Computer Entertainer
the newsletter

Brian Moriarty Visits Computer Entertainer

We always enjoy taking time out from our usual routines to meet designers and programmers. Last month, Brian Moriarty of Infocom visited us during a press tour of Southern California on behalf of his new Interactive Fiction Plus program, TRINITY (reviewed in this issue). This is Brian's second Infocom program. (His first, WISHBRINGER, holds the record as Infocom's fastest-selling program.) The 29-year-old author has been with Infocom since 1984. Before that, he was Technical Editor of *Analog Computing* Magazine. Brian earned his B.A. in English Literature from Southeastern Massachusetts University.
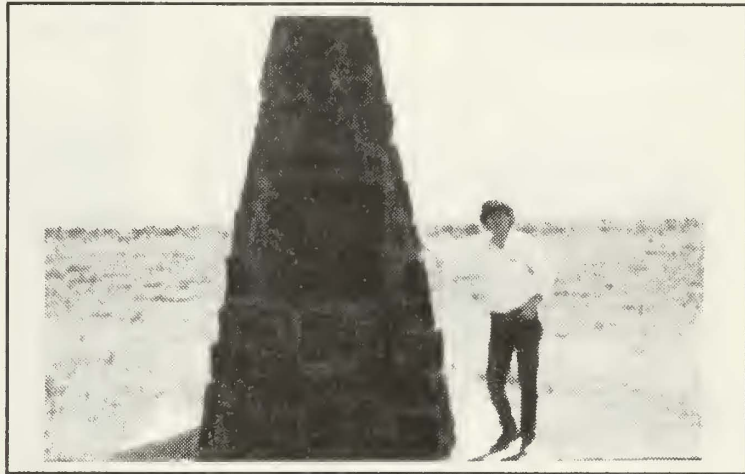
Brian Moriarty at the Trinity Site, where the world's first nuclear explosion took place on July 16, 1945.

A Confirmed Game Player

When we ushered Brian into the hub of our workplace, we sat him in front of one of our Apples where a game of TRINITY was in progress. Ignoring that for the moment, he glanced around the room, taking in the clutter of machines and software packages. His survey stopped at a shelf of recent adventure games, when he exclaimed, "Oh! You've got my current favorite computer game, 'Rogue.' I love that game!" Now here's a guy who is on tour specifically to promote his own latest work, and the first thing he wants to talk about is some other company's game that has him totally fascinated. You can't help but like someone who is such a confirmed game player, someone whose ego doesn't demand that everyone focus completely on him and his latest creation.

Origins of TRINITY

We really did want to know more about TRINITY, so we asked Brian where he got the idea of writing a game involving the history of atomic weaponry. (The name of the program comes from the Trinity Site at White Sands Missile Range in New Mexico, where the world's first nuclear explosion took place on July 16, 1945. The name also refers to the three-part construction of the game itself.) Brian told us that he had been especially fascinated by this bit of history ever since he read Lansing Lamont's book, *Day of Trinity*, when he was in high school. "I was very impressed by that book," he said, "and I always wanted to visit the Trinity site." He went on to tell us that the idea of writing an adventure based on that historical event, the beginning of the atomic age, occurred to him while he was working at *Analog Computing* Magazine in 1983. "We're always making up worlds," he added. "Our games are simulations, and I thought it would be interesting to try to simulate a real place, and explore that possibility, and especially a place where your actions could be significant. It seemed to me that the Trinity Site was a really charged location to do that."

TRINITY Was Meant for Infocom

Brian's first two adventures were published in *Analog*, "Adventure in the Fifth Dimension" and "Crap Shot." About that time he started thinking about working at Infocom, because he "had always been a fan of the Infocom games." He thought about

Critically Speaking...Macintosh-Compatible

SKYFOX (♦♦1/2/♦♦♦) has just been converted for the Macintosh by *Electronic Arts* and, unfortunately, it loses some of its graphics luster going from color to black and white; however, the gameplay capabilities more than compensate for the graphics (still very good on Mac--we were simply spoiled by the beauty of the Commodore version).

Good Gameplay Options

Your job is to defend your home base from an invasion of one more enemy Motherships, as well as planes and tanks. You'll be flying your Skyfox fighter at high levels as you go after plans, and low to the ground as you fight enemy tanks. The game offers a number of ways to play, beginning with two tank training missions and three plane training missions. You can also practice a combo high/low mission prior to really entering the fray of battle. In the small invasion, there's one Mothership to defeat while the full invasion finds you against three Motherships, and the Massive Onslaught is a terrifying six Motherships. Your cockpit is an array of gauges, dials, and tactical map. You can easily toggle to the various status and tactical charts, as well as engaging automatic pilot in order to more easily find the enemy.

This is a fast-paced, quick-thinking action game which will challenge you for many, many hours (one player; also available for Commodore and Apple)
Recommended (MSR $40.00)

COMICWORKS becomes the latest in the line of graphics/clip art/draw your own software for the Macintosh. *Mindscape* has come up with a superb program which is a powerful tool for designing text and graphics anywhere on your page with tremendous page layout capabilities. Unlike graphics programs in the past for this machine, ComicWorks™ allows you to independently move graphics objects, as well as text around your page, creating cartoons, storyboards, greeting cards, and more. Included in the program are special comic book fonts, custom panels, as well as an entire library of "voice balloons" to give your masterpiece its own character.

Wealth of Options

It goes without saying that anyone who can create their own drawings can have a ball with this program. The real beauty of the program is what the "non-creative artist" can do (like us!). Included in the package are two disks full of original art, most highly detailed with fancy backgrounds (lots of space stuff). More importantly, you can import any of your clip art from any MacPaint file (as well as the myriad of clip art programs on the market) which can then be integrated into your masterpiece (This is done via Art Grabber+™ which is included within the Program disk.). The novice can quickly master the art of creating a background and bringing in that perfect piece of clip art. You can place your image anywhere on the background, as well as shrink or expand its size. Then click a balloon in place and customize the dialogue within the balloon. Voila! You've got customized artwork without ever struggling to create something from scratch. You can even have your piece of clip art "explode" out from the background for a dynamic image (for instance, you've got a background depicting space. You can place your space ship so it appears to be flying right out of the panel!). The possibilities are as vast as your imagination.

Extra Added Attraction

Also integrated within this 3-disk program *PosterMaker*™, a scaling tool which allows you to red and expand pages and portions of pages up to 3200% or do to 1% or its original size (only limited by the size of y paper). Before printing your selected item(s), you can choos border from a Borders menu. You can save from wit PosterMaker™ to any MacPaint file.

Tremendous Program

We were excited about this one when we briefly saw i C.E.S. Now that we've had "hands-on," we can hig recommend it. Mindscape has done a terrific job of makin easy to use, while offering features that the advanced a will appreciate. The documentation is clear and does a g job of getting you through all the things you have to know use the program to its capabilities. By the way, if you'r LaserWriter owner and you've been frustrated by the fact some of your MacPaint-generated clip art will not convert print, you'll be thrilled to know that you can take it thr ComicWorks™ and this program will allow it to print (t are certain restrictions and problems with fonts and gra s with LaserWriter even with ComicWorks™, which is det in the documentation).

If you buy just one graphics-type program for Macintosh, this should be it! (works on 400K, 800K, and Disk 512K Macintosh)
Recommended (MSR $79.95)

Compatibility Update on Alternate Reality

IntelliCreations, Inc. (formerly Datasoft) has been ke g us apprised on the Alternate Reality compatibility issue v h was rasied a few issues ago by some of our readers.

For Atari owners, the scurvy problem has been corrected nd recut disks will be going out within the next few days to se who have sent their games into IntelliCreations. The pro m has also been fixed so that it will run on the Atari w Percom drive. If a player using a Percom experiences a v lock-up, they should: 1) remove the diskette from the driv 2 turn the drive off, wait a few seconds and turn it on agai 3 re-insert the correct diskette and press START.

The Commodore 1571 drive compatibility issue is ng addressed at the current time.

We thank Intellicreations for keeping us informed an fo their time and effort in solving the problems!

Professional Football Handicapping

Software Exchange plans a professional f ba l handicapping software program for most home con ter systems. With it you can enter information found in the il newspaper sports section in order to perform the stat ca analysis to predict the winner. Software Exchange in a the program can predict winners 65%-70% of the me. Retailing for $39.95, you can get more informatio by contacting the manufacturer at PO Box 5382, est Bloomfield, MI 48033.

SUPER CYCLE (♦♦♦♦/♦♦♦♦) is *Epyx's* latest entry and takes you back to the wild world of motorcycle racing. You'll begin by choosing your level of expertise, as well as choosing the color of your cycle, as well as jacket colors. It's on the starting line with two other cycles on the line with you. When the green light hits, you've got to move out in first gear, shifting to second and third as you scream around corners, leaning precariously, bumping your competitors, and avoiding all the hazards. Not only must you avoid crashes with other drivers and the hazards such as ice, oil on the road, etc. you must finish each course within a prescribed amount of time. If you don't cross the finish line before the clock runs out, it's all over. By the way, if you crash, you merely lose some as you must begin from a dead start where you are on the course. Upon finishing the course within the time limit you move on to another course, more difficult, and with different scenery. If you make it through a few courses, you'll access a special bonus course, running over flags for points.
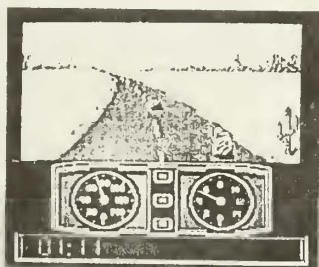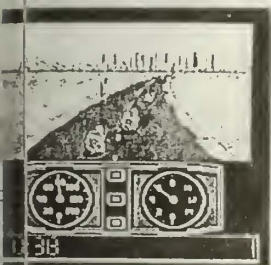
Great Fun and Challenge

From the beginning roar, we were hooked on this one! As we tried to take the curves too fast, we squalled out of control, occasionally hitting a tree. As we practiced, we found ourselves leaning in our chair to get the right body english to get our rider through a touch curve. As we sped along, we got the feeling of incredible speed. The joystick movement needs only to be miniscule as our rider responded to our lightest touch. The graphics are excellent, with our rider and the competition cycles very detailed. The scenery changed from screen to screen, moving from desolate areas, to cityscapes, etc. There are a total of nine different screens, with day and night screens and three bonus screens. Anyone who enjoys racing games will be totally hooked on Super Cycle! (one play; joystick required)
Recommended (MSR $39.95)

COMMANDO (♦♦♦1/2/♦♦♦1/2) from *Data East*, gives lots of combat action as you must battle the enemy and their base. All you have at your disposal is your machine gun and hand grenades. There are enemy forces coming at you from all angles - behind trees and rocks, trenches and from the left and right of the screen. They'll shoot at you and hurl grenades. They will also send trucks and tanks after you. You're out here alone so you must move with lightening speed, killing off the enemy, picking up grenades, and supplies from freed outposts, killing off enemy leaders and, ultimately, destroy their base.
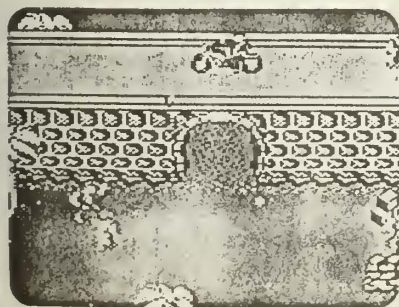
Frantic Action

From the beginning, you'll be moving at a frantic pace, shooting, dodging, and attempting to stay alive. We spent a good deal of time getting through certain portions where the enemy was highly concentrated as the ability to use the grenades is hampered in the program (the only reason we marked the program at less than 4 stars). While you shoot your gun with the firing button on your joystick, you must use the spacebar on your keyboard to launch a grenade. We don't know about you, but when we're playing a joystick-controlled game, we are holding the joystick in one hand (usually balanced in our lap), while manuevering the stick with the other hand. The keyboard is not usually easily accessible and we found it exceedingly awkward to reach over to launch grenades. As a result, there were more than a few times our man was killed because we couldn't wipe out the enemy force in time. It would have been great if the game was programmed in such a way that the grenade launching was accomplished by, perhaps, pushing the joystick up (or down) while pushing the firing button. Would have made a world of difference!

Great Music

By the way, throughout the game, there is terrific music synthesized for a great effect and the graphics are quite nice. All in all, this is a very fine action game with all the challenge needed for you action addicts out there! (solo play; joystick required)
Recommended (MSR $34.95)

I AM THE C128 continues in the tradition of Commodore tutorials on disk from *Personal Choice Software* (now a part of *Activision*), and features a quick-start way to get right into your C128. The program is made up of nine volumes beginning with a very simple overview of your computer. The first volume is an easy introduction and overview while the second volume contains tutorials on the keyboard, TV/monitor, disk drives, and peripherals. The third and fourth volumes contain a thorough journey through BASIC, both beginning and advanced. Within the pages of Volume 5 you'll be taken through the easy steps of making the best usage of your disks as you learn how to save, load, and format--an area which can be confusing to the novice! You'll have the oportunitty to learn all about screen and sprite graphics, as well as sound effects and music as you work your way through the next three volumes of the program. There are very detailed diagrams, as well as short programs in BASIC which show you how to accomplish drawing circles, squares, elipses, as well as "paint" features, how to get movement in your graphics, etc.

On To Programming

Once you feel comfortable with a general knowledge of BASIC, you can move on to Volume 9. Here you can run examples of a screen graphics program, sprite graphics program, and a sound program. More importantly, you can "list" the programs on your screen so you can get a much clearer understanding of what's involved in the three examples.

Easy Way To Learn

With this program, Personal Choice Software continues with their fine disk tutorials (1 Am the C64 was a very good program). Certainly, you could pick up a C128 tutorial in book form for less money. The fact that the computer can animate some of the examples as they are being shown is a major plus, as well as the colors used to highlight a part of the C128 when describing a certain function. Also included are points where you are asked to try out something that has just been explained. That's a big plus when you're confused about certain commands or the like. The program appears to address all areas of concern for the novice, as well as some advanced programming hints for the user who doesn't need to go through a tutorial explaining the various uses of the keyboard characters. All in all, if you are just starting out in computers with a C128, or you want to learn more about BASIC programming, this is a good, functional program which should be one of the first purchases for your software library.
Recommended (MSR $34.95)

VIDEO GAMES ON YOUR CD!!

Being computer, electronic, game, and gadget junkies, it's inevitable that we'd own a couple of CD players (we even have one in our office to calm our frazzled nerves). Obviously, you think we've taken leave of our senses to be talking about CD's in these pages unless it's CD ROM or CDI (Interactive CD that's in development). Well, gamers...we've just found the ultimate fix for us gaming fanatics!

We were innocently walking around one of the Los Angeles music superstores looking for CD's to feed our hungry machines and came across one lonely CD that looked a little out of place. It caught our eye because of the rather electronic looking graphics on the cover, as well as an insert picture of the Pole Position game screen. What's this, we asked? It can't be CDI. We picked it up, blew some dust off it and noted a hand-written label stuck on the shrink-wrap indicating "real video game sounds!" No, it couldn't be, could it? We took a closer look. The title was THE BEST OF VIDEO GAME MUSIC! "Good grief," we cried, as we turned the packaging over and discovered most of the writing was in Japanese (we think), but there was a big NAMCO written in the corner, and a listing of 17 - count 'em - 17 different video game sounds. So what that it was $21.95--after all, it was an import and we may never see the likes of it again. We ran to our car (yes, we have a CD in the car--isn't that what being a "techie" is all about?), ripped open the packaging and plopped the little silver disk inside. We rolled down the windows, headed out to Sunset Boulevard to a stop light and the opening strains of POLE POSITION came wafting through our system! This is too good to be true! The countdown began (we could even imagine seeing the red - yellow - and then green light as we put the pedal to the metal. We couldn't resist. The green light hit as our video game music came to a crescendo. The guy in the Rolls Royce next to use looked over quizzically. We turned and smiled--we were in videogame heaven! We left him in the dust and pulled up next to a Porsche (this is Southern California, after all). Our Pole Position music had ended and the familiar opening sounds of PAC-MAN began. As Pac-Man began eating the dots, our curious onlooker in the Porsche thought he was going crazy! Our smiles became broader as the sounds came blasting through in sensurround stereo from all the speakers in the car. There were even a few videogame sounds we weren't familiar with. Why, they must be arcade games which haven't made their way to the U.S. yet. From Sunset Boulevard, through Hollywood, past the Hollywood Bowl and Universal City (where sightseers can be eaten by JAWS or blasted into outer space), we got everything from curious stares to shock to a couple of folks in a BMW (Yuppies, perhaps?) who put the "thumbs up" sign and yelled after us..."we have to have whatever it is you have...." (we couldn't hear the rest--we were busy with Pole Position again as we hit the Hollywood Freeway).

The Ultimate Fix

So, we've found the ultimate fix for those long car trips when we can't play our games while driving, or in the serenity of the den at home when we're going through videogame withdrawals. This is it! And, for those of you keeping track, the games represented on this rare disk are (in addition to those we mentioned: *Xevious, Bosconian, Phozon, Mappy, Libble Rabble, New Rally-X, Dig Dug and Dig Dug II, Galaga, Grobda, Dragon Buster, Metro Cross Part I, Gaplus, The Tower of Druaga,* and even the *Fanfare from Pole Position II!* We'd pass along the address of the CD manufacturer, but we can't figure out the Japanese! However, the disk is made by ALFA RECORDS of Toyko, Japan and the catalog number is 32XA-66. And you thought rare games were hard to find-this could be even harder to find! Good luck on your quest to add this to your videogame library!

BACK ISSUES AVAILABLE...

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

Critically Speaking...Amiga-Compatible

INSTANT MUSIC (♦♦♦/♦♦♦1/2) is a different fr the more typical music composition programs because requires absolutely no knowledge of music. Using a techniq which *Electronic Arts* refers to as "mousejamming," y can play along with the computer's three voices, providi your own fourth voice as you play music in real time with t mouse. Artificial intelligence creates guidelines that keep yc sounds musical--in proper key and tempo--even if you ca read a note of music.

Complex Program

There is lots to explore in this complex program with disk and whopping 55-page manual. The designers ha generously included more than 80 musical selections on di from pop to folk and from classical to jazz. And there are o a dozen digitized instrument sounds to choose from--surely y won't get tired of this program for quite a while! After load a song and the computer begins to play it, you can sel one of four instruments to "mousejam" along with y Amiga. Simply hold down the left mouse button while mov the cursor up and down the screen. Presto: INSTANT MUS And you can adjust the amount of rhythm and tone control have during mousejamming. In fact, the number of opti seems immense. You can select Chord Control (to make y own creations), Draw Menu (to modify pitch, rhythm, e select song size, load instruments from another disk, s your compositions to disk for later play-back, and lots m

Good Graphics, Great Sound This is not a program shows off the graphics of your Amiga. The visuals aren't l, but they're not breath-taking, either. But the sound...yes SOUND! To truly benefit from this program, you simply r t have stereo speakers. (I can't imagine anyone listening to s through a 3-inch speaker anyway.) With few exceptions, y swear you were in front of a real musical instrument.

Lots of Fun

If you love music, you'll love this program. e combinations of different songs and instruments to experi t with are endless. I loved the "Drum Kit" with bass, tom, d snare drums plus high-hat cymbal and woodblock. (Eat ar heart out, Buddy Rich!) Another fun instrument is the " Voice," which sounds like a jazz singer. By the way, is program is a must if you own "DeluxeVideo." Anything at you create or any of the songs on the disk can easily e transferred to your DeluxeVideo creations. INSTANT MU C files can also be printed in standard sheet music form if y are transferred to the upcoming "Deluxe Music Constru n Set." Incidentally, Electronic Arts has struck something t, a compromise between their need to protect this progm against piracy and your need for backup copies. Although e program is not copy-protected, booting a backup copy ca s the program to ask the user to insert the original disk or verification of registration numbers--not a bad compror e. (Solo use; Mouse.) Available for 512K Amiga only. Recommended. (MSR $49.95)   --Cal Chen

Electronic Arts Lowers Some Prices

Following the lead of several other companies, Elect ic Arts has just lowered suggested retail pricing on several es (does NOT include any software for Amiga or Macintosh to $14.95. The titles effected are: *Archon* (Commodore, ri, Apple, IBM); *Cut and Paste* (Commodore, Atari, Apple, I '); *Dr J One on One* (Commodore, Atari, Apple, IBM); *Hard at Mack* (Commodore, Atari); *Heart of Africa* (Commodore); *ail Order Monsters* (Commodore); *M.U.L.E.* (Commodore, A); *Murder on the Zindeneuf* (Atari, Commodore, Apple, 1); *Music Construction Set* (Commodore, Atari, Apple, 1); *Pinball Construction Set* (Commodore, Atari, Apple, 1); *Racing Destruction Set* (Commodore, Atari); *Realm o Impossibility* (Commodore, Atari); *7 Cities of* old (Commodore, Atari, Apple, IBM); *Super Boulder* sh (Commodore, Atari, Apple); and *Touchdown Fo* all (Commodore, Atari, Apple, IBM).

G|TTSBURG THE TURNING POINT (♦♦♦/♦♦♦) be|omes the newest war simulation from the designers of B|le of Antictam for *Strategic Simulations Inc.* and co|rs the 3-day battle beginning on July 1, 1863. There are v|ions built-in for introductory, intermediate, and advanced pl|ers, as well as a tutorial for the novice player. The in|oductory game has very simple rules and options while the me| advanced levels allow you to make more complex de|sions and follow more involved rules. While typical of all SS| games where it's historically accurate, the designers have ta|n some liberties "for the sake of a more interesting |a|e." The game features a fatigue factor, as well as an|munition replenishments, twelve weapon types, and three di|rent levels of terrain. The proficiency of the unit leaders wi| also enter into the factoring.

|here's a tremendous amount of detail for the player to be |v|re of with several tables to be referred to, such as W|pon/Range Casualty, Fire and Strength, Melee, Fatigue, an| Operation Costs. Most of the information you need th|ughout is on the other side of the plastic map card in|uded. You are constantly updated on the screen as well with al|he current information on terrain, number of men in your in|try, weapon type, effectiveness, and more. There is a ra|er complete Command Menu by which you plot and move, as|vell as checking out the approximate strength of an enemy un| The estimated playing time is 11 to 40 hours. You can pl| against the computer, a friend, or sit back and watch the co|puter play itself. (one-player; two-player alternating; co|ing for IBM, Atari, Commodore)

L|NAR EXPLORER (♦♦♦/♦♦♦♦) is an exciting si|lation from *Electric Transit*, a peek into the future th| lets you experience aspects of space colonization that co|d easily come to pass. And it's a future that will spark the im|gination of anyone interested in the possibilities of living an| traveling in space. The program itself centers around le|ing to pilot a lunar landing vehicle in real time. The ac|ities involved in this learning process are placed in the co|ext of future space colonization by means of the well-re|arched and extensive manual (over 80 pages) which ac|mpanies the program.

|rst Space Colony
|uch of the material in the manual is based on NASA studies of|pace colonization, and it's presented in a way that makes it|eem quite real. The descriptions and illustrations of the "|kota" Space Habitat, the first space colony at the L|grangian libration point L5, include details about re|lential areas in the wheel-shaped space station, along with in|rmation about the colony's agriculture, industry, and many ot|r aspects. This colony's purpose is to use the environment of|pace for economic development and scientific progress. To th|e ends, the population of the colony operates a Lunar M|ing Facility at Tranquility Base on the Moon and m|ufactures satellite solar power stations to be placed in E|h orbit.

|our Place in Space
|Vhere you fit into all of this is as a candidate for the Lunar L|ding Vehicle (LLV) Pilot Corps. The LLV is an important li|k in the chain of transport vehicles critical to the success of|the mining and colonization mission. The LLVs carry su|lies from low lunar orbit to the Tranquility Base Mining F|ity. The early stages of the program involve completing a |eries of eight exercises in your LLV: soft landing, h|ring, maneuvering during hover, landing from approach, b| landing from approach, descent to base from orbit, li|ff, and flight to emergency landing pad. The exercises be|me progressively more difficult, requiring mastery of the sy|ms of your craft and knowledge of the effects of gravity an| motion in space. Once you have mastered the exercises an| the section of the manual covering the physics of space fl|t, you're finally ready to try the Cargo Run Mission. The m|ion involves locating and recovering canisters of lunar or| in the vicinity of Tranquility Base. Earning a maximum

score on the mission requires using all of your newly acquired skills of flight and physics to gather as many canisters as possible without running out of fuel before you can return to your base.
Very Believable
The biggest appeal of this program is its simulation of a very believable future scenario. It's easy to imagine yourself really flying above the lunar surface and being an important part of a future space mining and colonization project. The graphics are simply drawn but realistic enough to keep the simulation life-like. Suggested by the designers for ages 13 to adult, LUNAR EXPLORER is a satisfying and involving program that incorporates adventure, role-playing, and learning. And beyond the clear-cut goals of learning to pilot the LLV and run cargo missions, there's additional fun to be had in the exploration of the lunar surface on sight-seeing missions of your own design. You can visit the site of the Apollo 11 landing, check out the lunar landscape, and even do a little star-gazing and view an earth-rise over the the moon's horizon. This is heady stuff for anyone with a little adventuring blood in them! (Solo play; Joystick and/or keyboard; Pause; 48K disk.) Reviewed on Apple II; also available for 128K IBM PC/PCjr with color graphics card. Recommended. (MSR $40.00)

BREAKERS (NA/♦♦♦♦) is the latest in a series of electronic novels from *Broderbund*. (The first three were released under the names of both Synapse and Broderbund.) The text adventure takes place in a VERY alien world, where you find yourself plunged into the midst of a fast-changing series of events on the planet Borg and the nearby Nimbus Colony. The "Breakers" referred to in the title of the game are a group of intergalactic pirates and misfits running a smuggling operation from Borg, although many of their number are perennially holed up in a sleazy bar in the Nimbus Colony. Even worse than the the Breakers are the Gaks, the mutant security police of the Nimbus Colony, who are as stupid as they are brutal.
Crisis on Borg
A power struggle is brewing between the two master criminals who control the smuggling of slaves, narcotics, and who knows what other kinds of contraband from Borg. The serenity of Borg's gentle, golden people, the Lau, has been disturbed by these outside events and by their own internal crisis. Their deity, the Creator they call "Garbo," resides in a constellation which is masked with a shadow every few thousand years or so. The shadow has appeared, foretelling doom unless a Lau shaman can assemble the four elements for a special ritual which will dispel the shadow, unmask the Creator, and save Borg. In this seething mass of controversy, violence, and impending destruction, you seem to be the one Lau shaman not yet imprisoned by Gaks or sold into slavery by the Breakers. That means it's going to be up to you to perform the magic ritual of the four elements to unmask Garbo-- that is, if you can stay alive long enough to do it in this savage setting of humanoid and alien flotsam and jetsam.
Superb Writing
BREAKERS is just the sort of story to appeal to fans of text adventures--plenty of crises, myriads of strange beings, and a wonderful sense of immediacy that comes from constantly changing situations that shift in real time--even if you do nothing. The parser is extensive, allowing lots of interaction with the strange characters. The quality of the writing is superb, helping to create vivid mind-pictures that bring the story to life. And there are some marvelously humorous touches, such as the comment about a character's imitation noogahide vest: "Funny--imitation noogas are extinct in most of their original habitats." BREAKERS is a must for fans of text adventures. And, as a group, the Synapse/Broderbund electronic novels are the first text adventures that really offer serious competition for Infocom's interactive fiction. (Solo play; Keyboard; 48K disk.) Reviewed on Apple II. Also available for IBM PC/XT/PCjr; coming soon for Commodore 64/128.
Recommended. (MSR $44.95, except C64 at $39.95)

TRINITY (NA/♦ ♦ ♦) is the second piece of Interactive Fiction Plus, the new line of text adventures that features an expansion of *Infocom's* original development system, allowing for larger program size and more extensive vocabulary. The world of TRINITY, a standard-level fantasy, is indeed vast--larger than all three of the "Zork" programs combined, according to author Brian Moriarty. And it is a rich world that combines fantasy with real, historical events for the first time ever in a work of interactive fiction. TRINITY takes place in the near future and centers around what is probably the single most significant scientific development of our time: the unleashing of the power of the atom and subsequent development of atomic weaponry. While that sounds like pretty serious stuff for an entertainment program-- and it is--the game contains enough magic, puzzles, humor,
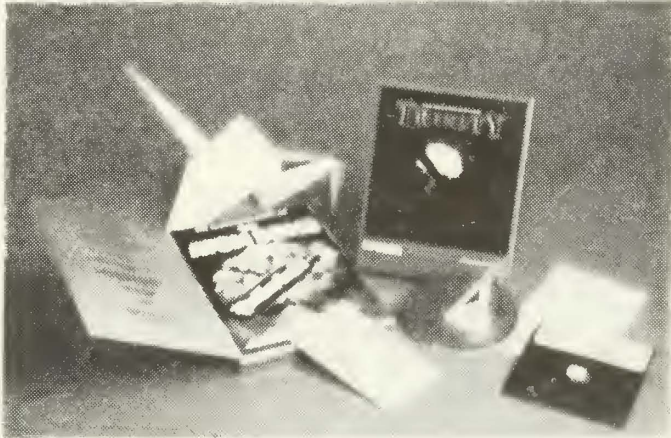
and downright absurdity to keep it from being heavy or depressing.

Sightseeing in London

The game begins on a pleasant day in London, where you are a tourist who is spending the final afternoon of your $599 package tour wandering through Kensington Gardens. As you soak up the atmosphere, British nannies push their perambulators through the park, pigeons flutter around an old woman feeding them bread crumbs, and children sail boats in a pond. You come across a sundial in one section of the park. (It looks rather like the sundial in your TRINITY package. If that isn't enough to tell you that the sundial is a very important element in the story, then you just can't take a hint!) Everything seems the picture of sunlit serenity, but it's not. The superpowers are about to start World War III, and a hydrogen bomb will soon be dropped on the city. Your only escape is through a mysterious white door that appears if you reach the right place at the right time. Enter that door, and you will step into a very strange realm where fact and fantasy intermingle, a field of giant toadstools with more white doors. This place, decribed by Moriarty as a "Grand Central Station of the universe," is a sort of mystical network where all the atomic explosions that have ever occurred are connected.

Atomic Explosion Sites

If you can solve the puzzle of how to open and close the white doors in the toadstools, you will be able to travel to the sites of a variety of different atomic explosions, and even live to return and tell about your experience! This is your chance to step into history at a number of critical points and influence the outcome of real events. The sites you can visit include Nagasaki, Japan, the steppes of Russia, an underground test site, a tropical atoll, the outer space "Star Wars" of the Strategic Defense Initiative, and, finally, the TRINITY site itself. You will arrive at the TRINITY site on the White Sands Missile Range in New Mexico at 5:00 a.m. on July 16, 1945. It is 30 minutes before the explosion of the first atomic bomb in history, and what happens next is up to you.

Exceptionally Well Written

Like WISHBRINGER, Brian Moriarty's first effort for

Infocom, TRINITY is exceptionally well written. It's satisfying from a literary standpoint as it is from a r playing gamer's view. (Moriarty acknowledges intentio parallels to Lewis Carroll's *Alice in Wonderland* in his st and he underlines them with appropriate quotes scatte through the game.) The concept of TRINITY is unusual daring, and Moriarty manages a delicate balance between seriousness of his subject and the need to keep the pla entertained. He has written a game that draws the player the action beautifully. The prologue of the game Kensington Gardens is somewhat easier to master than so standard-level programs from Infocom. By the time the ga becomes more difficult, you are hopelessly involved in story and couldn't possibly think of giving up. We recomm this one without reservation to anyone looking for someth truly original in interactive fiction. (Solo play; Keyboa Available for Amiga, 128K Apple II, Atari ST, Commoc 128, IBM PC/PCjr, and 512K Macintosh.
Recommended. (MSR $39.95)

THE NEVERENDING STORY (♦ ♦ ♦ ♦/♦ ♦ ♦) is graphics and text adventure from *Datasoft* which is based the fantasy movie of the same name. As text adventures this one is relatively easy to play, making it most suitable youngsters who enjoyed the movie. The game lets you the role of Atreyu, warrior of Fantasia, in a quest to rid land of the All-Consuming Nothing. It's up to you to l what will stop the advance of the Nothing through Fant Part of what you must do is to find the gold and si medallion, Auryn (easily done), and return it to the Empres the Ivory Tower (not so easily done). Familiar characters the movie appear throughout the story and can contribut your quest. Some of the characters include Rockt Teenyweeny, Nighthob, Artax the horse, and Falkor Luckdragon. You dare not dawdle, for Gmork the werev servant of the Nothing, is never far away. The game has separate sections, and each one must be solved to move o the next. As Atreyu, your ultimate goal is to make cor with someone from the Real World and make them believ Fantasia. If you cannot accomplish this goal, Fantasia will ultimately be destroyed by Nothing.

Very Pretty Pictures

THE NEVERENDING STORY has some of the pre pictures we've seen in a graphics and text adventure. pictures are presented in panels at the top of the screen portray the characters and settings of the game. The occupies the lower portion of the screen and is set in a attractive typestyle that fits with the fantasy theme of game. Throughout the entire game, which passes in real whether you do anything or not, the theme music from movie provides accompaniment to your efforts. As good as music sounds at first, we found that it became annoying af a while. Fortunately, it is possible to turn the music off bothers you. The game itself is charming, particularly if enjoyed the movie. We feel that the game is most likel appeal to children who are fans of the movie. Adults teens, particularly those who are experienced players of adventures, are likely to find the game a little too simpl has a fairly limited vocabulary which does not support commands that are fairly typical of such games. For exa it is not possible to "examine" objects in the game. There partial word list provided in the instruction leaflet, which be of help to inexperienced players. This one is not advanced players, but children will appreciate it. (Solo Keyboard; Pause; Disk; Blank, formatted disk required for g saving.) Atari XL/XE and Commodore 64/128 ver reviewed; also available for Apple II.
(MSR $29.95)

Commodore 64/128-Compatible

SPELL OF DESTRUCTION (♦♦♦/♦♦) is a very fast-
pacing action/adventure from *Mindscape* which involves
mystery and spell-casting. Your role is that of Drinn, formerly
apprentice to the sorceror, who is about to face the
challenge of a young apprentice's lifetime. This is the big
test. In order to become the youngest Lore-Adept in the
history of the land, you must enter and conquer the dreaded
Castle of Illusions. Your ultimate goal is to destroy the Prime
Elemental with a single spell, but you'll have to dispatch a
great number of its very deadly Guardians before you can even
approach the hidden location of the Prime Elemental deep
within the castle.

New Weapons and Spells
The rooms and corridors within the Castle of Illusions are
portrayed in diagonal perspective, which gives them a three-
dimensional appearance. (Turning the base of your joystick
1/8 to the left seems to make it easier to control Drinn in
these settings.) You enter the first corridor with a supply of a
few weapons and spells. You soon learn that both are precious
commodities, not easily renewable, and therefore not to be
squandered. Your initial weapons are your sword and a few
fireballs. Spells include "Tell Tale" (magical assistance that
may give you valuable information about your current location
or way to destroy an enemy); and "Find It" and "Heal" (just
what they sound like). The game is full of unknowns and
hidden items that can only be discovered through lots of trial
and error. The requisite number of nasty creatures makes your
task all the more difficult. Repeated trips through the game
and judicious use of the "Tell Tale" spells gradually make
things clearer, at least in the earlier stages. Paying close
attention to changes in the musical score can also give you
clues about what may happen next. As nearly as we can tell,
the Castle of Illusions is very large. (We never found the
Prime Elemental.)

Entertaining
We found SPELL OF DESTRUCTION an entertaining game
that should provide many, many hours of exploration and
strategic play. There are so many things to learn about the
myriads of chambers in the Castle of Illusions that we found it
helpful to take a few notes. (The only problem is that you
must wait until you reach some neutral area without monsters
to make your notes because there is no "pause" feature in the
game.) The combination of very fast action and strategic
thinking will appeal to gamers looking for equal challenge to
their reflexes and wits. Graphic quality is mixed--excellent
backgrounds, but only average portrayal of most characters.
However, game play is definitely the emphasis in this game,
and it's an entertaining one that will keep you exploring,
fighting, and casting spells for hours. (Solo play; Joystick
and keyboard; Disk.) Available for Commodore 64/128 only.
Recommended. (MSR $29.95)

HACKER II: THE DOOMSDAY PAPERS
(♦♦1/2/♦♦♦♦) from *Activision* continues the fun
and intrigue of HACKER, one of last year's most popular
programs. In the sequel, Steve Cartwright has surpassed the
ingenuity of his original program, making the new game an
absolute must-have for everyone who puzzled their way
through the first one.

CIA Assignment
HACKER II begins innocuously enough by asking you to
"LOGON PLEASE." Your inevitable response to that prompt
leads you into a typical bulletin board menu, which is suddenly
interrupted by a communication from the CIA. They are
referring to you as the "world's leading authority on computer
security systems"--they must remember your outstanding
service to the government in HACKER! And they need your
help, but they're telling you that they will "disavow any
knowledge of your participation" if you fail. Sounds as if Mr.
Phelps is in charge! (For any of you too young to remember,
Mr. Phelps was the voice on the tapes that outlined
assignments for TV's "Mission Impossible" team in the late
1960s and early 70s.) The CIA has uncovered a diabolical plot

to destroy the United States government, and the details are to
be found in the Doomsday Papers. One little problem: the
papers are hidden in a foreign country, in a complex guarded
by heavy electronic surveillance. This time you do get a little
help in the form of a top secret operations document, but this
mission will still take every bit of cunning strategy you can
muster.

Compelling
The mystery to be solved in HACKER II: THE DOOMSDAY
PAPERS is every bit as compelling as the first game. It
combines crisp graphics, sleuthing, strategy, and the high-
tech allure of electronic trickery in a game that's definitely top-
10 material. Don't miss this one! (Solo play; Joystick &
keyboard.) Commodore 64/128 version reviewed. Coming
soon for Apple II, IBM PC/PCjr at $39.95; also coming for
Atari ST, Amiga, Macintosh at $49.95.
Recommended. (MSR $34.95)

THE PERSONAL CHOICE COLLECTION is an easy-to-
use yet powerful set of the most useful kinds of programs any
computer owner can have. The programs from *Personal
Choice Software*, one of the *Activision* labels, include
a word processor (WRITER'S CHOICE), a filing and record-
keeping program (FILER'S CHOICE), and a spreadsheet
program for financial applications (PLANNER'S CHOICE).
These three programs are considerably updated and improved
versions of the series from Creative Software, which was
acquired by Activision last year. For a partial list of the
features of the Personal Choice programs, please refer to the
chart in this issue, which was prepared from information
provided by Activision.

Simple to Master
While charts of features provide useful information when
you're trying to make a decision about which productivity
software to buy, there's no substitute for trying out the
programs yourself. But the next best thing is letting us try
them out for you, so that we can give you our reactions to
them. In working with all three of these programs, making our
way through the manuals and learning with the tutorials, we
were especially impressed with the utter simplicity of
mastering the program basics. Without ever talking down to
you, the manuals take you through every step in the simplest
and most straightforward way possible. Nothing is assumed,
and everything is explained clearly. You're even told that
"your computer cannot use blank diskettes as they come from
the store. You must initialize new diskettes before you can use
them." And you're given a menu option that allows disk
initialization from within the program. If you bought your
first computer yesterday and this set of software today, we'd
bet you could be up and running confidently with your first
program in no more than 15 or 20 minutes. That's no big deal
for extremely limited, beginner-oriented software; but these are
full-featured programs with enough flexibility to be really
useful in the home or in a small business. If you are a fairly
experienced computer user, getting to know these programs is
even easier. One time through the tutorial for each, and you'll
rarely need more than an occasional glance at the Quick
Reference Card. When you need to do something a little out of
the ordinary, you might need to consult the Reference Guide in
the manual, which explains every feature in detail.

The Programs
WRITER'S CHOICE (NA/♦♦♦♦) includes full writing
and editing capabilities, a preview feature to let you see what
your work will look like when it's printed, a 50,000-word
spelling checker, and lots of printing options. FILER'S
CHOICE (NA/♦♦♦1/2) is more flexible than many filing
programs we've seen in its price range, with the ability to
file, retrieve, sort, and print your data in many ways. It also
has the clearest explanation we've seen of the sometimes
confusing differences between files, records, and fields.
PLANNER'S CHOICE (NA/♦♦♦1/2) is easier to
understand than most spreadsheet programs, again thanks to
excellent documentation. (Few programs are more intimidating
to the inexperienced computer user than a badly documented
spreadsheet.) There's plenty of room in the spreadsheet and
more advanced arithmetic applications than you may ever
need. The only improvement we would suggest here is the

inclusion of a few spreadsheet templates. All three programs can share information with each other. Although the versions we tested work on both the Commodore 128 and 64, owners of the C-128 will have the benefit of a few extra features, including 80-column capability. Back-up disks are available at $10 ($15 for Apple and IBM versions), and registered owners can receive support on a toll-free hotline. The programs are a very good value individually, but the full set really qualifies as a "best buy" in home productivity. (Commodore 128/64 version reviewed; available soon for Apple II and IBM PC/PCjr/Tandy 1000 at $49.95 per program or $119.95 for the set.)
Recommended. (MSR $39.95 each program; Collection $99.95)

Microsoft Write for Atari ST

Microsoft is planning the release of *MICROSOFT WRITE* for the Atari ST through Atari. It is based on the Macintosh version of MICROSOFT WORD

New Fantasy Game from SSI

Shard of Spring will ship shortly and is SSI's sixth fantasy game. It's a multi-player fantasy adventure where the player's goal is to rescue the Shard of Spring from its captor, the evil enchantress Siriadne, and restore it to its home on the stricken island of Ymros.

New for Commodore 128

Abacus Software plans three productivity software packages specifically made for the Commodore 128. SpeedTerm 128 is a command driven terminal software package; TAS-128 is an enhanced version of Abacus' technical analysis system for stock market charting. PPM-128 is the upgraded 128 version of Personal Portfolio Manager for tracking the performance of stocks, bonds or options. All three programs will retail for $59.95 and will ship in the fall.

CHESSMASTER 2000 Available for IBM

A full-featured chess program for beginners to experts, CHESSMASTER 2000 from Software Country (distributed by Electronic Arts) is now available for IBM PC/XT/AT and compatibles (256K minimum). Also on sale in versions for Commodore 64/128 and Atari XL/XE, CHESSMASTER's Apple II version was reviewed last month. (MSR $39.95 all versions.) Not intending to leave any computer-owning chess fan in the cold, Software Country will soon release versions for Amiga, Atari ST, and Macintosh.

Partial List of Program Features: Personal Choice Collection

Features: Filer's Choice	System		
	C128/64	Apple II	IBM PC/jr/Tand
HELP screens (context sensitive)	x	x	x
Record retrieval (avg # seconds)	2 sec.	2 sec.	under 1 sec.
List file directory to screen	x	x	x
Change forms w/o rewriting file	x	x	x
Quick reference card	x	x	x
Tutorial in documentation	x	x	x
Design own search	x	x	x
Sort records alphabetically or numerically	x	x	x
Multiple files per disk	x	x	*
Maximum files per record	99	99	
Maximum records per file	no limit*	no limit*	no limit*
Maximum characters per field	6399	6399	513**
Maximum characters per record	6399	6399	7900
Design form w/ color & graphic characters	x		x
Performs calendar/date arithmetic			x
Integrates fields & report w/ word processor	x	x	x
Field formats			x
Create summary report			x
Includes report writer	x	x	x
Sort selected records	x	x	x
Calculated fields in form & report	x	x	x
User-defined column headings	x	x	x
Mail merge	x	x	x
ISAM file (for fast retrieval)	x	x	x
Select records to print	x	x	x
Totals & averages	x	x	x
Print date & page number	x	x	x
Load/save sequential file			x
* limited only by computer memory			
** field size allows fastest retrieval for system configuration			
Features: Writer's Choice			
Vary margin settings	x	x	x
Preview document on screen before printing	x	x	x
Spelling checker on program disk	x	x	x
HELP screens	x	x	x
List directory of files on screen	x	x	x
Include comments/notes not to be printed	x	x	x
MACROs	x		x
Use function keys	x		x
Quick reference card	x	x	x
Number of lines of text displayed on-screen	24	23	24
Special print capabilities (italic, bold, underline)	x	x	x
Justify text	x	x	x
Works w/ spreadsheet/planner	x	x	x
Works w/ file manager	x	x	x
Allows headers & footers	x	x	x
Can save partial document	x	x	x
Copy, move, delete, insert blocks of copy	x	x	x
Word search & replace (incl. global)	x	x	x
Set up own dictionary or use pgm. dictionary	x	x	x
Cursor movement by character/word/line/screen	x	x	x
Undelete block	x	x	x
Imbedded print attribute commands	x	x	x
Center text	x	x	x
Page numbering	x	x	x
Features: Planner's Choice			
Full word menus	x	x	x
Cite area (cell) by pointing	x	x	x
Automatically adjusts when insert/delete column or row	x	x	x
Quick reference guide	x	x	x
List directory/catalog on screen	x	x	x
Use pre-set format or design own	x	x	x
HELP screens			x
Adjust all column widths	x	x	x
Number of built-in financial functions	3	3	3
Number of arithmetic & other built-in functions	11	11	12
Use planner info w/ word processor	x	x	x
Use planner info w/ file manager			x
Notepad			x
Print formulas			x
Free memory for data (bytes)	61,000*	71,900**	over 100K***
Number of rows	255*	255	255
Number of columns	255*	64	64
Maximum formula length (characters)	120*	119	127
Windowing	x	x	x
Title lock			x
Sort function			x
Floppy text			x
Load/save partial spreadsheet			x
Use function keys	x		x
Automatic recalc	x	x	x
Dynamic memory allocation	x	x	x
Within cell editing	x	x	x
Boolean functions	x	x	x
Conditional functions			x
Look-up function			x
12-digit accuracy	x	x	x
Set-up print attributes	x	x	x
* C128 system			
** 128K system			
*** 256K system			
NOTE: Features on all 3 programs may vary by system configuration.			

dam's Successor?

ven before Coleco scuttled the Adam computer over a year
in a half ago, there were rumors floating around to the effect
ha the company was secretly working on another computer.
Be ve it or not, those rumors are stirring again! Our initial
re tion was total disbelief, but we had to pay attention
e use the source of the rumor claims to be involved
nd ctly in the project. According to what we were told, the
ne computer from Coleco is to be something like a color
M intosh. The inner electronic workings of the new machine
ar said to be coming from somewhere in the Orient
or umably Taiwan, Japan, or possibly Korea), with the outer
as to be made in the United States. We were not given any
de of projected release date or price. We attempted to get
co rmation or denial of this information from Coleco, but
ou hone calls to the company were not returned.

Septical Reaction Likely

we are to believe this story--and we admit having our
lo ts about this one--it's difficult to imagine anyone taking a
Co co computer seriously after the great Adam fiasco. And it's
no ust Adam, because Coleco has not been all that successful
t s other forays into the field of personal electronics,
ath r. Coleco is a toy company, and the marketing of toys is
wh they have always done best. (Mattel learned a similar
ar lesson in computers and electronic games.) So if Coleco
ea plans to spring a new computer on the world, they'd
et be prepared for plenty of skepticism on the part of the
co uter industry, the press, and the computer-buying public.

Electric Dreams Coming

ust what might Electric Dreams be? Robotic reveries,
er ps? Or something you might see on MTV? Actually,
Ele ic Dreams is a brand of software, a new Activision label
wh h is an outgrowth of the company's overseas division.
Ele ic Dreams will be devoted to bringing you imported
of are titles, "the hottest hits from around the world,"
cc ding to the company. Something must be coming soon
ro Electric Dreams, because we just received a sort of
Ch stmas in July package from them. Designed to call
tte ion to the existence of the new label and its imported
of are titles, the package contained a variety of imported
oo es, along with a single blank disk representing "most of
he outstanding entertainment software being enjoyed by
mil ns of people all over the world, (which) hasn't yet been
im ted into this country." While we're waiting for the
of are, we'll sit back and enjoy a cup of Colombian coffee
nd a few bites of Swiss chocolate while we look at the
ic es in our Paris fashion magazine. (No one here reads
re h.) And then we'll probably play with our Japanese
ns or, a tiny toy robot that converts to a nasty beetle!

Adventuring Titles for Macintosh

e designers at Silicon Beach Software are putting the
ini ng touches on two new titles for Macintosh, *DARK*
A LE and *WORLD BUILDER*. The first is an action-
dv ture with twelve different scenes. We've seen some of the
rt k on this one, and it certainly looks good.
W RLD BUILDER is a development system which can be
se o design your own graphic adventures. In fact, it is the
am tool that Silicon Beach designers used to create
En anted Scepters," which we reviewed in December, 1985.
he rogram allows the user to draw the adventure scenes or to
ce orate digitized images from devices such as Thunderscan.
ov about digitizing individual photos of family and friends,
nd en making them the stars of your adventure! We expect
b ble to review both programs next month.

BACK ISSUE CAPSULES--1983

JANUARY
New Atari products announced, including 1200XL. New product
also from US Games, Telesys, Vectrex. Reviews include Turbo,
Vanguard, River Raid, Spider Fighter, Dragonfire, Star Raiders,
Journey/Escape.

FEBRUARY
Review of January CES. New product from
Activision, Starpath, M Network, Apollo, Imagic. Sneak
Preview of Intellvision II & computer keyboard. Coverage of
Super Action Controller & Expansion Module 3 from Coleco.
Computer coverage debuts.

MARCH
Atari new computer add-on for 2600. Reviews include new
Zimag titles, Ms Pac-Man, Centipede, Imagic for Intellivision

APRIL
Computer & Video Game comparison charts. Interview with
designer of Enduro. Review of Atari 1200, Realsports games,
Imagic for Intellivision.

MAY
Update on all companies and product. Sneak preview of June
CES. Results of our questionnaire and interview with Coleco
Quality Controller. Reviews include accessories, Jumpman,
Miner 2049er.

JUNE
Interview with Rob Fulop. First sneak of Coleco ADAM and
CES news. Reviews include Burgertime, Fox games.

JULY
Complete details on unveiling of ADAM. New Atari
computers, update on new controllers. Nolan Bushnell
introduces robots for the home. CES Review

AUGUST
Atari computer comparision chart. What's wrong with the
videogame industry? First negatives crop up on ADAM.
Interview with Randy Glover. Reviews include Q*Bert

SEPTEMBER
Mattel has cutbacks. Sneak on new Atari titles. Reviews
include Super Action Controllers, BC Quest for Tires, Pole
Position.

OCTOBER
Atarisoft announces titles for other systems. Interview with
Carol Shaw, River Raid designer. Reviews of Wico
accessories, Donkey Kong Jr, Beamrider, Star League Baseball,
Zeppelin

NOVEMBER
Interview with Steve Kitchen, Space Shuttle designer. Rumors
of Odyssey quitting business. TI leaves home computer
business. Reviews include Dig Dug, Joust, Rocky, Warroom,
Gateway to Apshai

DECEMBER
First look at secret project from Apple, known as IIc. Year-
End index of all programs reviewed in 1983. More shake-ups
& more negative reports on ADAM. Reviews include Roller
Controller, details on PCjr.

writing TRINITY on his Atari and submitting it to Infocom. "I was very naive," he admits. "Now that I work there, I know that we get dozens of submissions every month like that. Basically, they don't take outside submissions, so I would have failed." But, Brian didn't fail, because he managed to get himself hired. He presented the TRINITY concept when asked what game he would like to do. While the Infocom staff appreciated the innovation of his concept, they felt it was a little too ambitious for a first game. And the marketing people at Infocom were looking for an introductory-level fantasy, so Brian wrote WISHBRINGER. That turned out to be a hit, and Infocom gave him the freedom to work on his pet project, TRINITY.

TRINITY Takes Shape

The development cycle for TRINITY, from research to finished product, took about 13 months. (The typical interactive fiction program from Infocom takes about 9 months.) Brian began his research at the University of Chicago, site of the first atomic chain reaction in 1942, and then went on to White Sands Missile Range in New Mexico. There he saw Trinity, site of the first atomic explosion on July 16, 1945. (The photograph of Brian next to the Trinity monument, which accompanies this article, was taken on the 40th anniversary of that historic event.) As the game began to take shape, it was pure science fiction, but Brian wasn't happy with its direction because it seemed "too serious and unimaginative." He threw it all away and said, "How can I do this in a way that will be interesting and entertaining? Then I came up with this bizarre concept of a Zork-like world, a fantasy world which is like a Grand Central Station." Here science fiction, history, and fantasy came together in a place where all the atomic explosions that had ever occurred were somehow connected to each other. With a little of Zork, a bit of Alice in Wonderland, some Peter Pan, and quite a lot of Brian's own finely developed sense of fantasy, TRINITY finally came to become what he wanted: a piece of interactive fiction about a serious subject that still manages to be entertaining and full of gentle humor. Brian describes it as "a rather weird game that defies one-sentence descriptions."

Symbolism of the Paper Crane

As for the moral implications of pro and anti-nuclear sentiments, Brian felt strongly that the game should be as neutral as possible. As a result, he avoided taking a strong stand within the game that would clearly point out his personal feelings. He does make a subtle statement, however, which will be clear to those who understand the symbolism of the folded paper crane that becomes a major character in the story. For the benefit of our readers, Brian told us the story of a young Japanese girl who contracted leukemia as a result of radiation poisoning after the atomic bomb was dropped on Hiroshima by the U.S. in 1945. As she lay dying in a hospital, she began folding the one thousand origami cranes that would enable her to get her wish, according to a Japanese custom. The Japanese people took the young girl to their hearts, and thus began the anti-nuclear movement in Japan. Though she didn't finish the cranes before she died, her school friends completed the task and buried the paper cranes with her. Today a statue of a young girl holding a paper crane is the central figure in the Peace Park at Hiroshima, and the Folding Crane Society is an international children's organization devoted to peace. That is the message behind the paper crane in TRINITY.

Serious But Not Solemn

Brian Moriarty is obviously concerned that the message of TRINITY as a whole be understood: "This is not a funeral," he says. "Although this is a serious game, it's not a solemn game." (Having played quite a bit of the game, we can assure you that it is anything but solemn.) Infocom views TRINITY as something of an experiment and an example of the kind of ground-breaking program they feel almost obligated to produce from time to time because of their position of leadership in text games. It will be interesting to see if the experiment succeeds, to see if game players will take to a piece of interactive fiction with a serious theme and historical elements

mixed with fantasy and science fiction. The experiment certainly a success as far as we are concerned, because v found the game both entertaining and thought-provoking. V look forward to many more works of interactive fiction fro Brian Moriarty in the future.

Critically Speaking...
Atari Computer-Compatible

WIZARD'S CROWN ($\diamond \diamond \diamond 1/2/\diamond \diamond \diamond 1/2$) is n available for Atari computers from *Strategic Simulatio.* This version is essentially the same as the ones for Apple and Commodore 64/128 (reviewed in the April and May, 19 issues, respectively). With each new version we see, we more convinced than ever that this is the best of SSI's ser of fantasy role-playing games. The player controls a party eight adventurers, whose characteristics can be chosen entir by the player. Having chosen a member of the party to be ' point," or acting as an advance scout, the player sends adventurers on a quest to recover a magic crown which v stolen by a renegade wizard.

Two Combat Systems

What really sets this game apart from other fantasy r playing quests is the ability to choose different kinds combat in the monster encounters. The quick combat system more typical of other games, in which battles are resol' automatically by the computer, based on the attributes of adventurers and the monsters when they clash. Full tact. combat will appeal to many fantasy gamers, especially th who enjoy strategic wargaming, because the battles are fou in the step-by-step fashion of most wargames. As far as m / seasoned fantasy gamers are concerned, the more control 1/ have over every aspect of the game, the better. They w.l rather lose the battle or the game based on their own decis s than on the seemingly whimsical decisions of the progr. Strategic Simulations has a real winner in WIZARD'S CRO''. (Solo play; Keyboard; Disk.) Atari XL/XE version revie d (supports two disk drives). Also available for Apple l, Commodore 64/128; planned for Amiga, Atari ST. **Recommended.** (MSR $39.95)
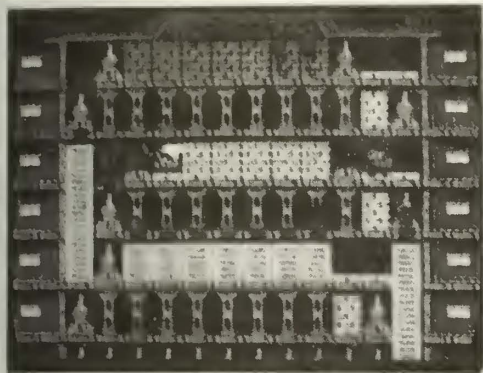
Guitar Picks from Tonetown

In the course of producing a monthly newsletter for n ly five years, we've had some pretty strange things show u in our office in the name of promoting the latest piec of software design. We've received everything from choc te golf balls ("Mean 18," Accolade) to a spring-loaded snake a can of peanuts ("Wishbringer," Infocom). Well, we st received a pair of guitar picks with very little in the wa of explanation. Inevitably, this means we can expect to re ve more hints over the next few days or weeks, and then we d you) will know what Activision's *TASS TIMES* N *TONETOWN* is all about. Seems you can't go anywhe or get anything in Tonetown without picks, and the tr is promised to be "truly bizarre." Stay tuned!

Frequent Buyer Program

It was inevitable...someone would launch a Frequent I er Program, ala the successful Frequent Flyer programs run b he airlines. IntelliCreations (formerly Datasoft) kicks off he program, dubbed "Loyalty Pays," on August 1st. As you u y any of their current product (such as Goonies, Never E ng Story, Mind Pursuit, etc), you collect coupons. When ou collect seven coupons, you'll receive a gift catalog conta ng over 100 items from which you can choose a gift worth to $20. For ten coupons, the gifts are valued at up to $25. nd fourteen coupons entitles you to a catalog featuring gifts ith values up to $50.

Critically Speaking...Nintendo-Compatible

and others attempt to attack Popeye. If Popeye can punch the spinich which appears, he gains extra strength for a time.

Similar to Others

Of course it can be said that most arcade games are similar to others out there. This one reminds us in some ways to Activision's Kaboom, as Popeye races from side to side catching Olive's items. The difference here, of course, is the vertical, as well as horizontal aspect of his movement, as well as his enemies coming after him. While it's a cute game, we're not sure if it's one that will keep you satisfied hour after hour. If possible, you should probably take a look at it before purchase.
(MSR 24.95)

W ECKING CREW (♦♦♦/♦♦♦) is part of the first group of games shipped by *Nintendo* for its game system. You can choose to play with the screens which are built-in to the game or you can design your own buildings, place barriers where you want them and then demolish them.

The Premise

Mario, a familiar character to game players, works his way through ever-increasing levels of difficulty as he (or his kid, Luigi, who is controlled with Controller 2) must knock down walls. Naturally, there are obstacles in Mario's way, including monsters Gotchawrench and Eggplant Man, as well as Foreman Spike. You can use dynamite to blast several walls at once, but it must be used carefully to avoid hurting yourself. If you stay too long on one floor, a fireball will come whizzing out at you. There are several "secret weapons" you can employ which are described in the instructions.

Good Arcade Fun

The graphics are up to the typical Nintendo quality, with lots of action to hold the attention of arcade lovers. You have the choice of picking any building between one and one hundred to start with (the higher the number, the more difficult). The design function is one we're seeing in a great number of games now, and it adds a great deal of dimension to the game. There are quite a few things you can do to customize the design of your own building which will add hours of enjoyment. (one player; 2-player alternating)
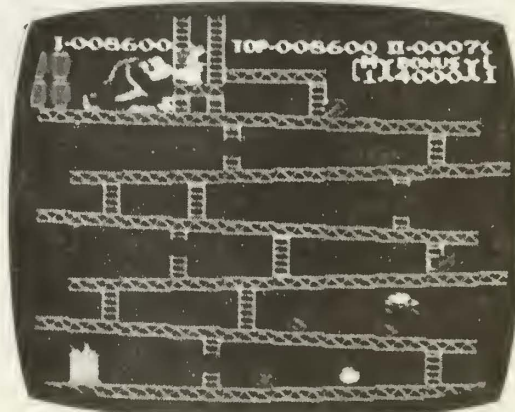Recommended (MSR $34.95)
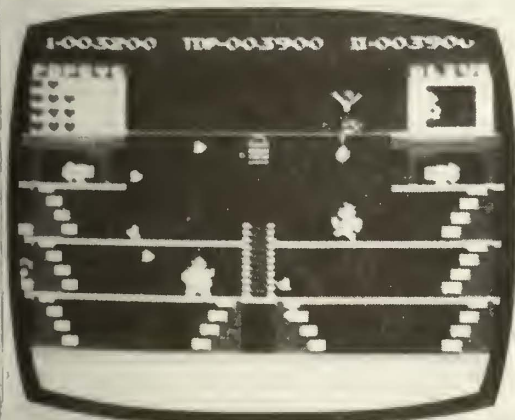
POPEYE (♦♦♦/♦♦1/2) is part of a group of games just released by *Nintendo*. Featuring the famous spinich-eating character, it's a contest between Brutus and Popeye to win Olive Oyl's affection. Popeye must race up and down stairs, avoiding Brutus, as he catches everything thrown by Olive, who is imprisoned at the top of the screen. In the first level, Olive throws hearts; she throws musical notes in round two, and letters spelling out "HELP" in round three. Popeye must catch these items before they sink in the water at the bottom of the screen. While Popeye races up and down stairs, Brutus

DONKEY KONG (♦♦♦1/2/♦♦♦) is *Nintendo's* own version of their well-loved coin-op. The classic climbing game needs little description, for who hasn't controlled the running and jumping of the carpenter, Mario, as he tries to save his girl from the menacing ape? Nintendo has three screens in this version: barrels, elevators, and girders. Though the cement factory screen isn't here, little else is missing from the original. The look of this version is true to the arcade game, with very detailed graphics and lots of animation. (One of our staff criticized this DONKEY KONG for not having the captive girlfriend crying "Help," a nit-picking complaint, in our opinion.) Sound in this version is closer to the original than any previous adaptation--Mario's shoes even squeak as he climbs the ramps and ladders of the first screen. Most important of all, this version plays well. Control is smooth, quick, and precise throughout. This is the grand-daddy of all climbing and jumping games, a true videogame classic. (Solo or 2-player alternating; Pause.)
Recommended. (MSR $24.95)

DONKEY KONG JR. (♦♦♦1/2/♦♦♦1/2) remains our favorite of the ape games because of the variety of its challenging screens. *Nintendo* gives us four screens, two difficulty levels, and loads of gaming fun in this version. Mario becomes the villain, having caged papa Donkey Kong. The gamer controls Donkey Kong Jr., a youngster not yet out of diapers, on a rescue mission full of vines, moving platforms, snapjaws, and nitpicker birds. The poor baby ape is harassed every step of the way, and it takes a fine sense of timing and quick fingers on the controls to help him liberate his papa. Nintendo has done a fine job of replicating the look and feel of their lively and amusing coin-op game. This version of DONKEY KONG JR. is another classic that belongs in the collection of anyone who enjoys the challenge of climbing-style games. (Solo or 2-player alternating; Pause.)
Recommended. (MSR $24.95)

DONKEY KONG 3 (♦♦♦1/2/♦♦♦) is the latest in the ape series from *Nintendo*, and it introduces a new character, Stanley the gardener, to replace Mario in the battle against Donkey Kong. This time the big guy is running amok in the greenhouse, threatening to stomp on the flowers. Stanley does his best to keep the beast in check by spraying him with bug repellent. But poor Stanley is as beset with problems as Mario
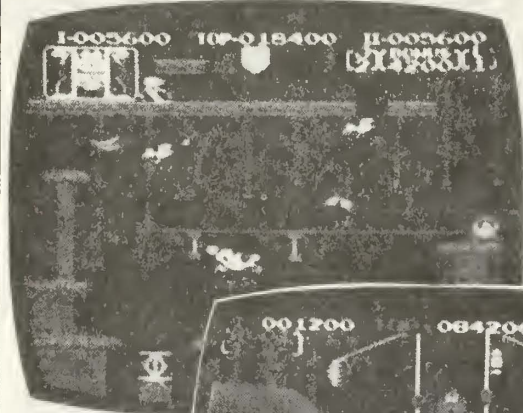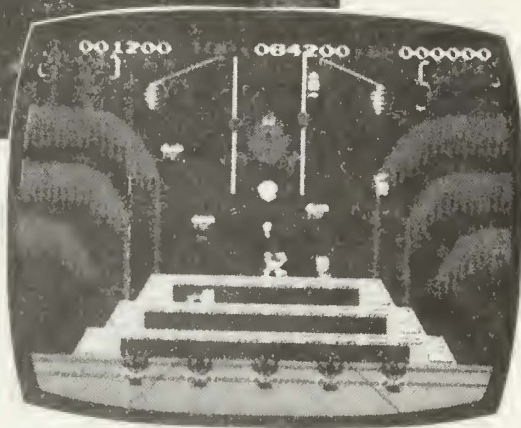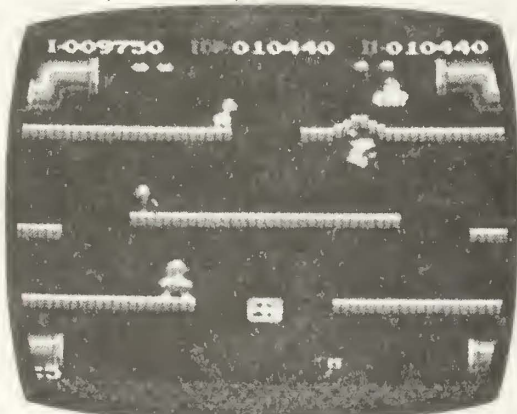
Donkey Kong Jr.

Donkey Kong 3

ever was, because there are swarms of bees and creepy snakes to avoid and spray. And some bees throw darts, while the ape tosses coconuts. But Stanley can use his special can of power spray for super spurts of bug-killer--if only he can cause Donkey Kong to knock it within Stanley's reach. DONKEY KONG 3 is a delightfully silly game that's especially fun to play because it's not as familiar as the first two games in the series. The play action is simple and straightforward--dodging and shooting--but involving nonetheless.

Graphic detail is up to Nintendo's usual high standards, with especially amusing facial expressions on the beleaguered ape. If you've enjoyed the earlier DONKEY KONG games, you won't be able to resist the whimsical charm of this one. (Solo or 2-player alternating; Pause.)
Recommended. (MSR $24.95)

MARIO BROS. (♦♦♦1/2/♦♦♦1/2) is a very lively adaptation of *Nintendo's* own coin-op game, which stars Mario (of the first two "Donkey Kong" games) and his brother, Luigi. In the solo game, Mario works alone in a pest-infested sewer. He is joined by his brother in the two-player variations for some great possibilities in cooperative and competitive play. Deadly pests (turtles, crabs, fighter flies) emerge from the pipes, crawling or flying along the floors in the sewer. The pests can't be touched directly, but they can be stunned temporarily when Mario or Luigi punches one from below the floor. While stunned, a pest can be kicked out of the sewer for good, but it gets faster and angrier if allowed to awaken. Better kick it while it's down! Bouncing gold coins

are the reward for kicking a stunned pest--if Mario or Luigi catch them--and more coins appear in the bonus rou between groups of screens. Get through a few screens, and action really gets wild. Fireballs appear, and Freezies can la coat of ice on the floors. Lots of action in this game, and a terrific two-player contest. The music is bright and boun the graphics are colorful, and the game is just plain fun. (S or 2-player simultaneous; Pause.)
Recommended. (MSR $24.95)

Critically Speaking,Atari 2600-Compatible

TRACK & FIELD (♦♦♦1/2/♦♦♦1/2) from *Atari* to have been the "Official Home Video Game of the 1' Summer Olympics," but that was before Jack Tramiel t over Atari in July of '84. Now that video games are enjoyin renaissance at Atari, the game has finally been relea: complete with the arcade-style, three-button contro designed for it. Fans of sports games on the 2600 are lik to applaud the game's release as better late than never, beca: the six-event game shows off the system well. It's adaptation of a popular Konami coin-op game, and the "s! r chip" enhancement (16K of bank-switched ROM) does jus: to the original. Crisp graphics and good animation coml: with varied play action (100-meter dash, long jump, jave 110-meter hurdles, hammer throw, high jump) to mak: satisfying sports game for one or two players. The ar: controller works well, requiring less physical exertion 'i pumping a joystick handle to make the characters However, when two people play, one will have to us a joystick. (Your best bet is a sturdy, short-throw joystick s e games of this type are notorious joystick-killers.) If you l play with your 2600 (or have acquired a 7800), TRACE FIELD is a good piece of sports-minded diversion fc'a Saturday afternoon. (Solo or 2-player competitive; ar e controller or joystick.)
Recommended. (MSR approx. $24.00 including e controller)

Critically Speaking,Atari 7800-Compatible

JOUST (♦♦♦1/2/♦♦♦1/2) is an *Atari* translation (a rather eccentric coin-op game by Williams Electronics. ie theme is based on the medieval contest of jousting, in w;h two lance-bearing knights on horseback rode hell-bent to;rd one another, each attempting to unhorse his opponent. Ir ie electronic version, the knight (you) rides an ostrich ag ist the opposing Buzzard Riders. Wings flap and fligh is sustained by pressing the joystick button repeatedly. \en jousting characters collide, the one in the higher po:;on unseats the opponent. (Bested Buzzard Riders turn into e,:- eat them quickly before they hatch!) Other hazards includ(he roving Pterodactyls and the Lava Troll in the fire pits a he bottom of the screen. This is one of the best of the 'ly 7800 releases because of finely detailed graphics, good s(d, and intriguing play action with especially good two-г/er variations. (Both team play and direct competition are pг of the action for two.) While the theme of the game may ;nd like something inspired by a very odd dream, the strang ;ss really works. JOUST is hardly new, yet it still seems ur ja in this latest version. (Solo or 2-г/er cooperative/competitive)
Recommended. (MSR $12.50)

INTV Secures Commando Rights

Intellivision owners will be able to play Data st's COMMANDO (see review of Commodore version in his issue) in the first part of 1987, thanks to a lic(ing agreement just secured between INTV Corp and Data East!

Atari 7800-Compatible

PAC-MAN (◆◆1/2/◆◆◆), a perennial favorite in all its manifestations, becomes one of the first to release for the 7800 from _Atari_. The premise is well-known as our lady with the box gobbles dots, energy pills, fruit, etc., while four ghosts chase her through the mazes. As in the arcade version, we're treated to intermissions throughout.

A Basic to Anyone's Library

This is one of those games which has become a staple to any gamer's library and many 7800 owners will want to have it as part of theirs. The big plus with this version over the one for the 5200 is the inclusion of the intermissions- an important factor to gaming afficienados. We should point out, however, that the graphics and gameplay are virtually no better than the 5200 version (it seems to us that they should be). If you have the 5200 version (and a good 3rd-party 5200 joystick), you shouldn't feel the necessity to purchase this. Of course, at the low suggested retail of the 7800 games, you may want it anyway due to the fact that your 5200 is a tough one to get repaired on now. (one-player; two-player alternating) (MSR $14.99)

DELUXE ASTEROIDS (◆◆◆/◆◆◆) is a souped-up version of the _Atari_ classic which shows off some of the graphics capabilities of the 7800. It's a simple premise - a space shoot-'em-up where your ship must defend itself against asteroids hurling themselves at you from all angles. Shoot as fast as you can, and when you clear the screen of all the asteroids, a new, more menacing wave will come at you.

Classic and Beautiful

There are loads of Asteroid fans out there and this version brings you enhanced graphics for your enjoyment. This version allows you to play alone, alternating with a friend; or you can go head-to-head with your friend on the screen simultaneously. On the downside, this is a rehash of the classic and you may be truly "asteroided out." However, if you like Asteroids, you'll want to consider this for your 7800 collection.
Recommended (MSR $14.99)

Intellivision-Compatible

THIN ICE (◆◆1/2/◆◆1/2) is the latest in new titles for Intellivision owners from _INTV Corporation._ The premise is quite simple. Duncan, the playful penguin, just loves to skate on thin ice, and as he skates, he weakens the ice. If he skates completely around another penguin, the ice collapses and the penguin falls into the pond. If the other penguin touches any part of the line you've skated, the entire line disappears. Dunk all your penguin friends, and it's on to the next and more difficult level. Obviously, Duncan can't just merrily skate around his friends without some jeopardy. Avoid the seal because, if he catches up to you, he'll twirl you on his nose and toss you across the ice. Also watch out for the polar bears as they will bounce you around if you're unfortuante enough to have them catch you. You can eat one of the shrimp that packs out on the ice for additional speed. As you're playing you'll learn some strategic moves such as "freezing" the seal for a few seconds by swimming through one of the holes you've already carved out in the ice.

Cute But Simple

This is a cute game in which you've got to outsmart the seal and polar bears; but, it's just a little too simple for extended interest for adult players. We do feel, however, it's a game kids will enjoy. Most of the characters are not anything special graphically but Duncan is quite cute with very good graphic detail. Duncan glides across the ice with a good feel and the water has a realistic sense to it as Duncan swims through it, or he lands in it with a kerplop, thanks to a twirl from the seal. (one player; two-player alternating) (MSR $19.95)

CHAMPIONSHIP TENNIS (◆◆◆/◆◆◆1/2) is a new sports entry from _INTV Corporation_ that offers just about all the tennis options you could wish for in a video game. It can be played at any of four speeds from quite slow to very lively. There is a choice of three tournament locations, offering playing surfaces of grass, clay, or synthetic turf. You can watch the computer play itself, play singles against the computer or a friend, or set up a doubles match with you and your friend playing together against two computer-controlled players--or you can play across the net from your friend while each of you gets help from a doubles partner controlled by the program. Just as in the real game of tennis, winning is a matter of being in the right place, mastering your strokes, and developing a good sense of timing. This game gives you an unusual amount of control over your shots, from the placement and strength of serves to the direction and speed of groundstrokes and overhead shots. The computer player's skill varies, depending on the initial game speed you have chosen. If you go for the top-speed Championship level, all we can say is watch out for those wicked passing shots! Sports games have always been one of the strong points of the Intellivision system, and CHAMPIONSHIP TENNIS makes a great addition to the line-up. Graphics are spare but well animated, sound effects add to the tournament atmosphere, and the game is great fun to play. (Solo or 2-player)
Recommended. (MSR $19.95)

Rumors

According to our dictionary, a rumor is "unverified information of uncertain origin usually spread by word of mouth." We hear an awful lot of rumors, often passed on to us by hopeful readers wanting their fondest wishes (or darkest fears) confirmed. In the course of trying to run down the facts, we find that many rumors turn out to be completely false or just plain unverifiable. We don't often report on those, since it makes a lot more sense to tell you about rumors that are based on fact. For once, though, we'll make an exception and tell you about a rumor that's entirely untrue, so that you will know to ignore the information if you should hear it.

Phantom "Super System"

Within a few days, we heard roughly the same story from several people: Nintendo was supposedly working on a 256K-RAM "Super System" to sell for about $300. Of course, the new system would be superior to (and likely incompatible with) the current Nintendo Entertainment System (NES). At least one person who passed this rumor along believed it and gave it to us as "definitely true" because he had heard it from a Nintendo dealer. We were skeptical for two reasons. First, Nintendo seems determined not to repeat the past mistakes of other videogame companies that ultimately failed, and they have shown many signs of excellent marketing sense. Knowing that, we thought it unlikely that Nintendo would figuratively shoot itself in the foot by upstaging the NES, which is doing so well. (As of June, 200,000 Nintendo systems had been sold in the U.S.) Second, if such a "super system" really existed, we would probably have heard about it from our own Nintendo sources.

Nintendo's Reaction

We went straight to Nintendo with the rumor, where a spokesman for the company flatly denied that anything more than expansion of the current NES is planned. It was kindly suggested that the source of the rumor may be "confused" because the currently available Arcade Classics cartridges already utilize 256K, and a concealed 40-pin connector on the bottom of the NES Control Deck lies waiting to accept future peripherals. As we have reported before, we expect that one of those peripherals will be a disk drive, which would allow the saving of player-designed courses on the Nintendo programmable cartridges (EXCITEBIKE, WRECKING CREW, and the soon-to-be-released MACH RIDER). Of course, a disk drive would also make it possible for Nintendo to design more complex games, especially those that require random access. Without exaggeration, the NES with a disk drive attached to that 40-pin connector could certainly be considered a "super system."

So much for the phantom system!

AVAILABILITY UPDATE

ATARI COMPUTERS

JULY
Age of Adventure (EA)
Chimera/Mercenary (Fir)
Crosscheck (DS)
Gettysburg Turning Point (SSI)
Mercenary: Escape from Targ (DS)
x-Touchdown Football (EA)
AUGUST
Fight Night (Aco)
Leather Goddesses of Phobos (Inf)
SEPTEMBER
Alternate Reality 2:Dungeon (DS)
Bop 'N' Wrestle (Min)
Gunslinger (DS)
Infiltrator (Min)
Moonmist (Inf)
Ping Pong (Pen)
221 B Baker Street (DS)
Video Shop (DS)
Yie Ar King Fu (DS)
OCTOBER
Guderian (AH)
SECOND QUARTER
Acrojet (Mic)
Gunship (Mic)
x-Millionaire (Blu)
Mind Pursuit (DS)
Oo-Topos (Pen)
x-Tycoon (Blu)
x-Wizard's Crown (SSI)
World's Greatest Football (Epy)
THIRD QUARTER
Breakers (Syn)
Destroyer Escort (Mic)
Frank & Ernest's Adv (Pen)
Gettysburg Turning Point (SSI)
Lords of Conquest (EA)
Moebius (Ori)
Ogre (Ori)
Ronin (Syn)
Spy vs Spy Island Caper (FS)
Superman the Game (FS)
Touchdown Football (EA)
FOURTH QUARTER
Deadly Summer (Syn)
House of Changes (Syn)
SECOND HALF
Battleground (SSI)
Phantasie (SSI)
Wrath of Denethenor (Sie)

ATARI ST

JUNE
x-I*S Talk (BI)
x-Time Link (BI)
JULY
Alternate Reality: City (DS)
Hacker II (Act)
Isgur Portfolio System (BI)
x-Mean 18 (Acc)
Paintworks (Act)
Starglider (Fir)
Ultima III (On)
AUGUST
Breaker (Syn)
Dragonworld (Tel)
Leader Board (Acc)
Leather Goddesses of Phobos (Inf)
Mercenary: Escape from Targ (DS)
Star Quest (Sie)
SEPTEMBER
Alternate Reality: City (DS)
Moonmist (Inf)
Towers of Seven (Sie)
OCTOBER
Defender of the Crown (MDS)
S.D.I. (MDS)
Sinbad & Throne of Falcon (MDS)
NOVEMBER
Championship Wrestling (Epy)
SECOND QUARTER
Computer Baseball (SSI)
Flight Simulator II (Sub)
GATO (Spe)
Kempelen Chess (Sie)
King's Quest (Sie)
Multibots Kit (MB)
Oo-Topos (Pen)
Orbiter (Spe)
x-Phantasie (SSI)
Silent Service (Mic)
Sundog (Aco)
x-Winter Games (Epy)
THIRD QUARTER
B-Graph Elite (BI)
Consultant (BI)
Fantacide (Sie)
Paperclip Elite (BI)
Space Quest: Sarian Encounter (Sie)
Super Cycle (Epx)
World Championship Wrestling (Epy)
World Game (Epx)
FOURTH QUARTER
Championship Baseball '86 (Gam)
Championship Golf Vol 1 (Gam)
Gamemaker (Act)
GBA Champion Basketball
2 on 2 (Gam)
Gunship (Mic)
King's Quest III:To Heir
is Human (Sie)
Portal (Act)

COMMODORE 64/128

JUNE
x-A.C.E. (Spn)
x-Filer's Choice (PCS)
x-Planner's Choice (PCS)
x-Writer's Choice (PCS)
JULY
Ace of Aces (Aco)
Alternate Reality: Dungeon (DS)
Amnesia (EA)
x-Gettysburg Turning Point (SSI)
Hacker II (Act)
Iwo Jima/Falklands (Fir)
Mercenary: Escape from Targ (DS)
Movie Monster Game (Epy)
AUGUST
Champion Baseball '86 (Gam)
Deceptor (Aco)

Gamemaker Sports Library (Act)
Gamemaker Science Fiction Lib (Act)
Gunship (Mic)
Leather Goddesses of Phobos (Inf)
Road War 2000 (SSI)
SEPTEMBER
Alternate Reality: Dungeon (DS)
Amer. Challenge Sailing (Min)
Championship Wrestling (Epy)
Darkhorn (AH)
Dr Ruth Game of Good Sex (Vic)
Fairlight (Min)
Gunslinger (DS)
Moonmist (Inf)
Pawn, The (Fir)
Ping Pong (DS)
Shard of Spring (SSI)
Tenth Frame (Acc)
221 B Baker St (DS)
Video Shop (DS)
Yie Ar Kung Fu (DS)
OCTOBER
Arch Mage's Tale (EA)
Guderian (AH)
Patton Vs. Rommel (EA)
SECOND QUARTER
Crossbones (BI)
Frank & Ernest's Adventure (Pen)
Gateway (Pry)
Inside Story (Acc)
Kempelen Chess (Sie)
Kung Fu II Sticks of Death (UXB)
Macbeth (AH)
Multibots Kit (MB)
Phantasie II (SSI)
x-Rings of Zilfin (SSI)
River Boat (Act)
Scoop, The (Tel)
x-Super Cycle (Epy)
THIRD QUARTER
Age of Adventure (EA)
AutoDuel (Ori)
Breakers (Syn)
Destroyer Escort (Mic)
Gettysburg Turning Point (SSI)
Graphics Library #4 (Bro)
Moebius (Ori)
Murder Party (EA)
Ogre (Ori)
Ronin (Syn)
Scavenger Hunt (EA)
Theatre Europe (DS)
Toy Shop (Bro)
Wooden Ships/Iron Men (AH)
World Game (Epy)
FOURTH QUARTER
Deadly Summer (Syn)
House of Changes (Syn)
Marble Madness (EA)
Portal (Act)
World Championship Wrestling (Epy)
SECOND HALF
Wrath of Denethenor (Sie)

COMMODORE 128

SEPTEMBER
Pawn, The (Fir)
SECOND QUARTER
HomePak (BI)
THIRD QUARTER
Alternate Reality: City (DS)
Scoop, The (Tel)
FOURTH QUARTER
Championship Golf Vol 1 (Gam)

AMIGA

JUNE
x-Adventure Construction Set (EA)
x-Art/Utility Disk for DeluxePaint (EA)
x-DeluxePrint Clip Art Disk (EA)
x-DeluxeVideo (EA)
x-Instant Music (EA)
x-Trinity (Inf)
JULY
Battlefront (SSG)
Hacker II (Act)
x-Marble Madness (EA)
Ultima III (Ori)
AUGUST
GameMaker (Act)
Gunship (Mic)
Leader Board (Acc)
Leather Goddesses of Phobos (Inf)
Mean 18 (Acc)
Starglider (Fir)
Star Quest (Sie)
SEPTEMBER
Alternate Reality: City (DS)
Deja Vu (Min)
Moonmist (Inf)
Towers of Seven (Sie)
OCTOBER
Defender of the Crown (MDS)
Sinbad & Throne of Falcon (MDS)
Star Rush (MDS)
SECOND QUARTER
Black Cauldron (Sie)
Coveted Mirror (Pen)
Flight Simulator II (Sub)
Frank & Ernest's Adv (Pen)
GATO (Spe)
Halley Project (Min)
Kings Quest (Sie)
Oo-Topos (Pen)
Orbiter (Spe)
Radar Raiders (Sub)
Return to Atlantis (EA)
Rogue (Epy)
Sargon III (Hay)
Temple of Apshai Trilogy (Epy)
Winter Games (Epy)
THIRD QUARTER
Championship Golf (Game)
x-Chessmaster 2000 (SC)
Kings Quest II (Sie)
Pawn, The (Fir)
FOURTH QUARTER
Championship Baseball '86 (Gam)
Championship Golf Vol 1 (Gam)

DEGAS Elite (BI)
GBA Championship Basketball
2 on 2 (Gam)
Isgur Portfolio (BI)
PaperClip Elite (BI)
Portal (Act)
SECOND HALF
Phantasie (SSI)
Wizard's Crown (SSI)

APPLE II

JUNE
x-Lunar Explorer (ET)
JULY
Age of Adventure (EA)
Amnesia (EA)
Crosscheck (DS)
x-Gettysburg Turning Point (SSI)
Hacker II (Act)
PaperClip (BI)
Star Quest 128K (Sie)
Towers of Seven-128K (Sie)
AUGUST
Darkhorn (AH)
Gamemaker Sports Library (Act)
Gamemaker Science Fiction Lib (Act)
Hugh Johnson Wine Cellar (SS)
Leather Goddesses of Phobos (Inf)
Lords of Conquest (EA)
Psi 5 Trading Co (Aco)
Road War 2000 (SSI)
Shanghai (Act)
Variable Feasts (Bro)
SEPTEMBER
Alternate Reality: Dungeon (DS)
Bop 'N' Wrestle (Min)
Dr Ruth Game of Good Sex (Vic)
Gunslinger (DS)
Infiltrator (Min)
Moonmist (Inf)
Movie Monster Game (Epy)
Ping Pong (DS)
Shard of Spring (SSI)
221 B Baker Street (DS)
Yie Ar Kung Fu (DS)
OCTOBER
Guderian (AH)
NOVEMBER
Championship Wrestling (Epy)
Patton vs. Rommel (EA)
SECOND QUARTER
Forbidden Quest (Pry)
Frank & Ernest's Adventure (Pen)
Gateway (Pry)
Goldfinger (Min)
Nine Princes in Amber (Tel)
PaperClip (BI)
Raid Over Moscow (Acc)
Scoop,The (Tel)
Smart Money (Sie)
Space Snatchers of Aratoon-128K (Sie)
Spy Vs. Spy Island Caper (FS)
Superman the Game (FS)
Super Sunday (AH)
x-Touchdown Football (EA)
Under Fire (AH)
THIRD QUARTER
Airheart (Bro)
Animate (Bro)
Graphics Library #4 (Bro)
Indiana Jones/Ancient (Min)
Murder Party (EA)
Ronin (Syn)
Scavenger Hunt (EA)
Scoop, The (Tel)
Space Quest: Sarian
Encounter (128K) (Sie)
Toy Shop (Bro)
Where in USA is Carmen Sandiego (Bro)
FOURTH QUARTER
Championship Baseball '86 (Gam)
Championship Golf Vol 1(Gam)
Deadly Summer (Syn)
Gettysburg:Turning Point (SSI)
Gunship (Mic)
House of Changes (Syn)
Kings Quest III-128k (Sie)
Movie Monster Game (Epy)
Portal (Act)
World Championship Wrestling (Epy)
World Game (Epy)
SECOND HALF
Wrath of Denethenor (Sie)

MACINTOSH

JUNE
x-ComicWorks (Min)
x-Trinity (Inf)
JULY
Isgur Portfolio System (BI)
Time Link (BI)
AUGUST
Dark Castle (Sil)
Hacker II (Act)
Hardball (Aco)
Leather Goddesses of Phobos (Inf)
Star Trek Kobashyi (SS)
World Builder (Sil)
SEPTEMBER
Alternate Reality: City (DS)
Mac Pro Football (AH)
Moonmist (Inf)
Patton vs. Rommel (EA)
Towers of Seven (Sie)
OCTOBER
Defender of the Crown (MDS)
King of Chicago (MDS)
Sinbad & Throne of Falcon (MDS)
Star Rush (MDS)
SECOND QUARTER
Forbidden Castle (Mm)
Frank & Ernest's Adventure (Pen)
Homepak (BI)
King's Quest (Sie)
Lunar Explorer (Arm)
Luscher Profile (Min)
The Mist (Mm)
Oo-Topos (Pen)

Orbiter (Spe)
PaperClip Elite (BI)
Payroll-MacOneWrite (Sie)
Rendezvous with Rama (Tel)
Shadowkeep (Tel)
Tellstar (Sie)
THIRD QUARTER
Breakers (Syn)
Chessmaster 2000 (SC)
Dick Francis High Stakes (Mm)
Goldfinger (Min)
Indiana Jones/Ancients (Min)
King's Quest (Sie)
King's Quest II (Sie)
Print Shop (Bro)
Toy Shop (Bro)
Ultima 4 (On)
FOURTH QUARTER
Portal (Act)
SECOND HALF
Championship Golf (Game)
Phantasie (SSI)

IBM PC/PCjr

JUNE
x-Balance of Power (Min)
x-Wilderness (ET)
JULY
Hacker II (Act)
Lunar Explorer (ET)
Psi 5 Trading Co (Aco)
Star Quest (Sie)
Super Boulder Dash (EA)
Towers of Seven (Sie)
AUGUST
Hugh Johnson Wine Cellar (SS)
Leather Goddesses of Phobos (Inf)
Shanghai (Act)
Variable Feasts (Bro)
SEPTEMBER
Alternate Reality: City (DS)
Bop 'N' Wrestle (Min)
Dr Ruth Game of Good Sex (Vic)
Infiltrator (Min)
Moonmist (Inf)
Movie Monster Game (Epy)
SECOND QUARTER
Adventure Construction Set (EA)
Amnesia (EA)
Black Cauldron (Sie)
Championship Gold (Act)
Crosscheck (DS)
Hardball (Aco)
I*S Talk (BI)
Macbeth (AH)
Mind Pursuit (DS)
Operation Market Garden (SSI)
Orbiter (Spe)
Powers of Seven (Sie)
Smart Money (Sie)
Space Shuttle (Act)
Space Snatchers of Aratoon (Sie)
Super Sunday (AH)
Temple of Apshai Trilogy (Epy)
THIRD QUARTER
x-Chessmaster 2000 (SC)
Conflict in Vietnam (Mic)
Decision in the Desert (Mic)
Dick Francis High Stakes (Mm)
Fantacide (Sie)
Gettysburg Turning Point (SSI)
Goldfinger (Min)
Indiana Jones/Ancients (Min)
PaperClip Elite (BI)
Ronin (Syn)
Space Quest: Sarian Encounter (Sie)
Ultima 4 (On)
FOURTH QUARTER
Championship Baseball '86 (Gam)
Deadly Summer (Syn)
DEGAS Elite (BI)
GBA Championship Basketball
2 on 2 (Gam)
Gunship (Mic)
House of Changes (Syn)
Kings Quest III: To Heir is Human (Sie)
Portal (Act)
Where in World is C Sandiego (Bro)
SECOND HALF
Battle of Antietam (SSI)
Rings of Zilfin (SSI)

INTERACTIVE VCR TITLES

SEPTEMBER
Behind the Screen (Spn)
Operating Room Mystery (Spn)

INTELLIVISION

JULY
Hover Force (Intv)
AUGUST
Super Pro Football (Intv)
x-Thin Ice (Intv)
SEPTEMBER
Tower of Mystery (Intv)
FIRST HALF 1987
Commando (Intv)
Karate Champ (Intv)

ATARI 2600

JULY
Midnight Magic (At)
Solaris (At)
AUGUST
Pac-Man Jr (At)

ATARI 7800

JULY
Galaga (At)
Moon Patrol (At)
Stargaze (At)
AUGUST
Ballblazer (At)
Desert Falcon (At)
Rescue on Fractalus (At)
Xevious (At)

SEPTEMBER
Choplifter (At)
Impossible Mission (At)
Karateka (At)
1-on-1 Basketball (At)
Skyfox (At)
Summer Games (At)
Touchdown Football (At)
FOURTH QUARTER
Demolition Derby (At)
F-15 Strike Eagle (At)
GATO (At)
Hatrick (At)
Rescue on Fractalus (At)
Super Huey (At)
Winter Games (At)

NINTENDO

AUGUST
Balloon Fight (Nin)
Gumshoe (Nin)
Heli Fighter (Nin)
Mach Rider (Nin)
Tag Team Wrestling (DE)
Urban Champion (Nin)
OCTOBER
Karate Champ (DE)
Ring King (DE)

SEGA

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

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

Program	Cost	Sys/Format	Quantity	Total
Brokers (I;ST*)	32.90			
Brokers (Co)	28.80			
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Gettysburg: Turning Point (Ap;Co*;I*;At*	43.60			
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Hacker II (Am*;ST*:Mac*)	36.40			
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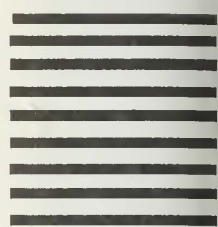
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