

Computer Entertainer

the newsletter

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We Begin a Series on
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Test Drving THE MAC on
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Salute to Software Classics

MAC

What Apple Promised in 84
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10x Faster--20% the size!

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Time for Some Serious Soul-Searching?

We have reprinted an article on Page 2 in which the author of an ADAM copy program implores users of that program to refrain from using it to make illegal copies of software programs for either their own use or a friend's.

We'd have to have our head in the sand to deny that the copying (i.e. PIRATING) of software has not been going on as long as there has been software to copy -- for all the home computer systems. After all, it's rationalized, why spend hundreds of dollars for that expensive program when your friend has it??

While we are not going to use these pages to preach to you regarding your copying habits, we do implore you to seriously think about what you are doing. We get dozens of calls every day from people who are looking for that new piece of software and complain loudly when we tell them it's either not available, not planned for their system, or the company has gone out of business. While it would be pretty ridiculous for us to say that piracy has caused the problem, it is certainly PART of the problem. Software developers spend MANY thousands of dollars developing the simplest of programs, then there is packaging, duplication costs, overhead, and a myriad of other costs involved. In order for them to make a profit (and stay in business), they HAVE to be able to sell a relatively large number of copies. When you sell one and nine illegal copies are made from that one, you can see how the companies cannot continue to release programs.

Serious Threat to ADAM

With a brand new copy program available for ADAM, users of that computer are like "kids in a candy store" copying everything they can get their hands on. More than one reader has told us they don't care about waiting for the disk version of CP/M 2.2 to reach their dealer's shelves as they have bought the data-pack version and made a disk copy (that, in itself, is not what we are so concerned about AS LONG AS it's for personal use and convenience ONLY).

Many readers have told us, "I'm not hurting anyone, so why shouldn't I make copies??" Well, it is hurting someone - YOU - because, especially in the case of ADAM, it means you are killing the goose that laid the golden egg. There are only a finite number of ADAM's out there, and converting a program to the ADAM format is an expensive proposition. A company must feel they can sell thousands of copies to cover their costs. As most of you know, Sydney Software and Video Take-Out have teamed up to bring ADAM owners BEST OF B.C. on datapak. Until the copying problem surfaced, they were working on additional titles. Now they have indicated that they have to wait to see how well BEST OF BC does before they feel comfortable in investing the money required to license additional titles. BEST of BC, scheduled for release within two weeks has already experienced cancellations with consumers very open about the fact that, "I'm cancelling because a friend of mine has ordered it and I'll copy his." They then ask what the next release is going to be!!

So, every time you reach for that copy program - regardless of the computer you own, ask yourself if it's important to you that the software companies continue to develop programs for your system. ADAM owners should do some SERIOUS soul-searching as there ARE additional programs out there just waiting to be licensed and distributed IF there is a strong enough base of BUYING customers. You had no control in the fate of the ADAM computer - you do have some control in whether there will continue to be a software market.

BOOK REVIEW

OUT OF THE INNER CIRCLE: A HACKER'S GUIDE TO COMPUTER SECURITY BY "The Cracker" (Bill Landreth) is a fascinating look into the little-known world of computer hackers. Landreth is the nineteen-year-old from Poway, California who was tracked down by the FBI in 1983 and convicted of wire fraud in 1984 for breaking into GTE Telenet Corporation's Telemail electronic mail service. Today Landreth is serving a three-year probation and preparing to study computer programming at the University of California, San Diego. In 1983 Landreth was a member of the group known as the "Inner Circle," a small group of high-level hackers who made a hobby of breaking into large computer systems all over the country. According to Landreth, the members of the group share a fascination with other people's computers, and they "were explorers, not spies, and to us, damaging computer files was not only clumsy and inelegant--it was wrong." While acknowledging that many hackers can and do damage valuable computer files, Landreth paints himself and fellow members of the Inner Circle as an ethical bunch who lived by an unwritten code that forbade malicious or pranksterish incursions into the computer systems of others.

Insider's View

In this book, Bill Landreth offers an insider's view of the world of hacking. He answers many of the questions that are stimulated by news accounts about hackers and fictionalized stories such as the movie, WarGames. He explains the hackers' interest in the inner workings of computer systems and their desire to learn about the big computers and their operating systems from the inside, preferable without being detected. In a general way, Landreth outlines the methods used by hackers to log on and gain accounts on minicomputers, supermin-computers, mainframes, and supercomputers. He tells intriguing stories about the escapades of the Inner Circle and about some sypops (system operators) who actually encourage hackers. Along the way, he talks about some pretty scary hacking techniques that can cause havoc in a computer system, such as logic bombs, Trojan horses, and decoy programs. Aside from satisfying the reader's curiosity about hackers, their motives and methods, Landreth's greatest service is warning large computer owners about the potential vulnerabilities of their systems. Detailed recommendations for making systems much more secure, if not actually "hacker-proof," should be required reading for anyone concerned about the security of computer information in a business setting. Operators of bulletin board services will find their security problems addressed, too. Some of Landreth's recommendations are surprisingly easy to implement, but he also discusses the more exotic (and costly) methods of increasing computer security. And Landreth offers some excellent suggestions for dealing with hackers if you should discover them on your system.

Wide Appeal

OUT OF THE INNER CIRCLE promises to appeal to a wide range of readers. It's interesting as a behind-the-scenes look into the secretive world of hacking, but it's invaluable as a guide to the problems of security for today's every-increasing number of computers containing sensitive information. And Bill Landreth's account of his run-in with the FBI and subsequent indictment and conviction for wire fraud should be read by every teenage with a modem who thinks that roaming through the files of a big company's computer is little more than harmless fun. (Microsoft Press paperback, \$9.95; hardcover, \$19.95)

Hayden adds new "I Speak Basic" Book

The I SPEAK BASIC series of computer literacy books will be expanded to include I SPEAK BASIC TO MY IBM PC AND PCjr. It's a step-by-step course which is easy to follow and written with the student in mind.

Software Piracy and Packcopy by D. Sage

(reprinted with permission of Expandable Computer News)

...When I developed PACKCOPY, it was done for one reason only, to allow you to backup your data pack and disk software and data files. I am not naive enough to believe that it won't also be used to illegal copy software. Let me remind you that if you copy commercial copyrighted software and give or sell a copy to a friends, you are in violation of the law. You have stolen from the producer of that software just as much as if you had shoplifted the product from the store. If you sell the original you purchased and retain any copies, that is illegal.

Everytime an illegal copy of a program is produced, you are shortening the life of ADAM support. If you are going to do this then be prepared for the consequences. Even if you don't get caught you are still guilty of a criminal act and have increased the likelihood that support for ADAM won't continue.

We all have an obligation to refuse to accept copies of such software and to refuse to loan copies of our software to persons who we know will illegally copy our purchased programs. User groups must police themselves to insure that meetings are not used to illegally distribute such materials. A number of Commodore users groups were recently nailed by the FBI for such activities. I assure you that Compuserve and other bulletin boards are regularly monitored by such law enforcement agencies for any evidence of such activities.

PACKCOPY is an important program, because it enables you to protect your software investment. Please do not misuse it.

(Editor's note: Please see related story on Page 1)

ADAMites Anxious

Our offices are constantly flooded with letters with Adam owners looking for new product. One situation has come up over and over again -- the Lucasfilm games BALLBLAZER and RESCUE ON FRACULAS. YES, it is true that LucasFilm would like to convert both games to the ColecoVision/ADAM format. However, there's a big BUT...the programs have only been adapted for Atari computers and the C64. The conversion cost to the ADAM format would be extensive. The risk is tremendous for a small company, especially in light of the piracy problem cropping up (see front page article). Therefore the ADAM market will have to be watched very closely before a commitment to the conversion cost will be made.

Other Titles Being Explored

Meanwhile, other title avenues are being explored, especially by Sydney Software and Video Take-Out. Any product announcements will, of course, be made within the pages of this newsletter.

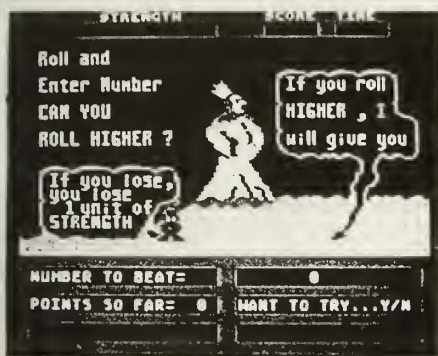
THE RATING SYSTEM...

*****	- EXCELLENT	First Set of Stars--
****	- GOOD	quality of graphics
***	- FAIR	Second Set of Stars--
**	- POOR	quality of play action
NA	- Not Applicable (i.e. Adventure games are not rated for graphics)	

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 (2600, ColecoVision, etc). Some programs (especially many Atari & C64 software is virtually identical) will be noted when more than one system is the same.

CRITICALLY SPEAKING..

APPLE-COMPATIBLE



ADVENTURES IN NARNIA (***) contains a pair of games based on the book, *The Lion, The Witch, and The Wardrobe*, by C.S. Lewis. The program is from Lifeware, a division of Word Publishing, and the Episcopal Radio/TV Foundation. Designed for children eight years of age and older, **ADVENTURES IN NARNIA** contains situations that are meant to encourage discussion and decision-making.

Adventure One

Both adventures use key characters from Lewis' book in action-game sequences. Adventure One has the player move his or her on-screen character among bushes, flowers, dwarfs, and beavers in a land of Narnia turned cold and blue by the evil Witch. If the player gains ten units of strength, the land of Narnia turns green again. The player's character emerges from the wardrobe, trying to gain strength by touching beavers and points by touching flowers. Running into a dwarf sends both dwarf and player to a "battle screen." Here the dwarf thinks of a random number between two and twelve, and the player must roll a pair of dice (included) and top the dwarf's number to gain points. If the number rolled is less than the dwarf's, the player loses a unit of strength. In either case, the player returns to Narnia for another round with dwarfs and beavers. Occasionally, a second character pops out of the wardrobe. The weak-willed Edmund is irresistibly drawn toward the Witch; the player tries to intercept Edmund and save him from the Witch.

Adventure Two

Adventure Two, the Ice Maze, begins whenever the player gains enough strength, or the Witch captures Edmond, or time runs out. The goal of this adventure is to reach Aslan, the noble lion. The Witch tries to thwart the player's progress by dispatching evil crystals that sap strength on contact. There are intermissions whenever the player's character touches a door in the maze. The player then draws a card from the deck provided with the program and enters the requested letter on the keyboard. The cards provide a whole series of sub-adventures, most of which are based on rolling certain numbers on the dice. (We did so much dice-rolling that we almost felt as if we were playing a gambling game!)

Fast-Paced Action

The action portions of the two games are fast-paced and fairly demanding. Some young children may be able to keep up, but we feel the games may be overly challenging for most youngsters. All the breaks for dice-rolling and card-choosing are supposed to afford an opportunity for discussion between parent or teacher and child or children. With this in mind, the instruction booklet provides a long list of questions and discussion topics. Ideas emphasized include risk-taking and good vs. evil. No doubt some very conscientious parents will participate in the games to this extent, but we suspect that many children will be left to simply

play by themselves. (These are the kids who will soon find out how easy it is to cheat in this game to get a much higher score.) Viewed as nothing more than computer games, this pair is colorful but not all that much fun to play. The moral lessons emphasized in the instructions are there, but you have to work to find them. We would suggest reading C.S. Lewis' books as a better avenue to discussions of morality. (Solo play; Joystick or Keyboard; dual-sided disk backed with C64 version.) Not recommended.

MASTERING THE GRE from CBS Software is a comprehensive, four-disk program for the individual preparing to take the Graduate Record Examination (GRE). This test is required for applicants to many graduate schools, professional schools, and fellowship competitions. **Verbal, Quantitative, Analytical**

The program covers the verbal (reading comprehension, analogies, sentence completion, antonyms), quantitative (quantitative comparison, data interpretation, discrete (quantitative), and analytical (analytical and logical reasoning) types of questions found in the GRE. Each topic is introduced with an interactive program of systematic strategies, preparing the student for the exercises that follow. The emphasis is on understanding the principles of the question types and how they can be approached most successfully. The program includes two, full-length simulated GRE's, one on disk and one in the manual. The simulated exam on disk yields an analysis of the individual's strengths and weaknesses to guide further study. The Manual also gives a math skills review, a discussion of vocabulary building, and a guide to test-taking strategy.

Thorough and Easy-to-Use

Once again, CBS Software has provided a thorough, easy-to-use program to help students prepare for major tests. Like their earlier programs ("Mastering the SAT" and "Mastering the College Boards: English Composition"), **MASTERING THE GRE** goes a long way toward lessening a student's anxiety about this stepping-stone to graduate or professional school. With the confidence that comes with familiarity, the GRE is a lot less intimidating. This is an excellent, thoughtfully designed program to help build that confidence. (Solo use; program maintains records for up to 3 users; keyboard; 4 48K disks for Apple II+/IIe/IIc; also available for IBM PC/PCjr) Recommended (MSR \$150.00)

Home Accountant for MAC

Arrays, Inc./Continental Software has just shipped an all-new version of its best-selling program **HOME ACCOUNTANT FOR THE Macintosh** family. The new program, specially designed to utilize the Mac's graphics and windowing, provides the ability to produce custom as well as standard reports and graphs, split transactions between several categories, and enter and print checks. It can be programmed to make up to 50 automatic transactions each month. Retail is \$150.

Stock Market Software

CBS, in cooperation with Standard & Poor's, will market **STOCKPAK II**, a stock market software service developed by Standard & Poor's for use on the Apple and IBM families of computers. Included with the software is a 6-month subscription for updated financial database disks from S&P. The program integrates a data management program with a financial database that provides vital and factual fundamental analysis information on 1500 actively traded companies.

Mac Adventures

Telarium has made plans to release four of their programs for Macintosh. The titles planned are **AMAZON**, **FAHRENHEIT 451**, **DRAGONWORLD** and **RENDEZVOUS WITH RAMA**. They are set for a retail of \$39.95. Watch for our reviews.

CRITICALLY SPEAKING..APPLE-COMPATIBLE

BANK STREET STORYBOOK (NA/**)** is a very exciting piece of software programmed by George Brackett in conjunction with the Bank Street College of Education. The program is part of the "Pixel-works" series from Mindscape, and it is appropriate for all ages from eight through adult. (We did not rate this program for graphic quality because the pictures will be drawn by the user of the program. However, the quality of pictures in the sample programs is very good, indicating the graphic capabilities of the program.)

Flexible and Stimulating

BANK STREET STORYBOOK is a combination word processor and picture-making program. We've seen and reviewed a few others of this type, but none even begins to approach this one in number of features, flexibility, or the ability to stimulate the user's creativity. Writing a story or even creating an electronic greeting card can be approached any way you want to: text first, pictures first, or any combination of the two. Unlike other programs that provide set spaces for pictures and text--usually a specified area for words at the bottom of the screen with illustrations above--**BANK STREET STORYBOOK** lets you put words and/or pictures anywhere at all on the screen. With this flexibility of placement, you can label objects or create cartoon-like "bubbles" to contain the dialog of your characters. (A good example of this flexibility is the picture that accompanies this review; it was created by a nine-year-old boy.) Other unique devices, such as the "wait" function, allow you to pace your story so that it unfolds a bit at a time with each keypress by the reader. It's even possible to add touches of animation to your drawings. Of course, the expected abilities to insert, delete, or make any other desired changes in text or pictures are also present in this program.



Sample Stories and Tutorial

Although **BANK STREET STORYBOOK** comes with an excellent, detailed manual, the easiest way to learn the features of the program is to explore the material on the flip side of the disk. Here you will find a varied group of sample stories that were created with the program, along with a well-paced tutorial that teaches all the basic functions of the program. By the time we made our way through all the material on the flip side of the disk, we were ready to develop our own creations. The program is easy to use because there is an unobtrusive list of menu selections on the right side of the screen as you work. One of these selections is a "help" function, just in case you get lost for a moment or two. Even if you don't get lost, you

may want to call up "help" anyway, because one of its features is a bar graph that tells you how much story space you have left. Stories can be saved to disk, shown on the screen, or sent to a printer for a hard copy of your work of art. This is a superb program that's equally enjoyable for kids or adults to use. And it's the best program of its type that we've seen--a must for Apple II owners.

Will It Work With Your Printer?

Printers supported by the program: Apple Dot Matrix ImageWriter, or Scribe;; C. Itoh 8510 (Prowriter); Epson FX, MX RX 80/100; IBM Dot Matrix; NEC PC 8023A; Okidata Microline 92, 93; Panasonic KX1090, 1091; Star Gemini; Radix 10-X, 15-X; Texas Instruments 855 Printer interface cards (for Apple II+ or IIe) supported by the program: Apple Centronics, Parallel, or Super Serial; ALS PrinterMate; Epson APL; Grappler, Grapple; Microbuffer; Micromax Printmax, Graphmax; Microtek SV 622C, Dumpling GX, Dumpling 64; MPC Peripherals; Pkaso/V; Perisoft Printerlink; Prometheus Graphitti; Star Micronics Grafstar; Tymac PPC-100; Wizard. Other printers and interface cards may work if they are compatible with the ones listed above. (Solo use; Joystick or KoalaPad plus keyboard; dual-sided 64K disk for Apple II+/IIe/IIc; coming soon for C64) Recommended (MSR \$39.95)

Think Fast for Apple

Brainpower, Inc. has just released **THINK FAST** for the Apple II series and Macintosh which is designed to measure and improve short and long-term memory in both hemispheres of the brain. It enables you to strengthen the ability to retain verbal and numerical information (left brain) and abstract graphic/visual information (right brain). The program also allows you to determine whether you are left or right-brain dominant. It presents a variety of memory tasks of increasing complexity and difficulty. Right-brain tasks include: comparing sets of graphics, copying sets of graphics, and recalling sets of graphics. Left-brain tasks include both comparing and recalling sets of letters and digits.

TeleChess for Mac

Brainpower is also shipping a breakthrough in telecommunications software - **TELECHESS** is the first real-time animated graphics program to permit chess play by telephone with moves appearing simultaneously on both computer screens.

IBM Not Immune to Shake-Out

By now everyone has probably read that IBM has "temporarily" halted production of the PCjr. It goes to show that NONE of the companies are immune to the ups and downs of the home computer industry. We initially reported the jr's introduction and felt that the "chicklet-style" keyboard could be highly damaging to its success. It seems that even Big Blue's marketing force could not turn the tide in spite of the fact that the keyboard was redesigned, as well as other improvements.

Don't hold your breath waiting for them to begin production again and, NO, the home computer market is NOT ready to be buried because of problems with IBM, Coleco, Atari, etc. Anyone who goes onto the various Bulletin Boards in CompuServe, Source, and the like know what we're talking about!

Video Title Editor

Videoware is releasing the **Video Title Editor Software Package** for Apple, Atari, C64, and VIC 20 computers. This \$29.95 package will enhance and video recording by adding a professional touch. Create titles, custom messages, colored screens, and more.

We expect to have a sample in-house within the next couple of weeks to give you a first-hand review

CRITICALLY SPEAKING.. COMMODORE 64-COMPATIBLE



BREAK STREET (*)**
is a well-designed program from Creative Software which is meant to appeal to those who are fascinated by break dancing. Unlike BREAKDANCE, the Epyx game was planned in our November, 1984 issue, BREAK STREET offers both a good choreography mode AND a good game to play once you're familiar with all the break-dancing moves in the program.

Watch the Demo First
The game opens with a back-alley scene, where a few of the guys are hanging around, just tapping their toes to the rhythms emanating from their boom box. It's a good idea to take a look at the demo first, letting Whiprock, Showrock, Double Trouble (in breakers who dance in tandem) and D-Dog go through their paces. Each of them will dance for you, demonstrating all the moves possible in this program. As they perform, each move is labeled. You'll see poppin', the wave, uprock, moonwalking, T, footwork, backspin, scorpion, headspin, kneespin, windmill, headspin, handspin, and the two exit moves, check and freeze. Animation is excellent, and all the eccentric moves will be familiar to anyone who has seen or done any break dancing.

Warmup Choreography
"Warmup" mode lets you try your hand at choreography. The program gives you about three and a half minutes of music with each dancer, and you can create a break dance routine of your own. As in the demo, each move is labeled. When your little masterpiece is finished, the program plays it back automatically, giving you the opportunity to make changes if you wish. This portion of the program is fun to play with, and it lets you become more familiar with all the moves you'll need for good scores in the next segment.

Competition Dancing
The "Competition" mode lets you dance for points, either by yourself or with one or more friends controlling the other dancers. Scoring is based on transitions from one move to another, not the moves themselves--the more difficult the transition, the more points you earn. Variety is important, too, because the maximum number of points are awarded only for the first use of a particular transition in a routine. Another factor in the competition mode is fatigue. The more physically demanding moves, the various spins and other moves executed close to the ground, tend to drain your dancer's energy. The lower the dancer's energy level, the more critical the timing from one move to the next. The competition mode is fun to play by yourself, trying to improve on your previous best score with each dancer, but it's even more challenging as a contest for two or more players taking turns. The program is well designed, with realistic animation, good music, and a different kind of challenge from other computer games. (Solo play; 2, 3, or 4-player alternating; Joystick; Disk.) Recommended (MSR \$24.95)

ROLL CALL USA (*)** from Creative Software is a straightforward, flashcard-style quiz program designed to test knowledge of U.S. history and geography. There are four basic categories of questions: state capital, major industry, largest non-capital city, and statehood date. A fifth category presents a random mix of questions from the other four categories in "Potpourri Quiz." The user of the program has the option of working with or without a time limit for providing correct answers. Each quiz consists of 100 questions, two for each state. A map of the U.S. is shown with the border of one state flashing. In each case, the object is first to identify the state correctly and then to answer the category question.

Rigid Structure

There can be no quarrel with capital cities, admission dates, and largest non-capital cities, but we had some difficulty with the "major industry" category. Since the program recognizes only one correct answer, it's possible to answer correctly and not earn points. For example, we answered "oil" for Alaska and were given no points because the correct answer is "petroleum." Likewise, our answer of "timber" for Oregon was not recognized by the program, because it was looking for a response of "lumber." This rigidity imposed by the structure of the program is hardly conducive to a pleasant learning experience. As an educational program, ROLL CALL USA has severe limitations, and as entertainment it's a failure. A set of old-fashioned flash cards can impart the same knowledge contained in this program, and they would be no less entertaining. (One to four players; keyboard; Disk.) Not Recommended (MSR \$14.95)

PRINTER BARGAIN

We recently came across a dandy little printer than could be an excellent buy as a first printer or back-up printer for your system. The ALPHACOM 81, an 80-column, dot matrix thermal printer is a compact, lightweight, friction-feed, 100-cps (characters per second) printer that may be available now at bargain prices. Although Alphacom is still very much in business (they've just introduced a new model), the Model 81 was discontinued very recently. With the Intelligent Interface for Commodore 64 and VIC-20, the printer originally retailed for about \$200. The few printers now remaining on dealer's shelves should be available for less than \$150.00. And it even comes with paper! We found it extremely easy to set up and use, very quiet in operation, and it supports the full Commodore graphics set.

ROLLER DERBY FOR ARCADES

If you visit your local arcade, you may see a new game from Nichibutsu, entitled **ROLLER JAMMER**, which pits you in the wild and woolly world of Roller Derby.

BACK ISSUES AVAILABLE

Most back issues of **COMPUTER ENTERTAINER** are available so you can have a complete set. (no copies left of Vol 1, #1, 2, or 3). Send \$2.00 for each back issue you wish. Buy any four for \$6.00 and any six for \$9.00.

CRITICALLY SPEAKING..ADAM-COMPATIBLE

VIDEOTUNES (** $\frac{1}{2}$ /***) from Future-Vision, is the first music composer program for the ADAM and it's a very good one. The screen gives you the graphics of the musical staves, as well as a piano keyboard along the bottom, in which you can watch the notes skip over the keyboard as they play above. There are a few songs built-in, so that's a good place to start in order to get a feel for the program. From there, you can do quite a few things, from modifying songs by changing tempo, key, adding and deleting notes, as well as composing from scratch. The program has the ability to scroll. In other words, if you are composing a long song and wish to edit, there is a command which helps you get quickly from one place in the song to another. Of course, once you write that next smash hit, you can save it to tape or disk.

Very Versatile

We expected a very simple program and were very pleasantly surprised to find that this is a very complete music composer program with excellent visuals. You can do virtually anything with this composer in the way of changing pitch, notes, moving by semitones, and much more. It's not like anything else out there for ADAMites and, therefore, makes an excellent addition to your library. It's also a great learning tool for the entire family. (digital datapak) Recommended (MSR \$34.95)

Where's Coleco's Software for ADAM???

Although there have been a fair number of new programs listed in our Availability Update (see last month) for release by Coleco, there hasn't been anything new since CP/M 2.2 and the rumors are disconcerting, to say the least. We have spoken with several people who know people on the inside of Coleco, and it's highly possible that we will see only two to four new programs -- and they might not be available until the summer some time. They may only go ahead on those programs that they are absolutely obligated to do.

We called Coleco to get an update on software and we were not able to get any information at all. We hope to hear from them shortly with a revised availability update; however, until we get that, we have chosen to remove all titles from our Update on the back page.

Enhance ADAM SmartBasic

FutureVision is finishing up **AUTOAID**, an assembly language program that enhances the capabilities of ADAM's SmartBasic. Some of the enhancements will include automatic line number generation as you type in command lines, caps lock, keyclick, automatic print buffer, better printer control such as form feeds, automatic indenting and skipping over page perforations, and function key text substitution. Also included are function callable routines. Retail will be \$29.95.

New from Martin Consulting

Martin Consulting of Canada is finishing up two new programs for ADAM. The first is **Adam Thinks**, four programs with artificial intelligence, including **THERAPIST**, **MENTALIST**, **CHECKERS**, and **THE CURSE OF ONDINE**. The second program is **Fantasy gamer**, which includes an interactive fiction with graphics, a graphics adventure, and a program in which you can write your own adventure games.

Both programs will be available soon at a retail price of \$34.95 each. Of course, as soon as they are finished, we will review both.

EVEN ADAM Has His Day...

And you thought you'd heard everything. ADAM owners/users who spend any time at all with their modem are looking forward to the release of Adalink II for uploading and downloading. In the meantime, the hours go by on CompuServe under the heading **EVEN ADAM** (undoubtedly referring to a very famous man and woman.)

If you were to find yourself entering Creative Computing's SIG section on personal computers, you might notice the usual interest in Apple, Commodore, Atari. But there's more than those three, and IBM, etc. Even Adam! As one of the liveliest group of neo-hackers, "ADAMites" seem to all have a nice time trading tips and secrets (and rumors, to some extent).

We originally thought of logging on and letting them know the bad news that Adam had met his demise... now we're not so sure. With Coleco out of the picture, there is renewed interest. Among the rumors, Lorringer (maker of the digital datapaks for Adam) will continue the line on their own. If there are warehouses full of Loren DDPs, then that **WOULD** be a good way to find a bigger market for the lonely DDP's.

Downloading

Creative Computing is readying to download public domain software to Adam owners, a feature most all other computers have had for some time. Here, as well, the wait is on for Adalink II software, as Coleco's modem is unable to do this along.

Another group, on another SIG, this time it's Family Computing (also CompuServe). While reading protest after protest that Adam owners refer to themselves as "Other Computers," there is now the subtopic "ADAMania". It would also seem to be the only active and high-paced part of Family Computing's forum. Either way, it's nice to see an upbeat user group with two choices of national forum, especially with Creative Computing offering Adamites libraries and downloading soon.

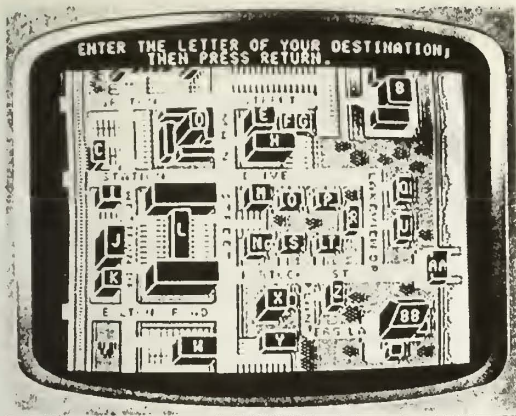
Pac-Man was a Saint by Comparison...

The war is on regarding the PackCopy program. While a good backup utility program, PackCopy offers ADAM owners the chance of a lifetime to become software pirates. Feelings are mixed, however, as most owners understand that once it is no longer profitable for companies to make software for Adam, then there simply will be none.

Toys R Us seems to still lead the nation with a certain amount of "stuff" for Adam (disk drive, etc), but the average Adam owner is ill-at-ease with the term "toy".

R2-D2 and an RS-232 Will Do!!

If there is an RS-232 in the house, then whoever has it stands to gain most, as Adam owners thirst for this one more than any device on the market for any computer known to mankind. Whatever it takes to unite Adam owners, the one common point seems to be that of communicating with one another. One user still speaks of the fact that it took seven bad Adams SEVEN of them, and then a good one (fixed by Honeywell, before it was "safe" to donate his Commodore 64. Adam was, to him, the attractive, and attractively-priced, alternative. At least, that was the plan. Along with many owners across the land, there is a letter on his desk from Coleco saying they (Coleco) will never abandon the Adam (and then there's that story about the Brooklyn Bridge being for sale).



MYSTERY MASTER: FELONY! (NA/****) is good, old-fashioned sleuthing at its best from CBS Software and BrainBank, Inc. Suitable for ages ten and up, the program contains twelve different unsolved crimes to be investigated by one to four individuals or teams of detectives.

On the Case

Play begins with the selection of a case to investigate. The crimes in the town of Huxley run the gamut from robbery to kidnap and murder, even including a scenario in which a P.L.O. Terrorist has planted four bombs in the town. The next step is the reading of the case history, and then all investigators start at the scene of the crime. The case clock is already ticking, and there is a time limit for all cases. Using simple menu selections at the scene of the crime, investigators may choose to interview key witnesses, search locations, examine physical evidence, or move to another location in the town.

Hunting Clues

Except for moving to another location, all actions lead to numbers being shown on the screen. In a most ingenious manner designed to keep each investigator's information known only to himself or herself, these numbers refer to clues in a fat little clue notebook. Looking in the notebook is limited to the investigator's turn only, and taking notes is critical to success in solving the crime. (Mystery Master Worksheets are provided for this purpose.) Each clue adds time to the investigator's case clock, and time is also added by trips to other locations in Huxley. (Pay attention to the map to minimize travel time.) There are 28 locations for investigation, with many choices at each one. The Police Station can be an especially helpful location in some crimes, because a player can consult the computer records or lab reports, or telex the F.B.I. or the Army. When one player or team believes they have the solution to the case, they must explain it to their fellow sleuths and then look up the official answer in the "Solutions" notebook. A completely correct solution wins the game, of course, but any incorrect conclusions put the investigator off the case. The remaining investigators continue until someone solves the case or time runs out.

Challenges deductive Skills

We had a wonderful time playing this game. It really makes you use your head and challenges your deductive skills. Although one person can play the game alone, it's a lot more fun with at least two people because of the competitive atmosphere. In fact, MYSTERY MASTER: FELONY! would be an excellent choice as a party game. It would make a terrific centerpiece for a mystery theme party. We enjoyed this program so much that we think it cries out for volume two, volume three, etc. All the more crimes to solve! (one to four individuals or teams; keyboard; 48k disk for Apple II+/IIe/IIc; coming soon for C64, IBM PC/PCjr, Macintosh) Recommended (MSR \$34.95)

AN APPLE A DAY... is a computerized version of a home medical encyclopedia combined with a database management program for keeping family health records and medical/emergency telephone numbers. The program front Avant-Garde was created by Edward Weinstock, Dr. P.H. as a health resource for the whole family. The "Health Advice" section of the program covers a range of typical complaints, such as animal bites, back pain, colds and flu, headache, heart attack, toothache, ulcers, and many others. The program asks a series of questions when any topic is brought to the screen. Sometimes the program recommends seeing a doctor immediately, while other responses elicit steps that can be taken at home, such as bed rest and aspirin.

Medical Records

The medical records section of the program guides the user through the process of setting up a file for each member of the family. When complete, the records contain information on immunizations, blood pressure, drug allergies, x-ray exposure, triglycerides, blood type, cholesterol, physician visits, height and weight, special medical problems, and lab results. The "Health Telephone Directory" is set up similarly, with provisions to record telephone numbers for family physician, specialists, dentist, emergency room, pharmacist, paramedics, health insurance, poison control and veterinarian. Data for either medical records or health telephone numbers is saved on a formatted, blank disk, and the author suggests making print-outs of the files to be taken along on doctor or emergency room visits, or left with the babysitter in the case of the telephone numbers. (The author also suggests making backups of the data disks by using a "3.3 copy program." He goes on to say that "you may need to see your dealer about this." We found that a strange recommendation since every Apple II series computer we've seen or used was sold with a DOS 3.3 System Master disk -- although some EARLY versions were sold with DOS 3.2. The System Master includes several copy programs.)

Disclaimers

AN APPLE A DAY... looks like a good idea on the surface. However, after reading all the disclaimers on the package and in the instruction booklet, it would be difficult for most people to put a lot of faith in the advice of this program. For example, the program "is sold with the understanding that Avant-Garde is not engaged in rendering medical diagnostic services or advice of any type. Avant-Garde gives no assurance that the information utilized in development of AN APPLE A DAY... by its author is reliable and accurate. Avant-Garde gives no assurance that the opinions and judgement of the author are reliable and accurate." And yet the information on the package also states that the program "helps you identify, treat, and prevent common problems, and tells you when to see a doctor." The health advice offered by this program is brief and condensed. You could find all of it in a home medical encyclopedia. And such a book usually includes a glossary of medical terms, something that is missing from this program. (For example, when the program states that back and leg pain may be an indication of sciatica, it would have been helpful to include a definition of the word "sciatica.") Furthermore, family medical records and health and emergency telephone numbers can be catalogued just as easily with a good "home filer" database program. And a good database program has many other applications in the home, too, such as inventories and address lists. We can think of better ways to spend \$59.95 (Solo use; keyboard; 2 disks for Apple series; also available for C64; for IBM PC/PCjr at \$79.95) Not Recommended (MSR \$59.95)

CRITICALLY SPEAKING..

COMMODORE 64-COMPATIBLE

The **INDUS GT DISK DRIVE** for Commodore 64 (and VIC-20) is an impressive package, a chic and sexy little drive dressed in basic black that makes the 1541 Disk Drive look frumpy and outmoded in comparison. While looks can be deceiving, our initial favorable impression of the Indus GT held up through hours of use over the last month. We'll get into our evaluation of the GT's performance after a description of what you get when you buy one.

The GT Package

The Indus GT, which generally sells for a little higher price than the 1541, comes in a neat, suitcase-styled "GT Portacase" made of textured, high-impact black plastic. The case is sturdy enough to take some hard knocks, although you obviously ought to be very careful when anything as delicate as a disk drive is inside the case. At home, the Portacase serves as an 80-disk storage file. Also included in the package is a three-program "Driving System" of software to get you started: word processor, database manager, and spreadsheet. You also get a GT Utility Disk containing programs which will format, copy, rename, scratch, undelete (very handy), validate, and check track/sector. Four manuals--three for the "Driving System" programs and one for the drive and utility disk--are also part of the package. Anyone who has ever struggled with the 1541 manual will really appreciate the helpfulness of the GT Drive manual. Even beginners will be comfortable with its casual style and easy-to-understand explanations.

The Disk Drive

The GT Drive itself is both smaller and lighter than the 1541, with a control panel that is protected by an air-piston-operated door of smoke-colored plastic. With this dust cover up, a peek at the control panel ("Command-Post") reveals a group of red LED (light-emitting diode) displays, four soft-touch buttons, and a small lever that engages and disengages the disk clamp. From the left, the LED's include a two-digit numerical display, power indicator, busy light, and a signal warning that a disk is write-protected. The first of the four buttons sets an electronic write-protect mode into effect, allowing you to write-protect a disk without removing it from the drive to place a sticker over the write-enable notch. The other three buttons control the two-digit LED on the far left of the panel. This LED normally displays the current track location of the read/write head, unless an error causes it to flash an error code. Pushing the "drive type" button displays the device number of the drive (usually 8, but can be 9, 10, or 11). Pushing the "track" button sends the LED back to its default setting, and activating the "error" button allows display of the last error code encountered. (This is much more helpful than the 1541's flashing red light. When an error occurs, it's always nice to know what kind of error.) The back of the GT Drive has the expected socket to plug in the power supply and two 6-pin DIN jacks for the serial interface cable(s). In addition, there is a group of four tiny switches used to set the device number. This is important if you want to connect two disk drives to your Commodore 64, and it's a far better solution than Commodore's recommendation to go into the housing of the 1541 with a screwdriver and a knife to change the device number.

Software Compatibility

Many Commodore 64 owners are blissfully unaware of the 1541's shortcomings due to their lack of experience with other systems, but we deal with a wide variety of computer systems and their disk drives on a regular basis. As a result, we often find using the 1541 a frustrating expe-

rience due to its slow speed and awkwardness. There have been a few disk drives made for use with the Commodore 64 by independent companies, but all have suffered from a varying degree of incompatibility with at least some of the packaged software designed for the computer. Indus claims 100% compatibility with all Commodore software, and we could find nothing to dispute that claim. In addition to all the Commodore 64-compatible programs reviewed in this issue, we ran about 50 more programs through the drive without a single problem.

Good News and Bad News

Speed in loading programs is the next consideration after software compatibility, and this turned out to be a "good news/bad news" proposition. Bad news first--and this is the only negative thing we found about this drive--the Indus GT loads most commercial software programs no faster than the 1541 does. (Some loaded just a bit faster.) What we're talking about, of course, is heavily copy-protected software that often bypasses normal DOS functions in the loading process. There's a bright side, though: the Epyx "Fast Load" cartridge works just as handily with the Indus GT as it does with the Commodore 1541. (We did a limited amount of testing with the new "Mach 5" fast-loading cartridge from Access Software, which we received for review too late for full coverage in this issue. It also worked well.) The good news is that the Indus GT loads non-copy-protected software dramatically faster with its internal "Fast I/O" program. Indus claims a 400% speed increase on the package, although they don't really tell you the type of programs to which this figure applies. We achieved that and better--up to 500% faster loading times with some programs. Incidentally, all three programs supplied with the GT Drive can be loaded under Fast I/O.

ROM Drive

The Fast I/O (used for loading and saving) is only one of several utility programs resident in what Indus calls the "ROM Drive" within the normal disk drive. It's kind of like having a permanent disk in there, just waiting for the user to invoke its powers of speed and simplification. Another little gem in the ROM Drive is "Fast Copy." This utility does a complete disk copy, including formatting the blank disk, in less time than it usually takes to copy only the active sectors on the disk. (Including the four sets of disk swaps, we did a complete disk copy in only four and one-half minutes. During the entire procedure, the monitor displayed a blow-by-blow description of tracks and sectors being read and written.) Perhaps the most useful of all utilities in the ROM Drive is the DOS Wedge, a program that lets you use a kind of shorthand for DOS commands. The DOS Wedge is a familiar tool to Commodore programmers, and it can speed things up, too. For example, we formatted a disk using the DOS Wedge in just 20 seconds, cutting a full minute from the time we're used to spending with the 1541's regular format command.

The Programs

We spent some time with the three programs provided with the Indus GT, and the word processor was our favorite. The database manager is capable of handling the average person's needs for filing addresses, keeping a home inventory, cataloguing personal collections and the like. The spreadsheet can be used for setting up a household budget or handling the most basic accounting needs of a small business. But the word processor offers many more features than we had expected to find in a giveaway piece of software. Functions include search and replace, deleting and retrieving anything from a single character to an entire paragraph, underlining, centering, tabs, justification, and pagination.

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

The Obvious Choice

We like the Indus GT Disk Drive so much that we'd like to adopt one. It's going to be difficult to go back to the clattering and grinding of the lumbering 1541 now that we've used a disk drive that purrs. (In spite of the winking red LED's, we weren't sure the GT was even running when we first tried it out. It was so quiet that we had to touch the casing to feel the reassuring vibrations, just to be sure it was actually working!) The crew at Indus have put together a beautiful, functional package for Commodore 64 and VIC-20 owners. It's the obvious choice if you're about to buy your first disk drive, replace an ailing 1541, or add a second drive to your system.

Recommended. (MSR \$349.95)

ADVENTURE CONSTRUCTION

SET (****½/****) is an ingenious piece of programming by Stuart Smith, a designer you may know from his previous efforts, "Ali Baba and the Forty Thieves" and "Return of Heracles." This program was done for Electronic Arts, the company which might as well have a patent on the "construction set" mode of programming, since they started it all with Bill Budge's highly acclaimed "Pinball Construction Set."

Getting Ready

ADVENTURE CONSTRUCTION SET is a software tour-de-force that gives you more bang for the buck than any three "normal" programs. In fact, it could have been sold as three separate programs, making this package quite a bargain. Not knowing quite where to start with the wealth of goodies provided by Smith, we decided--like the kid who leaves the frosting on the birthday cake until last--to get the tedious part out of the way first. The program includes one full-length adventure (Rivers of Light), one set of six mini-adventures and a tutorial (Land of Aventuria), and three different construction sets (Fantasy, Spy/Mystery, Science Fiction). Before you can play any adventure or do any creating, you must use the "Make an Adventure Disk" option. To use all parts of the program, you'll need five blank disks and close to an hour and a half of time to get the necessary Adventure Disks ready. We decided to do it all and get it out of the way so we could get down to the real fun.

Land of Aventuria

One hour and twenty minutes after breaking the seal on the program, we opted to enter the Land of Aventuria and try out the "how to play" adventure. This first of seven mini-programs has "help" squares full of advice and hints, and "hospitals" to increase your character's strength to superior levels. You get the chance to vanquish a dragon, find a magic lamp, summon a genie, and discover a little about playing adventure games. Continuing through the Land of Aventuria, there's lots more to learn about playing adventures, more "help" squares, and tricks you may want to use later when you make your own adventures with the Construction Set. The six mini-adventures, some quite easy and others more challenging, are "Secret Agent 0011" (rescue the kidnapped girl and find the microfilm), "Sam Club, Private I" (a mystery loosely based on The Maltese Falcon), "Alice in Wonderland" (talk to Lewis Carroll's characters and learn to grow big enough to reach a key), "Washington Crosses the Delaware" (historical drama as adventure game), "Deep, Dark Dungeon" (lots of puzzles), "In the Nazi Castle" (battle armed guards to get secret plans and escape), and "Save the Galaxy!" (stop Wistrik from stealing the planet's currency and disable the bomb on your spaceship). When you've completed all of these, you're ready to tackle the full-length adventure, "Rivers of Light," or try creating your own adventure.

Rivers of Light

In this adventure, you'll journey to the fertile crescent, the cradle of civilization nestled in the confluence of the Tigris and Euphrates Rivers. Your search for the essence of Osiris, eternal life, will take your character through accurate representations of the regions of ancient Egypt and Mesopotamia. (The creatures you'll encounter are not necessarily of that era, though.) You may play by yourself or invite up to three friends to join the quest. And once you've played several times and perhaps created a few adventures of your own, you can use any characters from other playing sessions. The early stages of this adventure are not difficult, but the puzzles get tougher as your character explores more and more of the 140 different regions and rooms. Our only complaint--a minor one--is the amount of time consumed by seesawing battles in the early stages of the adventure. (We fought one troll so long that we thought he'd never die and let us have the bone he was carrying!)

Make an Adventure

We did not complete "Rivers of Light." There are limits to the amount of time a reviewer can devote to one program, and we were anxious to move on to the construction sets. (Note: the structure of "Rivers of Light" can be examined in the editing section of the construction set, but you'll spoil the fun if you examine it before completing the adventure.) We're used to adventure games; we see lots of them. We've even seen a few programs designed to let you create an adventure game, but we've never seen anything like Smith's three construction sets. Using option menus, you can do the most wonderful things. In fact, Smith himself says it best: "Creating and playing adventures is like being all the Greek gods at once. You make the world, then put on mortal costumes and become part of it." The world of your adventure can be amazingly large, as many as 240 different "rooms." You can create your own terrain--mountains, rivers, desert, forests, plains--in any configuration you like. Add all kinds of portals and doors to move from place to place, throw in magic spells, choose from a dizzying array of creatures and things, and even add text and music. And if the exact creature or thing you want cannot be found in the master lists of 128 creatures and 128 things, you can design your own or modify one that's already there. Nothing you do cannot be undone, changed, made better in a later revision of the adventure. And if you run out of ideas, you can even let ACS complete the adventure for you.

Adventure Heaven

Adventure gamers will think they've died and gone to adventure heaven when they get their hands on this gem of a program. Everything they've always wished they could try is now possible. If ever there was a program that stimulates creativity and unleashes the imagination, this is it. If you buy ADVENTURE CONSTRUCTION SET for friends or family members, you may not see them for months! This program is headed for best-seller status, and it's likely to appear on everyone's end-of-the-year awards list. (one to four players; Joystick; Dual-sided disk.) Recommended (MSR \$50.00)

Adventure Construction Set Contest

Electronic Arts will award \$1,000 to three winners for the best-designed adventures in their new ADVENTURE CONSTRUCTION SET (see review elsewhere in this issue). The contest runs through January 1, 1986 and the winning adventures will be made available to registered owners of the program for the cost of disk duplication and handling!

CRITICALLY SPEAKING.. APPLE-COMPATIBLE

DESIGN YOUR OWN HOME from Avante Garde, is a series of three programs which allows the novice home builder or remodeler the chance to design and picture your ideas you may have.

The first program, **Architectural Design**, is probably the most difficult of the three to master as it involves diagonals and angles required while drawing the plans of a home or new room; however, the program figures all those angles

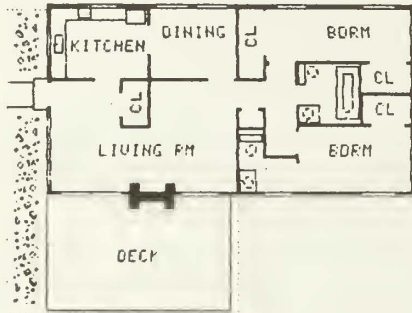


FIG. 1 FINISHED ARCHITECTURAL PLAN

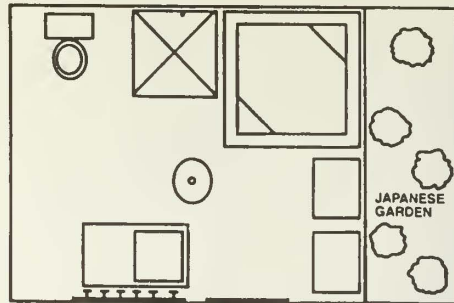
for you as you work and will indicate if you are trying to create an angle that won't work. With this program you can create floor plans, top views, and side views with the ability to then print them, or save them for additional work later. The program is highly manipulatable with various size scales available. You begin by drawing the outside walls so you can figure your overall size. Once your outside parameters are set, you can begin to outline the rooms of your house (obviously, this same premise can be used even if you only wish to design one or two rooms as a remodelling project). The program features the ability to place architectural details such as bathroom fixtures, kitchen fixtures, windows, and more. In fact, there are 126 items which you can choose from, with twenty-six of the most common being accessed directly by choosing letters and numbers from the computer keyboard. The possibilities are really only limited by your own imagination. Anyone who has ever fantasied about their "perfect home," can have a great deal of fun with the program—even if you're not planning to build a home or new room.

For the Inside

The second program in the series is **Interior Design**, a very thorough program which allows you to plan the placement of furniture, fixtures, and more for either that new room or a room you wish to re-do. The program specifically features the items needed to design a kitchen, bath, dining room, and bedroom. (Within the bedroom module, for instance, there are items used for the living room. The program also is flexible in that you can create other furniture pieces by using the basic shapes on the command card.) Like the Architectural Design program, you can work with both top and side views, allowing you to see all perspectives while working towards your perfect room. When placing the furniture and fixtures in place,

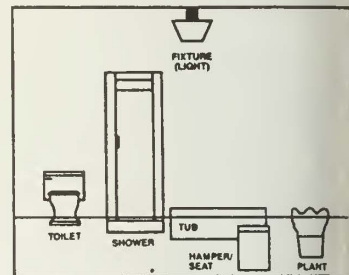
you have the flexibility of placing the items into the room vertically, horizontally, and diagonally. If you are thinking about re-doing a kitchen or bath, this program can save some very expensive mistakes. Anyone who has remodelled a room can appreciate the problems inherent in trying to figure out whether that gorgeous room setting they saw in the furniture store will look right in their room. There's nothing worse than spending a thousand dollars on a bedroom set just to find it just doesn't fit the room right. If you're thinking about doing any remodelling, this program is a must!

7.5 FT.



11.5 FT.

FIGURE 1 Floor Plan for Japanese Garden/Bath



DOOR AND WINDOW MAKE DIVISION OF FLOOR AND WALL

SINK AND MIRROR HEIGHT ONE SEAT WAS DEDUCTED

FIGURE 3 Side View in Perspective

Designing Your Yard

The third program, **Landscape Design**, takes you outside and gives you the opportunity to design your outdoor environment. You begin by drawing your property lines and the buildings on your property. You can then work with a large variety of trees and shrubs to come up with the perfect look for your yard. You can "plant" everything from tall shade trees to palm trees, ornamental shrubs, and much more. You work from a top view; however, once the design is saved, you can look at your finished plan from any one of several side views. Again, as in the other two programs, you can really be creative without the high cost of a professional. (Of course, these programs do not necessarily preclude the need of a professional especially in the architectural program, as a great deal of training and skill is needed to come up with a design which is workable. However, these programs can certainly help put your thoughts to paper.

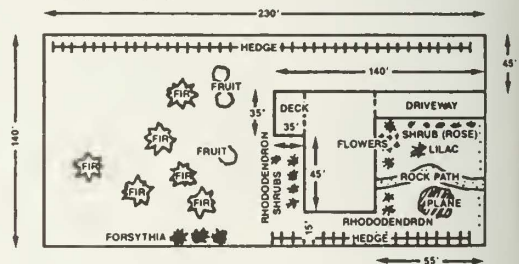


FIGURE 2: A Landscape Plan

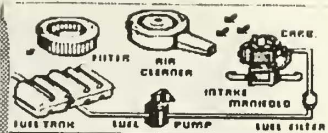
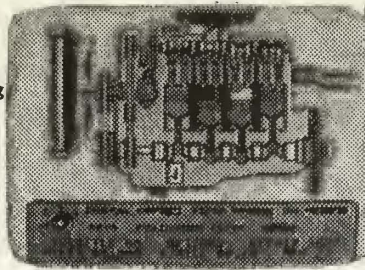
Very Useable

All three programs are highly useable and beneficial to anyone planning to do some work around their home—inside or outside. In fact, if we had these programs when we were doing some of our remodelling, things would have been a great deal easier!

Each program allows you to label the various fixtures, furniture, plants, etc., either horizontally or vertically so you end up with a well-described drawing. In addition, all three programs allow you to use a PAINT feature so you can add colors to your finished product. You can use a mouse, paddles, KoalaPad or a joystick which has a feature which allows it to "float." We found

CRITICALLY SPEAKING.. APPLE-COMPATIBLE

paddles the easiest to work with. If you're planning to do any remodelling, these programs are a must (or at least the programs(s) which directly relate to the project(s) you plan). Even if you have no remodelling plans, these are terrific programs for anyone who enjoys designing and building the perfect dreamhouse! (48K; two-sided program disk and data disk with each program; one or two drives; compatible with entire Apple II series)
Recommended (MSR \$99.95 for Architectural Design; \$69.95 for Interior Design and Landscape Design)



Fuel lines are made of a special alloy tubing. They carry the fuel from the tank to the fuel pump.

Symptoms of faulty fuel lines:
1) These lines become clogged, kinked or crushed resulting in lack of fuel to the carburetor. The engine doesn't start or runs poorly.

SHORT CIRCUIT (**½/****½)** from MicroFun, the computer entertainment division of MicroLab, offers game players yet another chance to save the world from imminent destruction. In this game by David Schroeder, designer of previous MicroFun releases "Crisis Mountain" and "Dino Eggs," a Doomsday Device is set to trigger bombs which will annihilate the Earth. The only way to stop the Device is to disarm the twelve microchips that control it. This is accomplished by shrinking your on-screen character to an electron, and then entering the microchips, one at a time, to turn the system's power against itself.

Disarming Microchips

Initially your electron has a choice of only two microchips to enter. Each is a maze of microcircuits connecting three microbatteries with a microfuse at the heart of the chip. Free neutrons bounce around within the chip, and they must be avoided. Your electron must navigate the circuits, transferring power from one battery to the other two, capturing microsparks to instigate power surges, and keeping the two sides of the fuse from connecting and sending a detonation pulse to the Doomsday Device. As soon as one of the batteries becomes overloaded, the microchip is vulnerable. If your electron can reach the overloaded battery without colliding with any neutrons, the microchip is disarmed. At this point, your electron can make a "Lightning Run" through the chip for bonus points.

Program Evaluates Your Performance

Once your electron has disarmed a microchip, the program evaluates the quality of your play and gives you a choice of microchips to enter next. You always have at least two chips from which to choose, but an especially well-played screen will cause the program to make three or more chips available for entry. As you might expect, each microchip is more challenging than the last. In addition to the neutrons in the first three screens, subsequent screens feature such hazards as photons fired from electron guns, reversing polarity in magnetic chambers, and fast-moving short circuits.

Always Entertaining

SHORT CIRCUIT is a very challenging game that's sometimes exasperating, always entertaining. The graphic detail of the microchip mazes seems ideally suited to the Apple II, and sound effects are especially well done. The electric crackle and sizzle of the microcircuitry adds a nice, realistic touch. We really got hooked on this one, feeling a sense of triumph when we finally managed to disarm a few microchips! Each of the twelve screens offers the same basic task with a whole new set of obstacles--some of them diabolically difficult! It's a great game at a bargain price. What more can you ask? (Solo play; Joystick; Pause; 48K Disk for Apple II/II+/IIe/IIc.)

Recommended. (MSR \$20.00)

INJURED ENGINE (****½/****½)

is a fascinating educational simulation that gives you an inside look at an operating, cutaway model of a four-cylinder engine. The program can be used several ways. Initially, most people will want to explore the various engine systems, reading the text to get an overview of how each system functions. The text also describes typical symptoms of engine problems associated with the parts under observation. This information is necessary if you want to do well in the other sections of the program.

On the Road and In the Shop

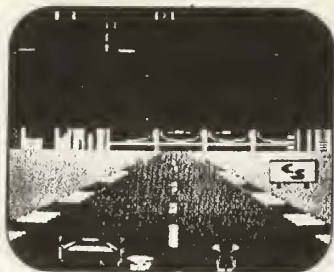
Two different simulations give you the opportunity to test your knowledge of an injured engine. "On the Road" gives you a choice of traveling for 1000, 40,000, or 80,000 miles. While driving along, you learn to diagnose problems and see what is needed to correct them. The object is to spend as little money as possible on repairs. "In the Shop" is a timed test of your diagnostic abilities. You start with one engine problem and progress to five, trying to effect the necessary repairs as quickly as possible. The program as a whole teaches the interrelationships of engine systems, various dashboard indicators, and characteristic sounds made by parts running properly or in need of repair or replacement. The animated graphics help make the program interesting for all ages. It's fun to use and very well designed. No gimmicks--just honest value in education and entertainment. (Solo use; Keyboard, Mouse, or Joystick; dual-sided disk contains standard version with six-color graphics, plus enhanced version with sixteen-color graphics for Apple IIe with extended 80-column card or for Apple IIc; also available for C64.)
Recommended (MSR \$34.95)

Epyx Update

We've just spent some time with Epyx to get an update on their Spring plans, especially the planned release date for BALLBLAZER and RESCUE ON FRACTALUS. Both of those titles (Atari computer versions) will ship "at any moment" with the C64 versions to follow in a month or two.

Some of the other titles we've had in our Availability Update have been moved back several months (check the back page). Meanwhile, there are some titles which have been dropped altogether. Those that have been put back on the back shelf include FBI, EMPIRE, and RIGHT STUFF. We've been told there's "no definite date" for Atari versions of GI JOE, BARBIE, and HOT WHEELS.

And, in a trend we may see surface at many software houses, all PCjr software has been put on "hold" while they re-evaluate that market.



WARP! (**/*) is an odd sort of road racing game set in the future. This program from Creative Software has the world on the brink of interplanetary war. (Oh no, not again!) The hostile Warpzoids from the planet Warp have captured scientists, computers, nuclear weapons and top secret microfilm from the Research Center. Your job is to recover the scientists and the techno-loot before the evil Warpzoids are able to destroy the Earth. (Where have we heard that one before?)

Strange Race Course

In a setting reminiscent of Atari's "Pole Position," your little world-saver jumps into a race car and heads down the road. This is the strangest race course you'll ever see, though, because it's littered with scientists, computers, missiles, microfilm packets, and fuel pumps. You zip along until you see one of these obstacles, at which point you must stop your vehicle, get out, and recover the article (or fill up with fuel). You'll also encounter clouds of white or green energy vapor, which should be gathered to raise your energy gauge. Clouds of stuff must be avoided. But wait--it gets even more bizarre! Warpzoid attackers fly overhead, and contact with them must also be avoided. (The attackers are Beeny-Warps, Dwid-Warps, Spy-Warps, and Whirly-Warps.) Some of them even shoot at your vehicle. But if you've collected enough energy vapor, your car can be transformed into a Jet Fighter or even a High-Tech Combat Tank. These higher-powered vehicles can shoot at the alien attackers for extra points.

Birth of a Bad Idea

We can imagine how this idea came about. Picture a few designers trying to come up with an idea that would appeal to gamers. The brainstorming session goes something like this: "Let's see...what would make a good game? People like space games and aliens and shooting at things. 'Pole Position' is really popular, too..." (Light bulb illuminates above one designer's head.) "I've got it!!! Let's do a racing game where the aliens are attacking and the player has to save the Earth from being destroyed. I bet game players would love it!" WRONG, folks, game players won't like it. It's contrived and just too unbelievable to work. Worse yet, the game isn't even fun to play. Pass on this one (Solo play; 2-player alternating; Joystick; Disk.)
Not Recommended (MSR \$14.95)

New Fantasy from Infocom

Here we go again! Another Infocom interactive fiction. This one is an introductory level fantasy entitled **Wishbringer**, scheduled for several home computers in June, finds you in the role of a mail clerk in a small seaside town. Your boss gives you a mysterious envelope which you must deliver to the Olde Magick Shoppe on the other side of town. At the Shoppe, you learn the owner's cat has been kidnapped, by somebody called the "Evil One." When you set out in search of the cat, you find the feline is not the only thing missing. The entire town has changed, familiar people and places gone or twisted into sinister news forms. We don't want to give away any more, but suffice it to say, it should be another winner.

TROLLS AND TRIBULATIONS

(**½/****) is one of those games that will drive you a little crazy as it captures you in its spell of frustrations and rewards. If you have the willpower to eat just one salted peanut, one piece of popcorn, or one potato chip, then you may be able to resist playing this game "just one more time" before you resume the necessities of life--such as eating and sleeping. There's nothing especially startling or original in the design of this quest for treasures, but it has that indefinite "hook" that grabs gamers and refuses to let them go.

Subterranean fantasy

TROLLS AND TRIBULATIONS is a subterranean fantasy from Creative Software. The player's on-screen alter ego is a troll who attempts to gather ancient treasures from the caverns and avoid being dumped into the underground river at the bottom of the screen. There are whole series of mazes at each of three levels of difficulty, complete with locked doors, lots of treasures, and--what else?--bad guys! The troll's nemesis include ugly green cretins, even uglier buzzards, bouncing skulls, fast-moving red cretins, and nasty spiders lurking behind cavern walls. At the first level, the cretins work alone, so most gamers won't have too difficult a time advancing from maze to maze. The cretins slide along the horizontal ledges in the cavern maze, dropping down until they finally plop into the river. The troll can shoot the little monsters, briefly turning them into eggs which must be shoved into the river before they hatch into new cretins. Each troll has only eight bullets in his gun. Although re-loading is possible, the troll always seems to run out of bullets at the worst possible time--like a gunfighter trying to get that seventh shot out of a six-shooter! Once all the cretins have been dispatched to a watery grave, the troll is free to jump around a maze with hidden treasures, gaining points.

Buzzards and Skulls

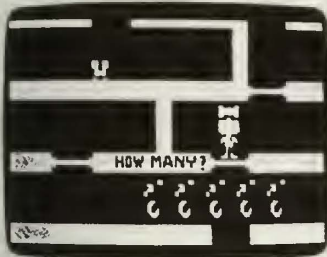
All this unhurried treasure-gathering can't last for long, of course. As the troll moves into successive mazes, other creatures join the cretins for a game of "let's push the troll into the river." First it's the low-flying buzzards that join the fun, then the bouncing skulls. Unfortunately for the troll, these characters aren't vulnerable to bullets, so they must be hurdled quickly. The danger increases, the action escalates, and challenge mounts steadily as the troll loves from maze to maze.

TROLLS AND TRIBULATIONS won't bowl you over with dazzling graphics, although the pictures are certainly colorful. The constant musical background--bits of Bach and other samples of lively classical music--will appeal to some and not to others. We liked the music, but those less classically inclined can turn the music off without affecting the movement sounds. The game itself is an absolute delight to play, and the program's low price certainly qualifies it as a "best buy." (Solo play; Pause; Joystick; dual-sided disk backed with Atari version; coming soon for Apple II series.)

Recommended (MSR \$24.95)

CRITICALLY SPEAKING..

ATARI COMPUTERS



TINKA'S MAZES (**/***) is the latest Tink Tonk adventure by Mindscape. In this program, the child must guide Tinka through mazes by correctly answering math questions. You can also take Tinka to school where you can go on field trips and play math games with the animals. The first level makes you identify which group of animals is larger (or smaller). As you work up through the levels, you must enter the correct number of animals into the keyboard. Higher levels require you to add additional animals as they enter the screen. In the highest level, you even have to contend with Maze Meanies and Hooky Bears.

Not As Good

Although the graphics and sound are always cute on the Sprout games, we did not find this one to be one of the best. In addition, we were not particularly impressed by the math game. There are several math games out there which we find more stimulating. In fact, as the animals enter the screen before you can even answer, you must wait, as they enter one by one. That got pretty boring! It indicates the program is for ages 4-8; however, we believe older children would tire of this quickly. (solo play; disk; also available for C64)
Not Recommended (MSR \$34.95)

TRIVIA QUEST (**½/½) is the latest in the trivia bandwagon that all the software manufacturers are jumping on. This one, from Royal Software, allows one to four players the opportunity to answer over 2000 questions and then gain access to the dragon's lair where they may have to fight a dragon for additional gold, as well as working through the maze as the player gains days, food, and gold every time they answer a question correctly. Each player has three "characters" who must make it through the maze to their castle. Whoever gets all three characters to the end first is the winner.

Boring

With all the trivia games out there, we suspect that someone felt that they had to find another way to present the same thing. We have played lots of trivia games and many more action games, and this is NOT the best of both worlds. We simply did not feel any real excitement for either part of the program. In fact, this is not good at all as a one-player game. By the time we were done, we looked around and said, "is that all there is?" There are many good trivia games on the market--this is not one of them. (1-4 players; dual-sided disk; additional disk with more questions available for \$24.95)
Not Recommended (\$39.95)

TROLLS AND TRIBULATIONS

(**½/****) from Creative Software is identical to the version for Commodore 64, which is reviewed elsewhere in this issue. (Solo play; Pause; Joystick; dual-sided disk backed with C64 version; coming soon for Apple II series.)
Recommended (MSR \$24.95)

THE SCROLLS OF ABADON (****/****) is an interesting action game from Access Software that takes place in Abadon, the realm of a powerful Wizard. The object of the game is to collect the four parts of the Wizard's Magic Amulate--one part for each level of the game. The levels are composed of many "game grids" laid out in three-quarter perspective which give a three-dimensional look to the screens. The grids are connected to each other in a manner that the player learns gradually by completing all the grids on one level.

Gems and the Rule of Arrows

Each grid is larger than your TV or monitor screen, some of them larger than others. All of them are scattered with gems which must be gathered before magical Power Disks appear to move your on-screen character to the next grid. Gems are gathered by walking your character over them. As soon as the character passes over the gem, an arrow appears behind him. These arrows add an interesting twist to the game because your character cannot move against them once they appear. (The Rule of Arrows cannot be broken unless you've learned a certain magic spell.) Some of the grids have one of the Wizard's scrolls among the gems. Whenever you find one of the scrolls, you will learn a magic spell which can be invoked by typing a secret word on the keyboard.

Nasty Creatures

Of course, any place inhabited by a Wizard is bound to have its share of troublesome creatures lurking about, and Abadon is no exception. None are harmless, but at least some are slow and must obey the Rule of Arrows. However, if you manage to anger the Wizard by taking too long to complete a grid, or repeating the same grids too many times, or attempting to defy the Rule of Arrows, he'll send out the Beast. There is no magic spell that works against this guy, and he heads straight for your character, Rule of Arrows or no Rule of Arrows.

Addictive

The longer we played this game, the more we enjoyed it. The game is challenging, and we liked the encouragement of finding an occasional scroll. That and completing more and more grids on a level gave us the feeling that we were definitely making progress, even though we're far from finding all four pieces of the Wizard's Magic Amulate! Games that are really fun to play always seem to have an addictive quality, and THE SCROLLS OF ABADON certainly has that quality. (Solo play; 2-player alternating; Joystick; dual-sided disk backed with C64 version.)
Recommended (MSR \$34.95)

"Jackintosh" Prototype Can Be Yours for ONLY \$500!

Atari has some handmade Atari ST machines which are being made available to software developers for \$5000 each! Intended as a way to keep the non-serious developer away, we have to question this position. We ALL know how critical software development is to the success of ANY computer -- whether it be for the home or business environment.

Meanwhile, on another front, we understand that Atari is actively looking for computer retail outlets to carry their new line of computers. This would be a change in philosophy from the earlier statements by Jack Tramiel indicating they would be going strictly through mass merchandisers. Supposedly, several distributors are working to rev up dealer interest in carrying the new line; however, we have done a random check with dealers around the country and we cannot find any concerted effort in which they have been contacted by either distributors or Atari directly at this point. Of course, with the recent events of changeover at Atari, the dealers we spoke with are EXTREMELY cautious as it relates to possibly carrying the Atari line. No one would definitively tell us that they intend to take on the line -- at least, until longevity is shown.

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE



MANY WAYS TO SAY I LOVE YOU (***/***) was developed by Looking Glass Software for Family Communications, Inc., producers of the perennially popular children's television program, Mr. Rogers' Neighborhood. The program is distributed by CBS Software, a company that is earning itself a reputation for excellence in educational software for all ages.

Electronic Greeting Cards

As Fred Rogers himself describes it in the instruction booklet, this program is meant for creating electronic greeting cards. Choosing from simple picture menus, children of all ages can put together their choice of background, animated pictures (referred to as "stickers"), word messages, music, and even original drawings to express their feelings. Children as young as four years of age can handle the program at the simpler of the two levels, but the program should appeal to any child as a means of creative expression. Of course, very young children will need some help from mom or dad to get things started.

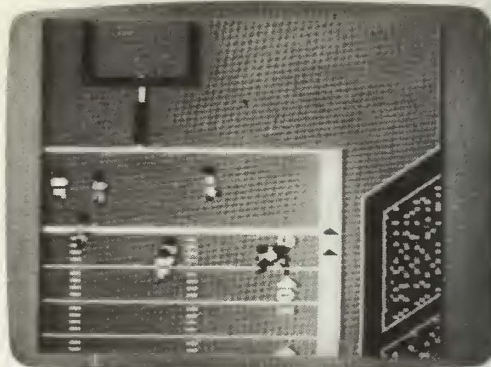
Graphics and Music

The child can choose from four different backgrounds for any greeting: sunny daytime, starlit night scene, large red heart, or plain background for original designs. Lots of stickers are provided, including the Neighborhood Trolley and other vehicles, stars, clouds, flowers, a teddy bear, tree, house, broom, and many more. The child can choose one of the messages from the program, such as "I love you," "You're special," or "I need a hug," or add any original greeting by typing in the keyboard. Music choices include three songs from Mr. Rogers' Neighborhood, along with "Frere Jacques," "Twinkle, Twinkle Little Star," and "Brahms' Lullaby." Older children will want to try their hand at drawing with electronic crayons to add individual touches to their greetings. When the masterpiece is finished, it can be "delivered" by the Neighborhood Trolley or saved onto the program disk. (Up to 24 designs can be saved on the program disk; additional designs can be saved on a formatted blank disk.) There's even a trash can on the screen for throwing away a design the child isn't happy with.

Creative Play

MANY WAYS TO SAY I LOVE YOU offers a delightful creative play environment for young children. The program is very easy to use, requiring only a bare minimum of keyboard familiarity (unless the child wishes to add original messages). Children will not easily tire of the program, either, since it contains nearly limitless combinations of graphic elements, music, and messages. They will enjoy the opportunity to create electronic greetings for family members and friends and have fun playing with the picture menus. (Solo use; keyboard; Disk; coming soon for Apple II+/IIe/IIc)
Recommended (MSR \$29.95)

THE SCROLLS OF ABADON (***/***) is identical to the version for Atari computers, which is reviewed elsewhere in this issue. (Solo play; 2-player alternating; Joystick; dual-sided disk backed with Atari version.)
Recommended (MSR \$34.95)



ON-FIELD FOOTBALL (***/***) continues the tradition of well-designed, realistic sports games from Gamestar. This is their second program featuring what they call "Player Perspective Graphics," a technique that helps the player to feel more a part of the action, rather than just being a distant observer. (The first Gamestar program to use Player Perspective Graphics was "On-Court Tennis," which was reviewed in our November, 1984 issue.)

Four-on-Four Action

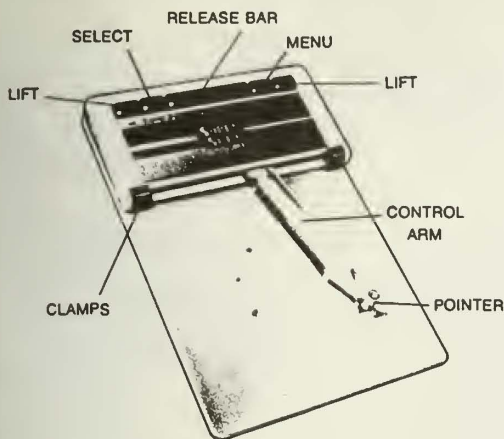
In **ON-FIELD FOOTBALL**, the use of Player Perspective Graphics means that you view and control the action from immediately above and behind the offensive team. Only a portion of the field is on the screen at any one time. Full 11-man teams, nearly always unmanageable in computer football simulations, are reduced to a core of four key players each on offense and defense. The characteristics of the quarterback and two receivers can be chosen in advance, and the player has the option to substitute both receivers between the third and fourth quarters. The four core players have a wide variety of plays encompassing running, passing, and kicking on offense and rushing and pass coverage on defense. Within these general categories of plays, armchair quarterbacks have a wealth of options on each play. Offensive teams choose formation ("I" right or left, split left, slot right), running play patterns for wide receiver or tight end (laterals, screens, long bombs), and kicks, including field goals, punts and even fake kicks. Defensive teams choose a rush (contain right, left, middle; blitz) and pass coverage for the secondary (contain option right or left, contain short or long pass).

Emphasis on Strategy

This program plays like real football, with heavy emphasis on the strategy of the game. Scoring possibilities include touchdowns, points after touchdown (kicks only, no two-point conversions), field goals, and safeties. Quarters can be five or fifteen minutes long, with two people playing against each other or one person playing against the computer. In the solo game, the computer's "floating intelligence" lets it vary its play with the player's progress (The computer is one very tough opponent!) Football fans will find this one of the best simulations available, combining the best of both strategy and action. Although the players are not as pretty as those we've seen in some other computer football games, the realism of Player Perspective Graphics more than compensates for any lack in the playing figures. The subtle shifts in view of the field really make the player a part of the game. (Solo play; 2-player alternating; Pause; Joystick; Disk.)
Recommended (MSR \$29.95)

ADVENTURES IN NARNIA (***/***) is identical to the version for Apple II computers, which is reviewed elsewhere in this issue. (Solo play; Joystick; dual-sided disk backed with Apple version.)

COLECOVISION-COMPATIBLE



SUPER SKETCH has been adapted by Personal Peripherals for ColecoVision owners and it opens up sketching to the CV owner, although you cannot save what you draw (we have learned that there is a member of the So. Calif. ADAM Users Group who has received the technical data from Personal Peripherals in order to attempt to adapt the program to ADAM datapak so you WOULD be able to save your drawings). Those who are familiar with graphics tablets, know how much fun they can be and this one is not different. There are fifteen different colors including various shades of red, blue, yellow, and green. In addition, you can choose many varieties of brush strokes. The program allows you draw expert lines, boxes, rays, etc., and comes packaged with a few outlined drawings for you to trace and fill in with the colors of your choice. From there, your imagination can take over

For Frustrated Artists

For any of us who can't draw to save our life, a sketch tablet is great fun, especially since you can trace all sorts of interesting items. It's always enjoyable to control all sorts of color changes, brush strokes, and the like. The only drawback is the problem of the system not being able to save your creation. Hopefully, the User's group will be successful and we will be able to report on an "upgrade" for ADAM.

Recommended

Summer Games for Coleco Cancelled

Epyx has quietly cancelled plans to convert its superb sports program, **SUMMER GAMES**, for the ColecoVision/ADAM. Frankly, this appears to be a problem that is permeating the industry -- EVERYONE appears to be backing away from Coleco-compatible product. The cartridges are expensive to produce and support for ADAM is not there due to the fact that the computer has been discontinued. The future support for this machine is clouded, indeed.

BOUNTY BOB BONUS for 5200

5200 owners will receive a bonus when they purchase **BOUNTY BOB STRIKES BACK**. In addition to lowering the suggested retail from \$9.95 to \$44.95, Big 5 will include a bonus cartridge--the original MINER 2049er.

An Apple by any Other Name..

Friends of Apple Computers are very fond of the "Apple II line." After all, this was "the first," and it keeps getting a little better all the time.

Then came the "portable" Apple IIc. With the small flat screen, and battery pack. Actually, only the Apple IIc came out (the flat screen has JUST been released). That was a year ago. A pleasure to see, hand crafted by the same people who designed Sony's "Walkman" (among others), this looked like the best Apple of all. With or without mouse!

As the months have come and gone, it seems the IIc is not making quite the dent in the market Apple, Inc. had hoped for. Christmas 1984 sales were extremely good, but only insofar as knowing the very popular IIe was "out of stock" almost everywhere. The other somewhat reasonable (if only price-wise) was the PCjr during the holiday season.

Then the cold winter months of 1985 garnered chilly sales. A bright executive (undoubtedly) decided on a fantastic new way to sell the "not-too-terribly-compatible" Apple IIc. Hide it inside an Apple IIe! Thus, the announcement from Apple that starting immediately, all new IIe's will have the 65C02 (IIc) microprocessor. (Or, if you read the press release it perfectly explains this was done to help get software on the market faster.)

Furthermore, the IIe's will now provide "complete compatibility between the IIe and IIc, as well as additional programming instructions" (to the microprocessor). That, boiled down, means a 6502 processor that's the same in the IIc is in the IIe. There are several other ways to word this, but the more we say, the less it makes sense.

The character generator ROM chip which supports the IIc is now in the IIe. (They must have had too many of those, as well). This chip will allow you to employ Apple's MouseText character set. It will allow developers of software the ability to produce more sophisticated menus (like the "pull down" kind), windows and..."icons". We thought this might also allow developers to get the software "on the market a little faster" as well. If anyone has seen software such as Artsci's Magic Office System, they know these things are a reality with the now antiquated IIe's with 128k.

Two more revised ROM chips will support the mouse, and in fact, give the mouse better response. Taking a quick theft from Coleco's ADAM, Apple IIe-revised-C owners can enter BASIC commands in upper and lower case. Apparently the "shift lock" keys on older IIe's were not a big hit. The revised ROM chips will support a clock card peripheral, too.

If you only scanned this article, that's okay. Just so you know, the next time you buy an Apple IIe...there will be some slots in the back, 128k built-in, and you can probably type 'ruN HeLlO' and even get something other than '? SYNTAX ERROR'.

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AVAILABILITY UPDATE

ATARI COMPUTERS

FIRST QUARTER

Ballblazer (EPYX)
 Broadsides (SSI)
 x-Chipwits (EPYX)
 Pole Position (DS)
 Quest for Quintana Roo (SUN)
 Reforger 88 (SSI)
 Rescue on Fractalus (EPYX)

APRIL

Essex (SUN)
 Halley Project (MIND)
 Miner 2049er II (MF)
 On Track Racing (GAME)
 Pole Position II (DS)
 Q*Bert's Qubes (PB)
 Raid Over Mosciow (ACC)
 SECOND QUARTER
 Alternate Reality (DS)
 BC Grog's Revenge (SOL)
 Breakers (SYN)
 Brimstone (SYN)
 Great American Road Race (ACT)
 Mindwheel (SYN)
 Print Shop (BRO)
 Ronin (SYN)
 Suspect (INF)
 Trolls & Tribulations (CREAT)

JUNE

Wishbringer (INF)

COMMODORE 64

FIRST QUARTER

x-Barbie (EPYX)
 x-Chipwits (EPYX)
 x-GI Joe (EPYX)
 x-Many Ways (CBS)
 x-Mystery Master-Felony (CBS)

SECOND QUARTER

Alternate Reality (DS)
 Barbados Booty (PB)
 Blackjack (SCRN)
 Burgertime (COL)
 Caribbean Quest (MF)
 Essex (SYN)
 Journey to Cavern of Doom (MF)
 Lost Tomb (DS)
 Maxwell Manor (AH)
 Macbeth (IMGC)
 Mail Order Monsters (EA)
 Mindshadow (ACT)
 Mindwheel (SYN)
 Miner 2049er (MF)
 Muppet Welcome Aboard (BRO)
 Music Studio (ACT)
 Q*Bert's Qubes (PB)
 Quink (CBS)
 Railroad Works (CBS)
 Serpent's Star (BRO)
 Sierra Champ. Boxing (SOL)
 Speak & Seek (IMGC)
 Spritemaster 2 (ACC)
 Stunt Flyer (SOL)
 Tracer Sanction (ACT)
 Web Dimension (ACT)

MARCH

x-Mach 5 (ACC)
 APRIL
 Bounty Bob Strikes Again (BIG5)
 Master of the Lamps (ACT)
 On Track Racing (GAME)
 Racing Destruction Set (EA)
 Short Circuit (MF)
 Time Machine (IMGC)

MAY

Alcazzr (ACT)
 Ballblazer (EPYX)
 Breakers (SYN)
 Brimstone (SYN)
 Countdown to Shutdown (ACT)
 Fireworks (ACT)
 Rescue on Fractalus (EPYX)
 Rogue (EPYX)
 Ronin (SYN)
 Skyfox (EA)
 Summer Games 2 (EPYX)

JUNE

Wishbringer (INF)

APPLE COMPUTERS

FIRST QUARTER

x-Bank St Storybook (Mind)
 x-Injured Engine (IMGC)
 x-Pitstop II (EPYX)
 x-Many Ways (CBS)

APRIL

Beachhead (ACC)
 Perspectives (PION)
 Quink (CBS)
 Space Shuttle (ACT)
 Raid Over Moscow (ACC)
 Trolls & Tribulations (CREAT)
 Wilderness (EDU)

SECOND QUARTER

Alternate Reality (DS)
 Barbados Booty (PB)
 Blackjack (SCRN)
 Breakers (SYN)
 BC Grog's Revenge (SOL)
 Beamrider (ACT)
 Breakers (SYN)
 Burgertime (COL)
 Brimstone (SYN)
 Caribbean Quest (MF)
 Carmen Sandiego (BRO)
 Computer Baseball (SII)
 Computer Quarterback (SSI)
 Damiano (IMGC)
 Essex (SYN)
 Halley Project (MIND)
 H.E.R.O. (Act)
 Journey to Cavern of Doom (MF)
 King's Quest II (SOL)
 Mastering ACT (CBS)
 Mindshadow (ACT)
 Mindwheel (SYN)
 Music Shop (BRO)
 Q*Bert's Qubes (PB)
 Ronin (SYN)

Science Tool Kit (BRO)
 Stunt Flyer (SOL)
 Summer Games 2 (EPYX)
 Tracer Sanction (ACT)
 War in Russia (SSI)
 Wizardry Scenario 4 (SIR)

JUNE

Wishbringer (INF)

IBM PCjr

Second Quarter
 Alternate Reality (DS)
 Blackjack (SCRN)
 Bruce Lee (DS)
 Conan (DS)
 Decathlon (ACT)
 Dig Dug (DS)
 Essex (SYN)
 Lost Tomb (DS)
 Mindshadow (ACT)
 Mindwheel (SYN)
 Miner 2049er II (MF)
 Mystery Master-Felony (CBS)
 Pac Man (DS)
 Print Shop (BRO)
 Q*Bert's Qubes (PB)
 Quink (CBS)
 Railroad Works (CBS)
 River Raid (ACT)
 Tracer Sanction (ACT)

MARCH

x-Seven Cities of Gold (EA)
 x-Wordfinder (CBS)
 APRIL
 Adept (EA)
 Interplanetary Pilot (CBS)
 Wrath of Quintana Roo (SUN)

APRIL

Wishbringer (INF)

MAY

Breakers (SYN)
 Brimstone (SYN)
 Mastering ACT (CBS)
 Music Shop (BRO)
 Ronin (SYN)

JUNE

Wishbringer (INF)

ADAM

(see article on Page 6)

APRIL

AutoDial (FutureVision)
 Best of BC (SYD)

MAY

Adam Thinks (Martin)
 Fantasy Gamer (Martin)

Golden Oldies

Everyone knows about "golden oldies," those great blasts from the past that the radio disc jockeys play from time to time. We've just learned about plans for the Golden Oldies of Software. No details right now--we've been sworn to secrecy for the moment, but we're excited about the project! Watch for more information in our May issue.

ATARI 5200

APRIL

Bounty Bob Strikes Back (BIG5)
 Wrath of Quintana Roo (SUN)

COLECOVISION

FIRST QUARTER

BC Grog's Revenge (COL)
 x-Dambusters (COL)
 x-Illusions (COL)
 Number Bumper (COL)

APRIL

Q*Bert's Qubes (PB)
 Wrath of Quintana Roo (SUN)

SPECIAL

MAY

Clue (PB for VHS/Beta)

COMPANY NAME CODES:

ACC - Access
 ACTV - Activision
 AH - Avalon Hill
 ART - Artwork
 AT - Atari
 BI - Batteries Included
 BRO - Broderbund
 CBS - CBS Electronics
 COL - Coleco
 COMM - Commodore
 CREAT - Creative Software
 DES - DesignWare
 DM - DataMost
 DS - DataSoft
 EA - Electronic Arts
 EPYX - Epyx
 FS - First Star
 GAME - Gamestar
 IMGC - Imagic
 INAC - Interactive
 INF - Infocom
 INT - Interphase
 LC - Learning Co.
 MF - Microfun
 ML - MicroLearn
 MICP - Microprose
 MIND - Mindscape
 MMG - MMG Micro Software
 PB - Parker Bros.
 PDI - Program Design Inc
 PS - Professional Software
 SCR - Scarborough
 SCRIN - Screenplay
 SIR - SirTech
 SOL - Sierra
 SPN - Spinnaker
 SSI - Strategic Simulations
 STRSIM - Strategic Simulations
 SUB - SubLogic
 SUN - Sunrise
 SYN - Synapse
 TRAP - Trapeze
 TRO - Tronix
 TYM - Tymac
 VIC - Victory Software