

# Computer Entertainer

## the newsletter

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### Commodore AMIGA to Bow This Fall

There's been a great deal of rumor and speculation about WHAT the AMIGA is and WHY all the hoopla from some of the third party developers. The official roll-out has now taken place and all we can say is WOW!

#### Stunning Graphics

The first thing that hits you are the "oil paint" quality of the color graphics that feature a "palette" of 4,096 (!) possible colors. The 3-dimensional capability of the machine are amazing. You can customize text fonts and have complete control over their color.

#### Major Competitor to Macintosh

Priced at \$1,295, the basic Amiga system will contain 256K of RAM (internally expandable to 512K), with 192K of writable control store, an 89-key keyboard with numeric keypad, parallel, serial, and second drive ports, three video and two audio ports, 2-button mouse controller, built-in 3.5 880K floppy disk drive, two reconfigurable joystick ports, plus text-to-voice and music synthesis. By the way, a monitor is *NOT* included and the Amiga is *NOT* compatible with either the C64 or C128.

#### Good Initial Third Party Support

Based on the material we have in-house, it appears that Commodore has drawn from some of the best companies and received commitments for early software support. In addition to Broderbund

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## BITS & PIECES

...Commodore is experiencing a "minor delay" in the initial shipment of the C128 and promises to begin shipment "within two weeks." In speaking with a Commodore representative, we were assured there are no problems and they are attempting to time the release of the CPU more closely with the disk drive and monitor. Originally, the disk drive and monitor were going to ship four to six weeks after the CPU. Does this mean all three units will ship together? We hope so. We did confirm, however, that there will still be major shortages for at least three months. Apparently, they cannot keep up with demand on pre-orders -- from distributors, dealers, and customers going into their local stores and placing a deposit on the computer. Excited about the C128, Commodore spent some time on the phone with us explaining a little about the built-in CP/M which is Digital Research's latest version 3.0. In what could be a MAJOR plus, the disk drive is able to read CP/M programs written for Kaypro, Osborne, and Epson QX-10, as well as most any standard CP/M programs and will reformat the programs for the 128!! This process can be easily accomplished by the user with no programming knowledge whatsoever.

...The ATARI ST did not meet their shipping date either. In fact, at presstime, although we have found a small number of stores around the country with "demos" up and running, we could find no computers which customers can purchase and walk out of the store with. Finding an ST, at least in the immediate future, could be like finding a needle in a haystack!

### Very Odd Defective Policy

Meanwhile, we have unearthed some very disturbing news regarding the policy surrounding defective units. (Realistically, ANY new computer can be expected to run a defective rate of up to, and in some cases exceeding--remember ADAM--10%.) Atari has just taken the stance that they will accept *NO* returns from distributors and/or retailers. Instead, they will offer 4% discount to the distributor/retailer which is supposed to cover any losses due to defective returns. As a result, unless a retailer feels they can move large quantities, they simply cannot take the risk involved as mark-up in the computer area is traditionally very slim, especially in competitive markets such as New York and Los Angeles. Imagine the luckless dealer who has five units on his shelf and one is defective. Any other company will take the computer back and provide another one that the dealer can sell. Instead, that defective unit must be "junked!" and the dealer must "eat" the machine under his 4% discount. Dealers we have spoken to simply will not deal with a policy like that and if they do, they plan to price the 520ST *ABOVE* the retail of \$999.95 for CPU and RGB monitor to protect themselves. And, we have had confirmation that due to this policy, that at least one major distributor has dropped the ST line *BEFORE* it reaches their warehouse!

This brings to mind a couple of questions...Where are you going to find it, how much will you pay, and *WHAT* is the ultimate warranty as it will protect you, the consumer??? And, what happens if the computer works great for two months and then has a problem? Does the dealer still have to absorb the loss, does Atari fix it, replace it, or ???

...*Not a Peep from Coleco.* Could we have seen the last of any and all software for ColecoVision and ADAM? Many distributors contacted have a few of the older titles on the shelves but do not expect to get refills and they have had no notifications of new product from Coleco. Meanwhile third party software manufacturers are really feeling the pinch of ADAM owners apparently delegating their machines to the closet. We have even spoken with small companies who have confided in us that they can't believe how few copies of programs they are selling, and they're having to rethink their plans for future releases.

## CRITICALLY SPEAKING.. COMMODORE 64-COMPATIBLE

**WINGS OF WAR (★★★/★★★)** is a simulation of World War II air combat for those who prefer to plan, plot, and scheme their way to victory--a tactical war of wits rather than an action-filled battle. The program was designed by Charles Merrow and Jack Avery for *Strategic Simulations*. Their other designs include "Fighter Command" and "Computer Baseball."

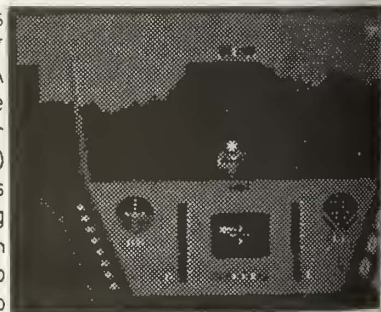
### Lots of Options

There are plenty of options to keep tactical pilots busy for many hours with the intricacies of this program. Thirty-six historically accurate bombers and fighters from four nations are the cast of characters, including the American Corsair and Flying Fortress, British Spitfire and Lancaster, German Stuka, and Japanese Zero, among many others. The historic strengths and weaknesses of each craft are programmed into their computer versions. Along with a peaceful Air Race for training, there are two scenarios for competitive play with a friend. Bomber Formation Intercept and Dogfight, both giving each player the opportunity to control several aircraft. (Both missions can also be played solo, with the computer taking the enemy's role.) Intercepting and destroying randomly appearing targets is the aim of the two solo-only missions, V-1 Intercept and Night Fighter. In all cases, each move of every aircraft is entered by keyboard command, one small move at a time--there is no real-time flying of the plane by joystick. Thus, it is vital to learn to control your aircraft in Air Race training before you try any of the fighting scenarios. Tacticians will appreciate the great care that has gone into the design of *WINGS OF WAR*. Those looking for action will not be happy with this program--but then, it wasn't designed for action-seekers (Solo play; 2-player competitive; Keyboard; Disk.) Available for C64 only.

MSR \$39.95

**RESCUE ON FRACTALUS! (★★★★/★★★★)** is a literal

translation of the *EDYA* game for Atari computers, which comes from the design labs of Lucasfilm Games. (A detailed review of the original appeared in our May, 1985 issue.) Commodore owners looking for something special in a first-person space game need look no further than this superb search-and-rescue mis-



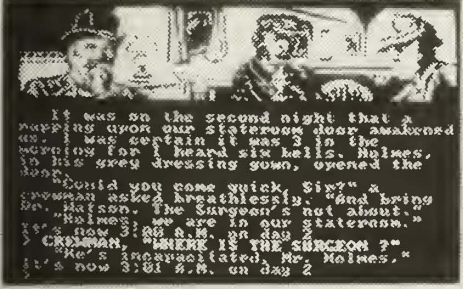
sion. The Lucasfilm team has created a fictional but totally believable world of Ethercorp pilots and enemy Jaggies on the strange planet of Fractalus. You must fly among the ever-changing canyons and crags to rescue downed pilots before they dissolve in the planet's acidic, yellow atmosphere. At the same time, you must avoid being fried by the Jaggies' eerily green ion beams or shot by their inertialess suicide saucers. The game requires strategy as well as skill, and scatters doses of horror and humor among its many levels. From its stirring music to its three-dimensional landscapes, cohesive storyline, and exquisite attention to detail, *RESCUE ON FRACTALUS!* is one of the best games of the year. (Solo play; Joystick; Pause; Disk.) Reviewed on C64; also available for Atari computers, coming soon for Apple II family.

*Recommended.* MSR approx. \$40.00

**CRITICALLY SPEAKING..**

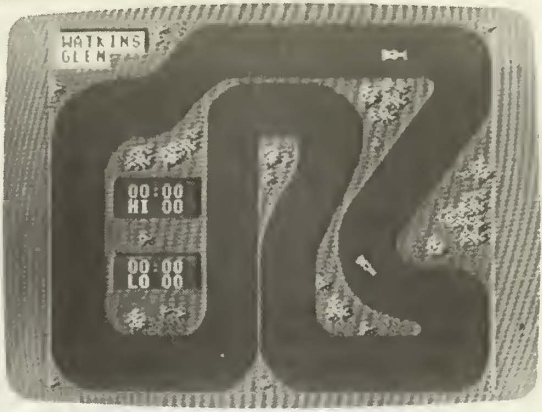
**SHERLOCK HOLMES IN "ANOTHER BOW" (★★★★/★★★★)** is, as you might easily guess, a detective game in which you play the role of Sir Arthur Conan Doyle's famous super-sleuth, the detective with the legendary powers of deductive reasoning. The program is the first in the "Living Literature" series, the result of collaboration between developer Imagic and publisher **Bantam Electronic Publishing** (a division of Bantam Books).

**Holmes and Watson Aboard the S.S. Destiny** The computer plays the role of your faithful sidekick, Dr. Watson, as you become Sherlock Holmes and set sail on the cruise ship, S.S. Destiny, shortly after World War I. The passenger list of the ship reads like a veritable "Who's Who" of the period, including such celebrities as Thomas Alva Edison, Alexander Graham Bell, Harry Houdini, Lady Astor, Henry Ford, Pablo Picasso, and even Sir Arthur Conan Doyle, the writer who created Holmes. The program is a text-based, role-playing adventure boasting an extensive, 100,000-word vocabulary that rivals even the standard-setting text adventures from Infocom. Graphics are not essential to the playing action in this mystery, but they do add a nice touch that gives a more authentic, historical feeling to playing the game.



**Compass Directions!** The object of the game, of course, is to solve the mystery--actually a group of six mysteriously intertwined cases. It's an original story, written by P.A. Golden in the style of the original Sherlock Holmes adventures, and it will tax your powers of deductive reasoning. Mapping is unnecessary in this game, since the program comes with a chart that covers the layout of the cruise ship in great detail. And movement aboard the S.S. Destiny is not controlled by the likes of "WALK NORTH" or even "N" as commands. To get to a certain part of the ship, you may simply type "GO TO THE BRIDGE" or "GO TO ROOM 101," which more nearly approximates the way people actually think about moving from place to place.

**Entertaining Piece of Software** "Another Bow" is an entertaining piece of software that should appeal to those who enjoy the detective-story type of computer adventure. Fans of the Sherlock Holmes stories will find the program a fascinating way to participate in solving a case with Holmes and Watson. This program is another example that shows that interactive fiction is truly coming of age. Infocom's designers are the unquestioned pioneers of the form, but others are also enriching this category of software. Thanks to the efforts of Infocom, Imagic, and a number of others, the beneficiaries of all this competition and improvement of text adventures are the buyers of the software. (Solo play; Keyboard; 128K disk for IBM PCjr or AT&T PC 6300; Color graphics adapter required for IBM PCjr. Reviewed on IBM PCjr; coming soon for Apple II, Macintosh, and Commodore 64/128 at \$34.95. **Recommended**(MSR \$39.95) --Patrick McGrath



Actual Commodore 64™ screen—Other versions may vary

**ON-TRACK COMPUTER MODEL CAR RACING (★★★★/★★★★)** is the latest sports-oriented program for Commodore 64 and Atari computers (we reviewed Atari program; however, C64 version is virtually identical) from **Gamestar**. It features "total track graphics" giving you head-to-head competition against a champion computer racer or another player. It will take you a moment to adjust to as you have an overview of the entire track but you drive from the driver's perspective, NOT as you look down on the action. Once you get used to that (and that will probably take you a few minutes!), you're in for a fast and tough race against the competition. Your car will accelerate automatically and you have the option of automatic or manual shifting. In the manual mode, you must shift from Low to High gear and the gear indicator will flash if you're in the wrong gear. The timeclock, displayed on-screen, serves different functions depending on the type of race you are running. With the choice of either BEST TIME or MOST DISTANCE, the clock will either give you elapsed time in minutes and seconds or elapsed time in hours and minutes. In addition, the clock counts off lap totals and features a low/high gear indicator. Do your best to stay on the track as each raceway has ten invisible checkpoints to ensure you don't cut corners. If you miss too many checkpoints on a given lap, you won't get credit for that lap.

**For True Racing Fans** Whether pitting yourself against a computer car or one of your friends, this program is a true challenge of your competitive abilities. The graphics are simple, but that's really not a negative as the true value of the game is the playing challenge. If you like racing, this should be considered for addition to your library (double-sided disk featuring C64 and Atari computer versions; joystick) (MSR \$34.95)

**Note Regarding BEACH HEAD II Review**

Last month, in error, we placed the Commodore 64 review on BEACH HEAD II in the Apple review section. We apologize for any confusion this may have caused.

**THE RATING SYSTEM..**

- ★★★★ - EXCELLENT
  - ★★★ - GOOD
  - ★★ - FAIR
  - ★ - POOR
  - NA - does not apply; i.e. adventure games often do not have any graphics
- First set of Stars -- Quality of Graphics  
Second set of Stars -- Quality of Play Action

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

## CRITICALLY SPEAKING..



**WISHBRINGER (NA/★★★★)** is the second introductory-level piece of interactive fiction from *Infocom* (The first was *Seastalker*) The program is very definitely NOT for youngsters only, though. Most adults, even those experienced with role-playing fantasy, will find *WISHBRINGER* a captivating tale. And beginners will appreciate the hints embedded in the story. *WISHBRINGER* marks the debut of "Professor" Brian Moriarty as an Infocom author, and it's an auspicious debut, indeed.

### *Rituals to Observe*

Those familiar with Infocom programs know that there is a certain set of rituals to be observed. Tempting as it may be to boot the disk and plunge into the story, there is the matter of exploring the package and discovering the goodies inside. In this case, in addition to the disk, there is a postal zone map of the seaside village of Festeron, a Special Delivery letter addressed to the proprietor of Ye Olde Magick Shoppe, a volume from the Local History Series of Festeron concerning the history of the Magick Dream-Stone known as Wishbringer, and, wonder of wonders, Wishbringer itself. (The little white stone emits a strange, purplish aura when placed in the dark after exposure to strong light. We were told that finding a suitably non-toxic, glow-in-the-dark purple paint for the stone was one of the toughest problems faced by Infocom in putting this package together!)

### *A Petrified Heart*

Once you've read the story of Wishbringer, a charming tale cast in verse, you'll know that the stone is the petrified heart of the Princess Morning-Star. She died many years ago, her heart burdened with seven unfulfilled wishes that became part of the stone. As *WISHBRINGER* begins, you are a postal clerk sent to deliver a letter to the old woman who runs Ye Olde Magick Shoppe in Festeron. The woman asks your help in finding her black cat, kidnapped by the Evil One. You will find yourself in possession of the Wishbringer stone and able to use its seven wishes as you explore the dark side of Festeron. (While you were visiting the old woman, the Evil One transformed the peaceful village into a dark and bizarre world of wickedness known as Witchville.)

### *Fantastic Settings and Exotic Characters*

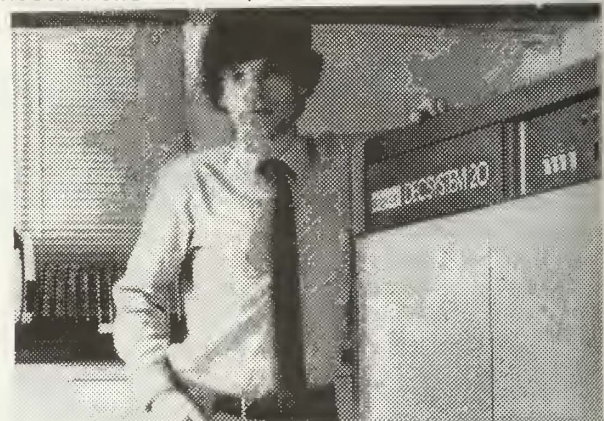
The pressure of time and the constant forays of the Evil One's henchmen, the Boot Patrol, add urgency to your quest. But it's difficult not to tarry in some of the more fantastic settings: the town graveyard where the eldritch vapors may grab you, the abandoned church that houses an other-worldly presence, the sleazy arcade filled with "half-crazed, stunted humanoids"

satisfying their "thirst for electronic violence," or the decrepit theater where the town gravedigger is the ticket-taker. And the characters are as exotic as the settings--everything from vulture and a platypus to a hellhound and a pair of the strangest mailbox you've ever met. (The confrontation between big and little mailbox is one of the most unconventional and hilarious scenes we've ever encountered in interactive fiction.) Although the magic wishes (rain, advice, flight, darkness, foresight, luck, and freedom) can't be used to get yourself out of tough spots, every puzzle in the program can also be solved logically, without the use of magic. This is an ingenious approach that lets adventurers of differing skill levels enjoy the program equally.

### *Fairy-Tale Quality*

Once again, Infocom should have a hit with this semi-Gothic tale of good and evil, horror and humor. In his initial work in interactive fiction, Brian Moriarty has produced an involving tale that should appeal to a broad spectrum of computer adventure players from beginners to accomplished puzzle solvers. The story has fairy-tale quality that touches the kid in all of us, and the touch of absurdity make it unmistakably an Infocom program. (Solo play; Keyboard; Disk.) Reviewed on Apple II; also available for II PC/PCjr, Macintosh; for Atari and C64 at \$34.95; planned for Amiga and Atari ST.)

**Recommended.** MSR \$39.95



*Infocom's newest author, Brian Moriarty*

### *The Man Behind WISHBRINGER*

Software buyers anticipate new releases from Infocom eagerly as toddlers awaiting Christmas morning. An Infocom package is always full of unexpected goodies along with many hours of pleasure in exploring the story and solving the puzzles. And for each package, there is an author responsible for weaving the web of fantasy that draws you into its world. In the case of *WISHBRINGER*, Infocom's latest piece of interactive fiction, the author is 28-year-old Brian Moriarty. Nicknamed "Professor Moriarty" by the Infocom crew, he is the newest member of the team of authors, having come to the Cambridge software company by way of Analog Computing magazine, where he was Technical Editor. Moriarty's rural New England upbringing, his lifelong passion for fantasy and myth, his schooling in English Literature (BA from Southeastern Massachusetts University), and his membership in the Nathaniel Hawthorne and Thoreau Societies are elements of the man's background that contribute to his talent for *WISHBRINGER*, the magic stone. The setting of the story in the mythical village of Festeron could easily be a small New England town. (Where else would one find a covered bridge?) And a strong sense of Yankee morality pervades the plot--good deeds performed to save the village from an evil witch. Moriarty has created an entertaining and sometimes amusing piece of interactive fiction that will be appreciated by Infocom's many fans.

## CRITICALLY SPEAKING..

**PHANTASIE (★★★/★★★★)** from *Strategic Simulations* is an intermediate-level role-playing adventure in which your goal is to recover the Nine Rings and defeat the Black Lord. On your way to the ultimate confrontation, you will meet and battle a wide variety of monsters, learn the subtleties of casting spells, explore orc-infested dungeons, gain experience and gold, and solve a variety of puzzles.

### *Adaptation of Apple Version*

This version of *PHANTASIE* is an adaptation of the original program for Apple II computers, which was reviewed in our June issue. Both versions are quite similar, but there are changes in the Commodore version, most of which were made to enhance playability. The most notable difference in the Commodore version is the ability to use a joystick instead of the keyboard. This option makes the game much easier to control. As in the Apple program, your exploring party can be composed of one to six adventurers, although without the elementals present in the Apple version. But before you can form a party, you must generate characters.

### *Generating Characters*

When you begin your adventure in a town, you may generate as many as 21 characters at the Guild, subsequently forming one or more adventuring parties from this cast of characters. Generating all these characters could have been a tiresome task, but the designers have made it easy by using simple menu choices to select race (human, dwarf, elf, gnome, halfling, or the program's choice from a smorgasbord of "random creatures") plus class or profession (fighter, monk, priest, ranger, thief, or wizard). Hobbits, though mentioned in the game booklet, are not an available choice. Once you've selected race and profession, the character's attributes (strength, intelligence, dexterity, constitution, charisma, and luck) are set by the program, and it's up to you to assign the character a name. (You do not have to take note of the character's number, as in the Apple version.) Once a party is formed, you may go to the bank to withdraw gold for expedition expenses, such as a trip to the Armory for weapons. You may also pay for learning spells or training an experienced character to go up a level. By the way, characters can be saved to a separate disk, giving you a virtually limitless cast from which to choose. And it is possible to have more than one party exploring at the same time, although it's only possible to control one party at a time.

### *Easy to Understand*

Getting into the early stages of *PHANTASIE* is not as difficult as you might expect from the sheer volume of pages in the instruction booklet. Joystick control in the Commodore version makes the game especially "friendly" to the new player. And forming a party of several adventurers, often a time-consuming task in other games that allow more than one character, is quite straightforward in *PHANTASIE*. Within the game itself, use of menu choices makes commands quick to execute and keeps you from searching through the instructions every time you try something new. The game soon becomes more complex, though, when your characters mature and you get into the fine arts of exploring dungeons, casting spells, and using magic. One little complaint--with all that documentation, it would have been nice if the designers to let us know that inexperienced characters cannot avail themselves of all fighting options. We thought there was something wrong with the program when all we could manage as "thrust" when we selected "attack" or "slash."

### *Good But Not Great*

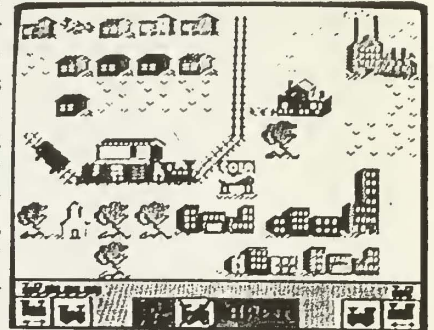
This is a good role-playing fantasy, but not a truly great one. Graphics are colorful and nicely animated, but the game action tends to bog down in spots, like a movie with uneven pacing. For example, we felt that some of the fighting sequences simply

lasted too long when there was nothing special being guarded or at stake. We like a good fight as well as the next adventurer, but battles that drag on for 15 or 20 minutes are a bit much. (Solo play; Joystick or keyboard, Disk.) Reviewed on C64, also available for Apple II.

MSR \$39.95

**THE RAILROAD WORKS (★★★/★★★★)** is a computer-

ized model railroad by the Connelly Group for *CBS Software*. The program, aimed at ages ten and up, lets you build model railroad track layouts that spread over twelve screens, complete with landscaping, buildings, and a variety of track configurations. Then you can run old-



fashioned steam locomotives or modern diesels over your tracks and save your favorite layouts. There is also a "Train Game" mode that requires you to keep a train on schedule, loading and unloading freight and passengers along your route.

### *Boring Program*

All of this is very nicely done, with colorful graphics and a cute, chug-chug train song at the beginning of the program. However, we found the program itself very boring. It's not likely to appeal to anyone who doesn't already have an interest in model railroading, and yet those who love model trains would probably rather play with their "real" Lionels and other miniature rolling stock than control simulated trains on a monitor screen. (Solo use; Joystick or keyboard; Disk.) Reviewed on C64; also available for Apple II; coming soon for IBM PC/PCjr.

*Not recommended.* MSR \$34.95

### **COMMODORE AMIGA**...continued from Page 1

an Amiga version of Print Shop, Electronic Arts, a highly vocal supporter of the Amiga, plans conversions of many of their titles, as well as new ones.

### *Details Next Month*

With a computer introduction potentially as major as the Amiga, we want to spend a good deal of time going over the information provided by Commodore so we are certain to bring you everything you need to know. We will cover the computer in-depth next month. Meanwhile, if you have any burning questions about the computer, jot them down and send them to us. We will do our best to cover all the areas of interest prior to the actual release of the unit (Commodore has announced September--we believe it will actually be later in the year). It appears that Commodore is single-handedly planning to "revive" the home market hitting us with both the C128 and Amiga. That's fine with us -- we find the whole prospect, including the Atari ST incredibly exciting! Even Future Computing Inc., a market research firm, agrees. They've just surveyed over 58,000 homes and found that 10% plan to purchase a home computer this year with over 15% of American homes owning at least one computer by the end of the year (as opposed to 12.3% in December of 1984).

## CRITICALLY SPEAKING..

**STANDARD & POOR'S STOCKPAK II** from *CBS Software* is a combination financial database and data management program which is designed to help the home computer user make well-informed financial investment decisions. Available for Apple II and IBM PC/PCjr (review done on Apple), the program includes a program disk, sample database disk, documentation, and a six-month renewable subscription for the financial database compiled and updated monthly on disks by Standard & Poor's. The database disk included has factual information on 1,500 actively traded companies including such information as Standard & Poor rating, stock price with highs and lows, debts, assets, liabilities and much more. In addition, there are a variety of performance ratios as well as an earning and sales graph on each company. There is user-available space which allows for storage of 25 additional facts per company on the same disk.

### *Set Your Own Criteria*

Whether you're a cautious or aggressive investor, you can customize criteria sets and formats of on-screen displays to fit your individual portfolio requirements. The program will then locate companies which fit your investment needs. All of the reports, graphs, etc., can easily be printed out for future reference.

The **SUCCESS WITH ALGEBRA** series from *CBS Software* continues in the mold of their earlier Success With Math series: programs providing self-paced drills and tutorials. Available for Apple II and Commodore 64 (we reviewed the Apple version; however, the C64 version is identical), the programs are designed for grade levels 7 to 12, but they can also be used as remedial review for college students. The four programs are classroom-tested and follow the same sequence used by most teachers of high school algebra. "First Degree and Advanced Linear Equations" provides step-by-step help in helping the student solve linear equations. "Binomial Multiplication and Factoring" gives the student plenty of help at every stage, explaining errors and encouraging better understanding of this sometimes difficult aspect of algebra. "Simultaneous Equations/Quadratic Equations" generates random sets of equations to be solved by addition or subtraction without need of paper and pencil. "Graphing Linear Equations" gives the student intensive practice in graphing skills--homework that's self-correcting.

### *Beautifully Designed*

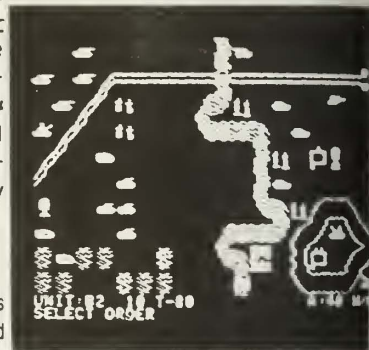
Parents who have managed to help their kids with math homework through the seventh or eighth grade often run into trouble as soon as they encounter anything more complicated than very basic algebra. This series of programs is guaranteed to get mom and dad off the hook, and it will do a better job of gently guiding a student through the pitfalls of algebra than most tutors. The programs are easy to use, and their encouragement of the student should prove to be motivating for most teenagers. All four programs are thoughtfully constructed and beautifully designed to improve the student's understanding of the principles of algebra. (Solo use; Keyboard; Disk.) Reviewed on Apple II and C64; coming soon for IBM PC/PCjr.)

**Recommended** MSR \$34.95 each

### *Book of Adventure Games Still Selling*

There's no question that gamers LOVE adventure and strategy. We received another confirmation of that when learning that Arrays, Inc has just gone into a third printing of **THE BOOK OF ADVENTURE GAMES**, first published in May, 1984.

**MECH BRIGADE** (★★★ 1/2/★★★ 1/2) is the latest game of simulated warfare from *Strategic Simulations*. Rather than the re-creations of historical battles usually served up by other SSI designers, this advanced-level game by Gary Grigsby (*North Atlantic '86*, *Carrier Force*, *War in Russia*, *Reforged '88*) follows his penchant for imagined battles of the future.



In both the C64 and Apple II versions (we looked at both and they are identical), **MECH BRIGADE** pits NATO forces against those of the Soviet Union in hypothetical battles of the 1990's. Two players can take sides against each other, or a single player can assume the role of either combatant force against a computer-controlled enemy.

### *Platoon-Level, Tactical Game*

This is a platoon-level, tactical game with a very complete selection of virtually every type of weapon found in the arsenals of the U.S., West Germany, Great Britain, and Russia. Players choose from among ten tanks, six self-propelled anti-tank guided missiles (ATGMs), four helicopters, six recon/command vehicles, seven armored personnel carriers, plus a vast array of mortars, artillery, surface-to-air missiles, and infantry weapons. Action takes place on a 60 X 40 grid map in any of four set scenarios--advanced players or a build-your-own scenario. (First-timers cautioned to create and play a few small meeting engagements--opposing forces of equal strength advancing on the same objective--before attempting the more difficult set scenarios.) The four set scenarios take place in Fulda, Wurzburg, Karlsruhe, and Oldenburg, West Germany over a game length of 15 to 20 turns. Combat losses are reported in detail, covering each vehicle, gun, and infantryman.

### *A Must for SSI Wargames Fans*

Once again, SSI has provided a program that will provide many hours of enjoyment for those who like to play tactical wargames. Pitting NATO forces against the Russians in hypothetical future battles allows players to indulge all sorts of "what if" questions while they exercise their strategic planning abilities. A must for fans of SSI wargames. (Solo play; 2-player combat; Keyboard; Disk.) Reviewed on Apple II and C64; also planned for Atari computers.

**Recommended.** MSR \$59.95

### *New Sponsor for Software Country*

*Electronic Arts* has added a new title to its Affiliated Labels program, an arrangement that permits quality titles from small companies to benefit from Electronic Arts' marketing and distribution clout. The new title is **Software Golden Oldies, Volume 1** from *Software Country*. Yes, this is the very same program we told you about in our May, 1985 issue--before anyone but the designers had heard of its existence. As you read this, the Apple II version should be available wherever you purchase Electronic Arts software. Versions for Commodore 64, Atari, and IBM should become available over the next several months.

## CRITICALLY SPEAKING..

**CAPTAIN GOODNIGHT AND THE ISLANDS OF FEAR** (★★ 1/2 ★★★) is an action game starring Captain Roscoe "Jazz" Goodnight, that champion of justice, defender of freedom, and all-round good guy. The folks at *Broderbund* had tongues firmly in cheeks when they developed the storyline for this one, borrowing elements from comic books and popular adventure movies like the James Bond series and others. In fact, the game is scripted and developed much like the plot of a movie. Goodnight is the somewhat comical superhero who must find and disable Dr. Maybe's Doomsday Machine, which has been set to destroy the world if a ransom of 200 billion dollars in gold bullion is not paid. It's a classic battle between the Federation of Good (F.O.G.), whose official seal bears the motto "Nice Is Better," and the Federation of Evil (F.O.E.) under the leadership of the infamous Dr. Vladimir Maybe.

### *Meeting the F.O.E.*

Equipped with a Mission Dossier, Secret Decoder, Competition-model yo-yo, and his estimable wits, the fearless Captain Goodnight begins his mission by flying into F.O.E. airspace (with your help, of course). He has but 24 hours to reach his objective, and the forces of Dr. Maybe do everything they can to slow him down. In the first stage of the game, the enemy's planes and ground installations attempt to shoot Goodnight down. Whenever they score a hit, the undaunted captain simply takes off again, flying until he crosses the Potia Inlet and reaches the Araan Desert. Here he bails out and makes his way across the barren stretch on foot. Strange desert--it's populated with killer robots and protected by deadly spy-in-the-sky satellites. Poor Goodnight is zapped at every turn if he's not careful. With good strategy and well-aimed shots, though, he can escape the desert and make his way across the three anagrammatic Islands of Fear: Odom, Modo and Bom. Strategy and speed are critical as Goodnight uses every bit of his commando training to reach his objective. He commandeers enemy jeeps, tanks, helicopters, and whatever else he can lay his hands on. He battles Tremho Berserkers in the underground passages of Doom Island. And if you're very good, he uses his Secret Decoder to deactivate the Acme Model 11 Doomsday Machine and save the world. (Apparently Dr. Maybe orders his nefarious devices from the same source used by Wile E. Coyote of the "Road Runner" cartoons. That coyote always uses Acme products!)

he has "the wrong stuff" if he's zapped by several robots in the desert, and he's chided for his "smart move" if he walks off the end of a pier. *CAPTAIN GOODNIGHT AND THE ISLANDS OF FEAR* is neither the best action game we've ever played nor the most original, but it is an amusing diversion for those times when your brain is over-taxed by one too many epic adventure games. We found ourselves enjoying the game more the longer we played, largely because of its whimsical feeling and well-developed storyline. (Solo play; Pause; Joystick; 64K disk.) Available for Apple II+/IIe/IIc only.

*Recommended.* MSR \$34.95



The **SPRING 1985 SOFTSELL PRODUCT ENCYCLOPEDIA** has just been released and it's over 300 pages packed with information on over 3000 different software and book titles relating to home computers including Apple II series, Macintosh, IBM PC/PCjr, Atari, VIC 20, Commodore 64, and CP/M. Each computer section is further broken down by software type--from recreation, business, education, home products, to systems and utilities. The programs, listed by manufacturer (an easy-to-use index is provided so you don't have to know the manufacturer), are covered in a one-paragraph description including basic facts about the program, format (disk, cartridge, etc.), and any additional peripherals which are needed to run the program.

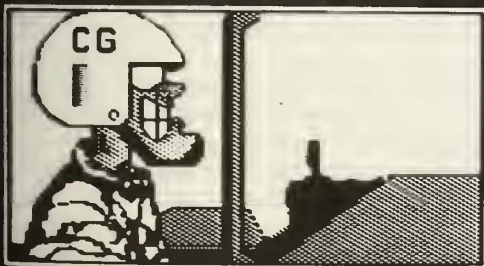
### *Invaluable for Sorting Out Programs*

If you're confused about which accounting program to purchase, what database program will be easy to use, what type of entertainment program a certain title is, etc., this book can be a big help. It certainly won't replace that highly-knowledgeable salesman, but that luxury is not always available to the buyer. Unless you live in a big city with several different types of software stores, you cannot find a store which stocks all the various programs, let alone can tell you the differences. It's concise and easy to read and comes from the largest distributor of software in the country. It's obvious that a good deal of time goes into the production of this book. One of the main reasons we favor this book over some other "encyclopedias" on the market is that it is updated three times a year and, therefore, is very current with product. This edition even features descriptions on *Rescue on Fractalus* and *Ballblazer* for Apple (not out at the time of this printing).

*Recommended* (MSR \$29.95)

## BRODERBUND

CHAMPION OF JUSTICE, DEFENDER OF  
FREEDOM AND ALL-ROUND GOOD GUY



HCNL XXXV

### *Light-Hearted Fun*

This game is an enjoyable piece of light-hearted fun. The varied action sequences and nicely animated graphics combine well with a irreverent sense of humor. To keep the game player from coming too serious about the mission, sarcastically funny comments appear frequently on the screen. Goodnight is told that

## CRITICALLY SPEAKING..APPLE-COMPATIBLE

### WILDERNESS: A SURVIVAL ADVENTURE (★★★ 1/2/★★★★)

is a unique simulation of survival in the wilderness from Electric Transit, distributed by Electronic Arts under their affiliated-label program. We like Trip Hawkins' (president of Electronic Arts) description of the adventure as "Outward Bound on a computer."



(Outward Bound is a survival school.) There are two basic scenarios in the program. In one, you start at a known position and embark on an archaeological expedition to find a lost city of gold. However, the one to start with is the Sierra Nevada adventure. Your plane has crashed somewhere in a 90 by 67 mile area of these rugged mountains. You have a topographical map of the area that shows the location of a ranger station. Unfortunately, you have no idea of just where you are and how to reach the safety of that ranger outpost. Taking your choice of supplies from the plane, you try to determine where you are and how best to reach safety. "Pangraphics," an unusual system that allows you to view all 360 degrees of terrain around you, lets you examine your surroundings. (These views are quite realistic and very well drawn.) You must use navigation and survival skills to maintain health, energy level, and body temperature. You may have to eat wild foods, and you will certainly have to be alert for dangerous wildlife. Weather conditions may change, and you may need to improvise weapons, build a shelter, or even a raft.

#### *No Two Adventures Alike*

Since there are multiple levels of difficulty, no two adventures will ever be just alike. And the program lets you create your own topographical maps for entirely new games of your own design. In addition, there are five disks available from Electric Transit that allow you to explore five new regions: Bolivia, British Columbia, Burma, Chile, and New Guinea. (These country disks are \$19.95 each, or \$34.95 for all five.) It's difficult to imagine any individual being able to exhaust the possibilities of this program without spending many months of exploration. The program is less structured than most role-playing adventures, allowing free rein to the user's wits and imagination, and it offers a truly educational experience. The program manual even contains a large part of the training manual used by the U.S. Air Force Survival School. This is a very realistic program suitable for ages 13 and up, and it's a must for anyone interested in survival techniques. (Solo play; Keyboard; 48K Disk.) Available for Apple II family only.

**Recommended** MSR \$50.00

#### Computer Entertainment Folds

We have learned from reliable sources that Computer Entertainment, formerly known as *ELECTRONIC GAMES*, has just shut their doors following the release of the August, 1985 issue. This leaves *NO ONE* in the 4-color "slick" magazine genre covering dedicated games (of course, there have been no new titles to review for awhile). The magazines are finding it harder and harder to keep publishing due to the fact that they rely on advertising and there are fewer companies producing software with smaller advertising budgets.

### *New Bank Street Product from Broderbund*

Two new software titles have just been added to the Bank Street line of productivity software for Apple. **BANK STREET FILER** and **BANK STREET MAILER** continue in the best tradition of the earlier programs in that they are extremely easy to use and yet quite powerful.

#### *Data Management Made Simple*

**BANK STREET FILER**, a data management system, can be used in a myriad of situations in any household. Anything you wish to be able to keep track of in a file format, from your record library, stamp collection, to the members of an organization which you must keep track of can be entered and later "manipulated" in report form. You can retrieve information by any of the fields you have set-up (fields constitute headings such as name, address, phone number, etc.), therefore allowing a report based on need. If you only need names and phone numbers, you can generate such a report. This program also allows an area on each "electronic file card" for notes--additional information you wish to keep but don't want to print out later (such as the condition of a record on your record library file). **BANK STREET FILER** has the abilities that many of the fancier database management programs have, from adding fields later to sorting and finding files easily and quickly. All functions are handled through English language commands, making it possible for many users to simply "boot up and run." The 128K version (which is the one we had in-house to review) allows 40 or 80-column screen display, while the 64K version allows only 40-column display (and, of course, much less storage room). The program includes an on-screen tutorial which can help you if you become a bit confused. You'll probably only use the manual for more complicated functions, but the manual is easy-to-read nonetheless.

#### *Companion Product*

**BANK STREET MAILER**, another in the Bank Street series, is also extremely easy to use. Once again you will be dealing with English language commands for ease of use, as well as an on-disc tutorial. It's designed as a complete correspondence system that includes a mailing list data base, letter-writing program and full mail/merge capabilities. It is compatible with Bank Street Writer Filer, and Speller.

#### *Two Programs in One*

The Letter Writer, a word processor with many of the Bank Street Writer features, allows you to write, edit and print letters. The Mailing Program allows you to maintain a complete mailing list which can be integrated with the Letter Writer for a finished product. In addition to printing mailing labels or envelopes, the Mailing List program can integrate such things as the person's name right on to the letter you have written and wish to send. The program also features a "Find" function which allows you to search through your records to find something such as everyone on your list who lives in California. If you need to do a calculation while you're working, you can even use the built-in calculator which can be called up through one of the menus. There are also two versions of Mailer -- one that's 128K for the IIc and IIe, and a 64K version for the II+ series.

We've been fans of the Bank Street product since the first title was released and these new titles are two more winners! They are incredibly easy to use, as well as being powerful enough to handle just about any situation a household, school, or small business could possibly need! (two versions available for each: 64K for the II+ series; and 128K which runs on the IIc and IIe equipped with Extended 80 column Card and "Rev B" main logic board--which most IIe's are)

**Recommended** (MSR \$69.95)



## Research Update: Activision "Little Computer People" Project

Our July issue, we reprinted the Activision press release announcing the discovery of human-like beings that live inside computers. Preliminary research on the lifestyles, habits, and attitudes of these creatures was demonstrated at the Chicago Consumer Electronics Show in June. (The working title of the program under development is **There's Someone Living Inside Computer**.)

In a second press release dated July 12, more findings of the "Little Computer People" research team were announced. According to Activision, a significant milestone in the research was achieved recently when a 2-1/2-story "house on a disk," which houses the little people out so they can be observed, was loaded on an Apple computer, and a subject moved in. "The ramifications of this development should not be understated," said Ken Coleman, Activision's vice president of product development. "Until now, the bulk of our research has been done on the Commodore 64 computer. Finding the little beings inside of Apple computers not only reinforces our belief that they live inside all computers, but it also allows us to broaden our research efforts. We are elated." Coleman also noted that each new computer dweller discovered seems to be unique and different from all others. "We've managed to make contact with over a dozen to date," he added. "They each act and behave differently."

### They Know We're Out Here, Too

It also has been confirmed that the computer people are aware that there's someone living outside the computer. They have demonstrated their desire to communicate by tapping on the inside of the monitor screen. Activision researchers also have accomplished written communication with several of the little beings.

### Little Computer People Have Moods

Earlier research reports described the activities of the computer people as being very similar to those of ordinary people--they sleep, eat, take showers, watch TV, play the piano, exercise, and do a number of other tasks. Subsequent investigation has revealed that, in addition to being very active, they also appear to have moods and can be happy or sad, reflective or complacent. "We've developed several ways to boost the morale of the computer beings," said Activision designer David Crane, who is responsible for the overall activities of the research team. "We can reassure them with a gentle pat on the head, or we can leave them a gift at the front door, such as a record for their stereo or a book to read."

### A Whole New Society

Research continues at a feverish pace. "It's incredible when you think about it," said Crane. "We've discovered a whole new society. We're learning more every day, but I have a feeling we've only begun. For example, while they seem content living in the homes we provide, we're not quite sure what they bring with them when they move in. We're very anxious to get a look inside the closets." Recent findings of the "Little Computer People" project, along with details of the research leading up to the discovery of the computer dwellers, will be published in the form of a comprehensive research paper from Activision. A company spokesperson said that the potential for a commercial product is currently being explored. If feasible, such a product might be released as early as the fall of this year.

(Editor's note: *Computer Entertainer* will continue to report on the "Little Computer People" project as new discoveries are announced by David Crane and his Activision research team.)

## Stumped Reader Asks for Help!

An S.O.S. recently came to our office from Shirley McLaren, a reader who cannot get off the second level of the ColecoVision version of "The Heist" by Mike Livesay for MicroLab. Thinking she might have a defective cartridge, she even got a replacement from MicroLab, but it is identical to the first one. Her attempts to talk to the designer, who seems to have departed for territories unknown, have been fruitless. And no one here at Computer Entertainer could solve her problem, either. (We doubt that a lack of skill or perseverance is her problem--Mrs. McLaren has managed to complete all 11 levels of "Miner 2049er" for ColecoVision!)

One painting stands between Mrs. McLaren and graduation to the third level of the game: the one on the second floor, two screens to the right of the beginning of the level. She is blocked by a brick wall on the left (even after unlocking four doors) and an escalator to the right of the painting that won't let her off until the floor above the artwork in question. She wrote us two pages of moves she has attempted to reach this painting, all without success. Can any of you hotshot gamers give this lady a hand? If so, please drop her a line at 1309 S. Gary Ave., Monahans, TX 79756. (Editor's note: please do NOT consider this an open invitation, dear readers, to deluge Computer Entertainer with every knotty problem you've ever encountered in a piece of software! We are simply not equipped to handle these problems without hampering our efforts to get out your monthly newsletter. We're printing Mrs. McLaren's problem because the manufacturer of her game is in Chapter 11 proceedings and has been unable to put her in contact with the game's designer. Always check with the manufacturer of a game first!)

## Penguins Have a Sense of Humor

The people at *Penguin Software* not only create some very good games with impressive graphics, but they also seem intent on educating gamers about penguins. Just in case you haven't noticed, the copyright statements on many packages from Penguin Software contain a bit of penguin lore. Did you know, for example, that penguins carry three-ring binders, or that they rarely seek careers in millinery? They also have little interest in archery, and they don't like sand in their sneakers. (We don't either, come to think of it!) This Penguin playfulness extends to the pictures on the back of their disk envelopes (reproduced below). We'd like to add just one thing to the almanac of Penguin facts: penguins have a droll sense of humor.



## CRITICALLY SPEAKING.. MACINTOSH COMPATIBLE

**MacArt USING MACPAINT AND MACWRITE**, published by Arrays, Inc., is a sort of "how-to" book on using MacPaint. There's a little something for everyone. It begins with a step-by-step introduction including exercises and examples for using each drawing tool and command in MacPaint. While some Macintosh owners will want to skip over a good deal of this section, it is much more detailed and, therefore, a great deal more helpful than the documentation that Apple provides with the software. We found that many of the exercises were easy to follow, as well as useful in their applications. Once you become proficient with the basics, the book moves on to special art techniques for more experienced Mac users. You can learn how to design stationary, collages, landscape, as well as learning how to color your pictures using a variety of techniques.

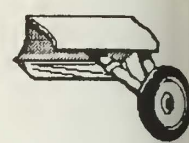
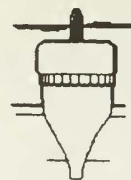
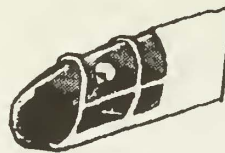
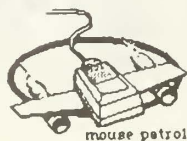
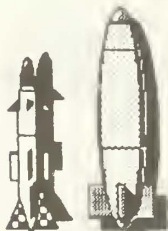
### *Create a Graph*

For business applications, there is a segment on charts and graphs which includes pie charts, bar charts, etc. The book even shows you how to design three-dimensional graphs. There is a complete glossary of terms and the book is highly illustrated. It's virtually impossible to get lost in the exercises as it's not only written in easy-to-understand language, but the illustrations are used throughout. All in all, this is a terrific book for anyone who is frustrated in their ability to use MacPaint to its best advantage.

**Recommended** (MSR \$19.95)

### THE GREAT INTERNATIONAL PAPER AIRPLANE CONSTRUCTION KIT

from Simon and Schuster not only allows you to construct a plane in the tradition of all construction kits, but once you're done, you can print out your work and fly it! Included in the package is a complete set of paper airplane templates and a library of airplane graphics (some are shown). There are over a dozen full page paper airplane designs from biplanes to space shuttles that you can use your imagination with -- add insignias, pilots, engines, rockets, wing and tail designs, and much more. There are also a few airplanes which are already fully fitted with designs which can simply be printed and flown. The step-by-step instruction book also gives you detailed guidance on how to correctly fold any of the templates included in the package, as well as suggestions for enhancing the basic plane designs, the history of the competition that started them, and hints on how to create original full-page paper airplanes.



### *Nothing But Fun*

For anyone who has designed and tried to fly an airplane as a youngster this is the ultimate way to come up with a real winner. Once you become proficient with the blueprints included, your imagination and aeronautical expertise can take over as you try to design the "ultimate" plane. We had a great deal of fun decorating to our heart's delight. You can really surprise your friends with your fully decked-out bomber, glider, or fully camouflaged plane. Design, print, fold, and fly and have the time of your life! (Requires 128K, one disk drive, imagewriter printer; coming for Apple II; IBM) **Recommended** (MSR \$39.95)



**VIDEOWORKS** is the latest package from Hayden Software for Macintosh and it's billed as a full-featured animation program. Before you venture into your own works, we would suggest you load the "Movies" disk (there are a total of three disks--system master, Movies, and Art) and take a look at the demo MicroMing the developers of the program, have put several animations together in a self-running demo which will give you just a small sampling of the types of things you can do. There are also some tutorials built-in which we will address shortly.

### *It's Your Turn*

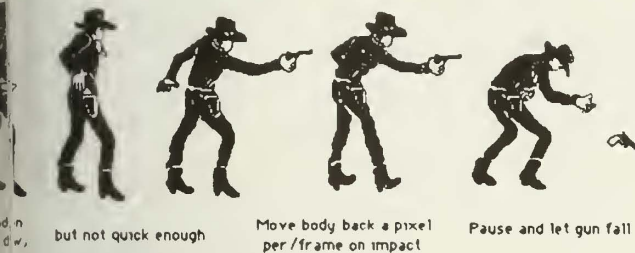
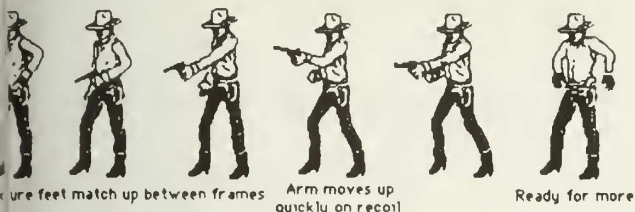
Once you have loaded the main program, you can go to work developing your cast, via "CheapPaint," a MacPaint-type graphics program with many of MacPaint's features, including FatBits. Within FatBits you can create your cast or you can use pre-drawn figures from the Art Disk. (The Art Disk is a wonderful file full of backgrounds from farm scenes, cities, and western towns to man figures including animals, bugs, charts, dancers, horses, limbs, marionettes, western figures, people, robots, to walking tomatoes, walking mushrooms, and exploding firecrackers.) Your cast is created within an eight-cell storyboard strip at the bottom of the screen. Once you're happy with the first member, it's on to the next. You may want to check out what you've done by moving to the control panel in the upper right of your screen. With that you can play back what you've done--either one frame at a time (backward or forward), or in sequence which can be changed with the Speed Control. From there, you move into the area of Sprites, Tweak, and foreground prioritizing. The manual gives a very good description with concise drawings, as well as an easy-to-use glossary for quick reference. By the way, this program is capable of animating 24 different objects on the screen at the same time!

### *On to Editing*

If you want to change foreground and background, you can work within the Edit function. This function allows you to do a great deal of adjusting and changing once you have your basic idea on the stage. This saves you from having to erase portions and starting over. This "Score" section of the program allows a great deal of manipulation of your cast and backgrounds. It also includes a Playback function which allows you to check your work as you go along.

### Sound Effects Are Next

Once you have your masterpiece looking the way you want it, you'll want to add various sound effects. The program allows over 100 different sound and music effects, available through eight menus--everything from wolf whistles, explosions, rock tunes, helicopters, Bach, Mozart, and more.

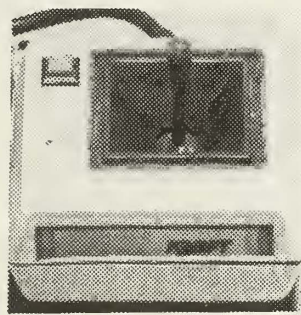


### Cursors of Fun Await You

A great deal has been packed into this program which will involve you for hours and hours. As you become more adept with the program, you'll find that you can create more intricate animations. Obviously, as with any animation program, you cannot print out your results; however, you can print hard copies of the artwork obtained on the Art Disk, should you feel the need. MacroMind has packed this program full of potentials and have used the Macintosh in a way that the computer shines. (requires 128k although 512K is recommended for ease of use & maximum cell use; one disk drive) **Recommended** (MSR \$99.95)

### THE QUICKSTICK from Kraft Systems is the newest

control product for the Macintosh allowing two modes of cursor control. In the joystick mode, it operates in a spring-centered condition, allowing the stick to return to the center when released. The joystick works with fingertip control, as opposed to "grip-stick" grip which is



common among many joysticks. With the flip of a couple of switches on the bottom of the joystick, the stick turns into a mouse-mode, allowing the cursor to move in direct relationship to the stick position in free-floating operation. The joystick works within the small, stationary "window" rather than the desk space needed for the traditional mouse. The QuickStick is perfectly coordinated to match the Mac hardware.

### Great for Some Uses, Not for Others

I tested this controller on several applications, first to see if it could REPLACE the Mac Mouse. The answer to that is a definite NO. The Kraft joystick is very frustrating to use in word processing programs. It simply does not have the pinpoint control needed to insert and delete letters, etc. The joystick really worked well within the MacPaint program. We have had many readers complain about the Mac Mouse when it comes to drawing straight lines in the Paint program. With just a little bit of practice, the QuickStick did a great job of drawing straight lines and in related applications within that program. It also works well in the various client programs.

### Great Joystick

We've always liked Kraft joysticks so it was no surprise when we found that, in the joystick mode, this Mac version is terrific. At this point, of course, there are very few Macintosh programs which work with a joystick; however, with a top-rate joystick now available in the Kraft QuickStick, this may change. (MSR \$79.95)

## THIS and THAT.....

### Macintosh in Broderbund's Future

Broderbund will enter the Macintosh market shortly with the highly acclaimed program, ANCIENT ART OF WAR. In addition, through their subsidiary, Synapse, three additional titles, BRIMSTONE, ESSEX, and MINDWHEEL, formerly announced for several other computer formats, will also become available. All will carry a retail of \$44.95.

### Activision Looking at 68000 Chip

According to reliable sources, Activision is looking at the 68000 chip technology with plans for developing software for at least one of the computers utilizing it. We would suspect they will move into the Macintosh and/or Amiga arena, with the Atari ST a third, but unlikely possibility.

### New AMIGAWORLD Magazine

Just before we went to press with this issue, we had the opportunity to see an advance copy of the premiere issue of AMIGAWORLD, a new magazine from CW Communications, publishers of MACWORLD, INFOWORLD, INCIDER, and PC WORLD, among others. If you're curious about the graphic (and other) capabilities of the new wunderkind from Commodore, watch for this magazine. It's lavishly illustrated with color screens from the Amiga. We predict that superlatives will fly with people see and start talking about this impressive computer.

In a word: fascinating!

### New Strategy from SSI

Strategy fans will have another one from Strategic Simulations... PANZER GRENADIER, a solitaire WWII game. Joystick controlled, it will feature platoon/company level warfare between the Germans and Russians on the Eastern Front. Five different scenarios are included, with play lasting between 1-2 hours for each scenario, as well as three difficulty levels.

### More Enhancements Due for Print Shop Users

Broderbund is planning its third follow-up program for Print Shop users entitled THE PRINT SHOP COMPANION. The new program will feature Graphic Editor+ incorporating sixteen new drawing tools, plus mouse control, making editing and creating new graphics easier. Images can be filled in with patterns, as well as mirrored, moved, inverted, or flipped over. Graphics can be superimposed over one another, as well as text added. This program will also make it possible to capture sections of graphics files from Broderbund's DAZZLE DRAW, or other graphic programs. It will also include a library of 50 new borders and 12 new fonts, along with editors which allow easy customization. Finally, three new features on this program allow the creation of dozens of tile patterns, a calendar maker for designing weekly and monthly calendars, and a Creature Maker allowing the user to create fantastic creatures. Retail will be \$39.95 for Apple II.

## CRITICALLY SPEAKING.. ADAM-COMPATIBLE

The SP-1 ADAM INTERFACE from *Eve Electronics* allows you to hook up any parallel or serial printer or modem to your ADAM, allowing you to bypass ADAM's own printer. It hooks into the side expansion port of ADAM and is housed in a plastic box about three inches wide, by six inches long and two inches high. A printer cable runs from the box to your printer and plugs into its port. Included with the SP-1 is a diskette with a number of utility programs on it. There are CP/M programs to initialize both the serial and parallel ports for modem and printer uses as well as several BASIC and machine language programs to allow you to use your "new" printer in BASIC and SmartWriter. The BASIC initialization activates PR#2 and PR#3 with PR#2 being a parallel printer and PR#3 a serial printer. PR#1 remains ADAM's printer which allows you to have up to three printers hooked up at once (more realistically, you would leave the ADAM printer hooked up for letter-quality projects and choose either a parallel or serial dot matrix printer for speed and the ability to use continuous-feed paper.). SmartWriter files are printed through another BASIC routine which prompts you for the name of the file, maximum per line, lines per page, etc. The only drawback is that this BASIC language routine won't recognize some of the printer codes used (underlining, super/subscripts, etc.) and leaves them out in printing. Eve Electronics will, however, specially configure your software to match your printer so these features can be accommodated.

### Big Plus for ADAMites

Obviously, for the serious "ADAMite," the SP-1 is a "must buy" item since it gives you the ability to use many of the finer printers on the market which can print up to 120 cps (as opposed to the ADAM's 10.5 cps), have tractor feeds, and do not have the supply problem that the ADAM printer has on such things as ribbons. (Eve Electronics, 2 Vernon St., #404, Framingham, MA 01701, 617-653-3003)

**Recommended** (MSR \$139.00)

...Joe Blenkle

**BACKUP+** from *MMSG Software* is written in machine language and is designed to use all four available drives, with a 40K copy buffer for quicker copies. From the main menu you can pick one of several options, including Image Backup—a identical copy; Copy with Screening—copies BASIC to be disk compatible; Copy by File—Lets you mark which files you want to copy; Selective File Copy—You input the name of the file to copy; Catalog—Lets you view both active and dead user files; and Initialize—let's you initialize both disks and DDP's, renaming the directories and correcting the BLOCKS LEFT to the appropriate disk/DDP number.

### Well Documented

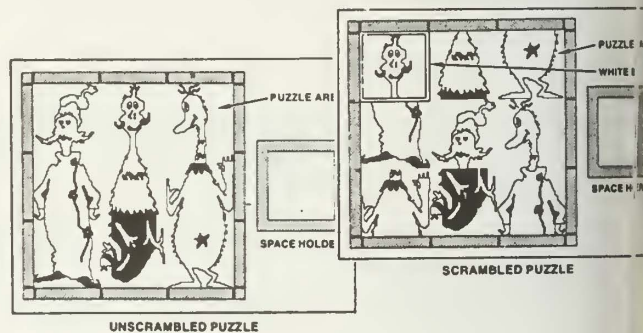
BACKUP+ is well documented, easy to use and it loads into your computer very quickly. As it has no self-copy feature and defies backup with other copy utilities, BACKUP+ comes with either two disks or DDP's, each containing two copies of the program. According to the instructions, if BACKUP+ detects an error in the program, it will automatically switch to the backup program. BACKUP+ is only one of a number of copy programs now available for the ADAM, but it rates a closer look with its many features. (Disk \$35, DDP \$38 from MMSG, P.O. Box 1112, Broomfield, CO 80020; add \$2 shipping)

**Recommended**

...Joe Blenkle

## CRITICALLY SPEAKING.. ATARI COMPUTERS

**DR SEUSS FIX-UP THE MIX-UP PUZZLER (★★★1/1★☆☆1/2)** is a surprise release from *CBS Software* which was originally available for ColecoVision in cartridge form. Based on the Dr. Seuss storybook characters, this puzzle features six of the most popular, including The Cat in the Hat. Designed to help children ages 4-10 learn problem solving, pattern recognition, a logic, this program allows the child to mix and match heads, bodies, and feet, creating zany new characters. In the more advanced skill levels, puzzles are not only divided into small pieces, but some pieces are upside-down. Once the pieces are assembled correctly, the characters will animate with feet tapping, etc. The child can also work against a timer. There is a space holder to the right of the puzzle where you move a piece of the puzzle in order to move the rest of the puzzle around.



### Wacky Fun

In addition to the crisp, colorful graphics, and cute music, this is a fun game to play for children. Everyone is familiar with the wacky Dr. Seuss characters and they help the child learn with even realizing it. Although billed as a game for children ages 4-6, the higher levels could hold the attention of older children. In fact, this could also be a great party game as teams work against each other and the clock! (disk; keyboard or joystick; coming for (4 and Apple)

**Recommended** (MSR \$29.95)

### Additional ADAM Peripherals Planned

*Eve Electronics*, the manufacturers of the SP-1 Series Parallel Interface unit (see review this issue), plans additional peripherals based on demand and sales of the SP-1. One of the peripherals, for a Fall release, is an 80-column card which features 3 expansion slots for use of other EVE expansion units. Software for use with SmartBasic and CP/M will be included with the unit. Also planned is a speech synthesizer unit with clock/calendar. If you are interested in these peripherals and any others they have under development, write to Eve Electronics, 2 Vernon St., Suite 41, Framingham, MA 01701

### BACK ISSUES AVAILABLE...

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

# THE ULTIMATE COMPUTER

Our recent *Ultimate Computer* contest produced a myriad of envelopes filled with diagrams, sketches and just plain "wierd" ideas! To all who took the time to participate, we thank you!

Most of the entries fell into one of three categories:

- 1) The computer I have now is best.
- 2) I like what I have, but....
- 3) A whole new creation.

Those who tended to like what they had, had a Commodore 64. Those who tended to like what they had, but.. had an Adam or Commodore 64 and wanted a Commodore 128!

### The Whole New Creation

The whole new creation is what we expected, and got the least. In reality, the "spirit" of this exercise was to create a new computer from scratch, using what knowledge you had about the technology of today. One such entry arrived in mid-May, and it's one we'd like to share with you. The author of this computer called it *The Producer*. While sticking to a minimum amount of words he outlines a near perfect creation, and certainly one we'd love to have in OUR offices. It's a desktop, with a Macintosh-like keyboard (with a full 200-key buffer for the fast typist). Now, how many people know what's the perfect amount for such quick fingered people? The keyboard is also detachable. When the entry was submitted, he described the disk drives as 3.5 inch, double-sided, and 720K of memory storage. Little did he know Apple would be rumored, one month later, to offer such a thing for the Mac in 1986! The rumored drive would be capable of storing 800K! (Is Apple reading his mind?) For a printer, he has chosen the name *Sketcher*. While wishing for 4000 cps, (and realizing the destruction it would cause his desk,) 400 cps was decided upon as a speed that "would do." *Sketcher* would have Logic-Seek (bi-directional, naturally) and fonts built-in. This feature would allow the user to have access to most of the popular fonts with a mere keystroke. *Sketcher* has a 64K buffer. Now that we have a computer that's got about everything imaginable (and a lot has been condensed here), we note he sees a need to "cut costs," so, we stick to a 1200-baud modem called *Operator*. *Operator* is built-in to *The Producer*, along with software that would automatically put the modem to use when called upon. Again, we point out that the spirit of this "ultimate computer" is to use the imagination. For his efforts, he asks a modest \$5500 for the "secretarial" model of *The Producer* starter package, and \$7000 for the deluxe professional producer.

Now THAT's the spirit. Seven grand!

# THE ULTIMATE PROGRAM...

*an idea by Eugene Lew*

It would be a very detailed WWII game: when the program opens, there are words that scroll up telling about the battle in the Atlantic. Next is a list of options. The Player can choose to be on the German or British side. Each side has a variety of choices of Naval ships to pick from. Whichever side the player picks, the computer controls the opposite. Britain's Royal Navy would be superior in numbers. Germany's Kriegsmarine would be superior in quality of each ship. Choices of the ships in each navy would be based on actual historical ships of the countries in WWII. Another advantage would be the Royal Navy has aircraft carriers while the Kriegsmarine has U-Boats. The only aircraft on the German side would be the Luftwaffe units near coastal areas.

Whatever side the Player chooses, the Royal Navy will always outnumber the Kriegsmarine 2 to 1 in capital ships. For every carrier on the British side, 4 U-Boats on the German. The Kriegsmarine can have up to 50 U-Boats.

There are many action screens. One is a map depicting the world. The player controls his/her ships via a joystick. To select ships, use keyboard and type in a one-letter code which allows you to control that particular ship with the joystick. When units engage, a close-up view is shown. All ships are 3-dimensional. The player controls his/her ship with the joystick, selects the guns on the ships by keyboard and gives commands of fire, ceasefire, and retreat. If multiple ships are involved in a battle, a mode can be given to have command over all or some ships. Graphics are high resolution.

*(Editor's Note : We know Eugene to be an avid strategic game player !)*

### Text Adventures Speak!!

We've learned that Welwyn Currah, the manufacturer of Voice Messenger for C64, will release **EASY SPEECH**. This program, in conjunction with *Voice Messenger*, will allow programs which write text to the screen (such as Infocom) to speak to you! Watch for our review!

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## ATARI COMPUTERS

**JULY**  
 x-Dr Seuss Fix-Up (CBS)  
 x-Mindshadow (ACT)  
 Mindwheel (SYN)  
 Temple of Apshei Trilogy (EPY)

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

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

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

**THIRD QUARTER**  
 Alternate Reality (DS)  
 Colonial Conquest (SSI)  
 Hecker (ACT)  
 Master of the Lamps (ACT)  
 Music Studio (ACT)  
 Panzer Grenadier (SSI)  
 Print Shop Graphics #2 (BRO)  
 Zorro (DS)

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

## ATARI ST

**AUGUST**  
 GATO (SIE)

## COMMODORE 64 \*\*

**SECOND QUARTER**  
 Ballblazer (EPY)  
 Maxwell Menor (AH)  
 x-Railroad Works (CBS)  
 x-Rescue on Fractalus (EPY)

**JULY**  
 Dolphin's Rune (MIN)  
 x-Dr Seuss Fix-Up (CBS)  
 Escape from Richelieu (SUN)  
 Goofy's Word Factory (SIE)  
 Reech for the Stars (EA)  
 Spy vs. Spy Island Capar (FS)  
 Ster Renk Boxing: Main Event (GAM)  
 Temple of Apshei Trilogy (EPY)

**AUGUST**  
 Crimson Crown (PEN)  
 Essex (SYN)  
 First Men in Moon Math (FP)  
 Flight Simulator Scenery  
 Disks-Western Region (SUB)  
 Jungle Book Reading (FP)  
 Lode Runner's Rescue (SYN)  
 Masters of Ledgerdemein (SUN)  
 Peter Rabbit Reading (FP)  
 Prokofiev's Peter & Wolf Music (FP)  
 The Works (FS)

**SEPTEMBER**  
 Cave of Time (BAN)  
 Escape (BAN)  
 4th Protocol (BAN)  
 Goonies (DS)  
 Information Connection (GRO)  
 Jet (SUB)  
 Learning Guitar Overnight (CHIP)  
 Moebius ((ORI)  
 Nine Princes in Amber (TEL)

Note Card Maker (GRO)  
 Perry Mason: Case of Mandarin Murder (TEL)  
 World's Greatest Football (EPY)  
 Zorro (DS)

**OCTOBER**  
 Eidolon (EPYX)  
 Elevator Action (DS)  
 Frank & Ernest's Adventure (PEN)  
 Koronis Rift (EPYX)  
 Oo-Topos (PEN)  
 Pole Position II (DS)  
 Star Trek: Kobayashi Alternativa (SS)  
 Winter Games (EPY)

**THIRD QUARTER**  
 Alternate Reality (DS)  
 Beyond Forbidden Forest (COS)  
 Black Onyx (SIE)  
 Black Thunder (AH)  
 Bounty Bob Strikes Back (BIGS)  
 Colonial Conquest (SSI)  
 Great Intl Paper Airplane  
 Construction Kit (SS)  
 Gryphon (AH)  
 Hacker (ACT)  
 Mech Brigade (SSI)  
 Norway 1985 (SSI)  
 Penzer Grenadier (SSI)  
 x-Super Bowl Sunday (AH)  
 Wing of Wer (SSI)

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

**FIRST QUARTER 1986**  
 AutoDuel (ORI)

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

## COMMODORE 128

**AUGUST**  
 Black Cauldron (SIE)  
 GATO (SIE)

**THIRD QUARTER**  
 PerfectCalc (COM)  
 PerfectFilter (COM)  
 PerfectWriter (COM)

**APPLE II COMPUTERS**

**JUNE**  
 x-Adventure Construction Set (EA)

**JULY**  
 Escape from Richelieu (SUN)  
 Goofy's Word Factory (SIE)  
 Great Intl Paper Airplane  
 Construction Kit (SS)  
 Home Connection (PEN)  
 Home Data Base (PEN)  
 Masters of Ledgerdemein (SUN)  
 Print Shop Graphics Library 2 (BRO)  
 Racter (MIN)  
 Reech for the Stars (EA)  
 Temple of Apshei Trilogy (EPY)  
 The Works (FS)

**AUGUST**  
 Bleck Cauldron (128KXSIE)  
 Crimson Crown (PEN)  
 Essex (SYN)  
 First Men in Moon Math (FP)  
 Forbidden Castle (MIN)  
 Great American Road Race (ACT)  
 Jungle Book Reading (FP)  
 King's Quest II (SOL)  
 Master of the Lamps (ACT)  
 Mobius (ORI)  
 Peter Rabbit Reading (FP)  
 Prokofiev's Peter & Wolf Music (FP)  
 Summer Games II (EPY)  
 Ultima 4 (ORI)  
 Voodoo Island (MIN)  
 Winter Games (EPY)

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

**OCTOBER**  
 Frank & Ernest's Adventure (PEN)  
 Lode Runner's Rescue (SYN)  
 Ogre (ORI)  
 Oo-Topos (PEN)  
 Star Trek: Kobayashi Alternativa (SS)  
 Mech Brigade (SSI)  
 Music Shop (BRO)  
 Norway 1985 (SSI)  
 Penzer Grenadier (SSI)  
 Raid Over Moscow (ACC)  
 Science Toolkit (BRO)  
 Spy vs. Spy Island Caper (FS)  
 Under Fire (AH)  
 Video Vegas (BAUD)  
 Wizzerdry Scenerio 4 (SIR)

**FOURTH QUARTER**  
 Alter Ego (ACT)  
 Alternate Reality 2 (DS)  
 Bleck Onyx (SIE)  
 Breakers (SYN)  
 Brimstone (SYN)  
 Deadly Summer (SYN)  
 Flight Simulator Scenery  
 Disk (Western Region) (SUB)  
 Fourth Protocol (BAN)  
 Gamemaker (ACT)  
 House of Changes (SYN)  
 Mickey's Three in One (SIE)  
 Ronin (SYN)  
 There's Someone Living in  
 My Computer (ACT)

## MACINTOSH

**JULY**  
 MecFont 1 (SUN)  
 Pinball Construction Set (EA)  
 Print Shop (BRO)  
 Temple of Apshei Trilogy (EPY)

**AUGUST**  
 Amazon (TEL)  
 Bleck Cauldron (SIE)  
 Crimson Crown (PEN)  
 Deja Vu (MIN)  
 Dragonworld (TEL)  
 Fahrenheit 451 (TEL)  
 Music Construction Set (EA)  
 Racter (MIN)  
 Rendezvous with Rama (TEL)  
 Shadowkeep (TEL)  
 Ultima 3 (ORI)

**SEPTEMBER**  
 Ancient Art of War (BRO)  
 Brimstone (SYN)  
 Essex (SYN)  
 King's Quest (SOL)  
 Mindwheel (SYN)

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

**THIRD QUARTER**  
 Calculator Construction Set (EA)  
 Championship Boxing (SIE)  
 Gemstone Warrior (SSI)  
 I Damiano (BAN)

**FOURTH QUARTER**  
 Ultima 4 (ORI)

## COMPANY CODES:

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

## IBM PCjr

**JULY**  
 Great Intl Paper Airplane  
 Construction Kit (SS)  
 Homeward Money Mgr (SIE)  
 Horsing Around You Can Bet on It (CHIP)  
 Temple of Apshei Trilogy (EPY)

**AUGUST**  
 Black Cauldron (SIE)  
 Essex (SYN)

**SEPTEMBER**  
 Information Connection (GRO)  
 Nine Princes in Amber (TEL)  
 Perry Mason: Case of Mandarin Murder

**OCTOBER**  
 Star Trek: Kobayashi Alternativa (SS)

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

**ADAM**

**THIRD QUARTER**  
 Adam Thinks (Martin)  
 Best of Electronic Arts (COL)  
 Family Feud (COL)  
 Jeopardy (COL)  
 2010 Strategy (COL)

**FOURTH QUARTER**  
 Wrath of Quinlana Roo (SUN)

## COLECOVISION

**FOURTH QUARTER**  
 Wrath of Quinlana Roo (SUN)

**VCR**

**SECOND QUARTER**  
 Rich Little's Charades (PB)

**AUGUST**  
 AddVentures of the Time Tr...  
 Readers of the Lost Alphabet...  
 Search for Stolen Sentence (PN)

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Bank Street Mailer (AP-specify 64K or 128K)	54.50			
Captain Goodnight (AP)	26.10			
Dr Seuss Fix-Up Mix-Up (AT-D;C64-D;AP)	22.30			
Intl Paper Airplane Const. Kit (MAC)	31.10			
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Mac Art Book (MAC)	14.80			
Mech Brigade (C64-D;AP)	43.60			
On-Track Racing (C64-D)	26.10			
Phantasie (C64-D;AP)	31.10			
Railroad Works (C64-D;AP)	26.10			
Softsell Encyclopedia	12.00			
Standard & Poor Stockpak II (AP)	104.50			
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First Degree & Adv Linear Equations	26.10			
Binomial Multiplication & Factoring	26.10			
Simultaneous Equations/Quadratic Equat.	26.10			
Graphing Linear Equations	26.10			
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# ULTIMATE COMPUTER CONTEST WINNERS...

We want to thank everyone who took the time to enter our "Ultimate Computer" contest. Many of you obviously put a great deal of thought into the project and we really enjoyed reading everyone's ideas (we always knew we had smart readers!)

Congratulations to the winners of our random drawing which was held on June 25, 1985! Gift certificates awarded to all.

First Prize (\$50.00): Jerome Vuoso, Brooklyn, NY

Second Prize (\$25.00): Robert Schulties, Garwood, NJ

(Robert is the brains behind The Producer--see page 13 in our Ultimate Computer article)

Third Prize (\$10.00): Eugene Lew, Reedsport, OR

(by the way, Eugene took his task one step further and came up with an Ultimate Program. We enjoyed his ideas so much that we've decided to share them with you--see Page 13)

Self mailing folder. Fold here

# SIZZLIN' SUMMER SOFTWARE SALE

Here it comes again. We're just finishing our brand new catalog *FILLED* with computer software, as well as computer accessories, and pages chock full of items for Video Gourmets of all ages.

As a special "Thank You" to our subscribers, we are once again offering a **SOFTWARE SALE** for you **ONLY** on **ALL** currently available software titles listed in the catalog.

So watch your mail. Our catalog will be on your doorstep shortly with the special prices. Remember, your subscription *MUST* be current in order to take advantage of the pricing.