Atari, C64 = Commodore 64, COM = Commodore Pet/CBM, CPM = 5 1/4" and 8" formats, DEC = DEC Rainbow, DG = Data General, EPS = Epson QX-10, IBM = IBM-PC, MAC = Apple Macintosh, PCjr = IBM PCjr, TIP = Texas Instruments Professional, TRS = TRS-80, VIC = Commodore Vic-20, VTR = Victor 9000, WNG = Wang Personal Computer, ZEN = Zenith 100.  
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