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the newsletter

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

HAPPY HOLIDAYS TO ALL!

Well, here we are again at the end of another interesting year. The Doomsayers told us about this time last year that there'd be no entertainment business by this time. We didn't believe them, nor did you. No surprise to us, but we've watched a resurgence in interest in entertainment. We've seen a' run on the stores in New York City for the Nintendo game system; we've seen people desperately looking for new games for their dedicated game systems. We've also seen, as we predicted, bold new programs and a potentially incredible new computer--the Amiga.

Once again, we have to thank YOU for believing in us as many magazines around us have gone out of business. Your belief has kept us strong. We pledge to continue to cover product for ALL the home systems. We'll be covering the new Intellivision Inc. software, the Nintendo system, as well as Apple, Macintosh, Atari, Amiga, C64/128, and anything else that comes along that you want to know about.

Time for Reflection

We always take a minute around this time to look back over the past year. It's always fascinating to capsulize the developments as we move into the New Year.

JANUARY

The Commodore 64 slump begins and we preview the January C.E.S. with Datasoft debuting the first look at Alternate Reality and plans from Parker Bros. for their first VCR game, CLUE. The big news is Coleco's admission that they plan to scrap ADAM.

FEBRUARY

Epyx announces they will release the LucasFilm games, Ballblazer and Rescue on Fractalus. The first look at the "new" Atari with their planned XE and ST computers in progress. We also get our first look at the planned Commodore 128, as well as Nintendo's Advanced Game System.

MARCH

Adam owners unite against the demise of their computer, unfortunately it's not enough to make a difference with 3rd party software companies. Electronic Games Magazine changes its name to Computer Entertainment.

APRIL

Handmade Atari ST's (dubbed by the industry "Jackintosh") are made available to software developers for a whopping $5000.

MAY

The computer scare continues as several software companies pull out of their booths at the upcoming CES. Among those not showing include CBS Software, Electronic Arts, etc.

JUNE

Nintendo announced the world's first interactive robot to be sold with its' game system. Atari reverses decision and plans booth for CES. While there are fewer companies at CES, the quality of product is dazzling and our feeling is we are entering new phase in software. Meanwhile, Macintosh has made enough of a dent in the home market that several companies announce software for that system.

Critically Speaking...Commodore 64/128 Compatible

HARDBALL (★★★/★★★1/2) from *Accolade* is the latest baseball game to be released for computer owners, and this one is truly a Winner! By now, you certainly have an idea of how a baseball game works. This program begins with the Manager's Decision Screen where you can choose options such as player substitutions and exchanging positions on offense, and position changes, outfield and infield shifts, and intentional walks when you're playing defense. Once you're satisfied with the line-up, it's on to the National Anthem and ensuing game. The Pitcher's Screen depicts the pitcher, batter, and umpire. As pitcher, you can choose among one of four pitches displayed out of eight pitching types (two types of fastball, offspeed, change-up, curveball, screwball, sinker, or slider). As the batter, you represent the team at bat so you can choose the offensive strategy--from bunts to base stealing. Once both players have chosen their strategy (in a one-player game, it's you and the computer making the choices), a second set of options appear. The pitcher can choose the location of his pitch and the batter can select the location of his swing. If the ball is hit, the fielder in line for the ball will flash on the screen. If you're playing defense, you'll have to use your joystick to position that player to get the ball. Once you've got the ball, you'll have the ability to choose the base where you wish to throw the ball. As defense, you can lunge for grounders, and leap high for flyballs; as

the offense, you can sacrifice, or go for the home run.

Breathtaking Graphics

When we booted up our game, we were not prepared for the awesome graphics. The only other time we've seen large, detailed players was in the version designed for ColecoVision (Super Action Baseball) a couple of years ago. We were frankly surprised to see these characters come to life on a C64! The gameplay is very realistic. If you're pitching, as you choose the location of the pitch, you'll see your catcher adjusting his mitt and you'll find that picking the right location to swing your bat at as batter is not as easy as it looks. Playing the two-player game really is a test of outsmarting your opponent in pitching and batting choices. At defense, you'll have the chance to move under the shadow of a flyball and make some spectacular catches (we even managed to pull off a couple of double plays as we faked out the runner). All in all, this is a terrific baseball game for Commodore owners and the only reason we gave the gameplay rating is that we found the fielder's throws into the infield a bit sluggish. All in all, the former designers from Activision may bring some exciting programs to us with their new company! (one player; two-player simultaneous, joystick controlled; reviewed on C64, coming for Apple) **Recommended** (MSR $29.95)

Super Bowl Disk Ships

Fans of Avalon Hill's SUPER BOWL SUNDAY (of which there are vast numbers!) now have a new data disk available. Avalon Hill has just shipped the 1984 Super Bowl Team disk to be used with the original C64 program. A great addition to the program, this disk has a suggested retail of $19.95.

SIERRA CHAMPIONSHIP BOXING (★★★★/★★★★) ha now been converted for C64 owners by *Sierra* keeping virtually all the features of the Macintosh version. Once again, you ca choose from history's world heavyweight champions, as well a several contemporary contenders allowing you to recreate famou matches from the past or match current champs with yesterday' top men. You can create you own contenders as well as changin statistics, length of fight, timing of the rounds, etc. Once you'v chosen your fighters, it's on to the fight itself. Within that aren you can choose to "manage" by shouting out commands, or becom one of the boxers--either fighting against a second player/boxer the computer. Within that Arcade mode, you control every move the boxer as you dance around the ring. Between each round, t judges' points are displayed giving the winner for the round. T

bout continues until one of the boxers is KO'd or until the cho number of rounds are fought. If both boxers make it through fight, the judges' points are totalled up to determine the winner

Great Boxing Game

While the graphics are not quite as good on the Commod compared to the Macintosh (the limits of the system--not the f of the program), the gameplay remains true to the original vers With all the boxer stats included, as well as two pamphlets-- History of Boxing, and Boxing Clinic, this is a terrific program for boxing fans everywhere! (one player; two-player simultane also available for Macintosh) **Recommended** (MSR $34.95)

FIGHTER COMMAND, a strategic wargame based on the Batt of Britain, has been released by *Strategic Simulations, Inc.* for Commodore 64. Previously available only for the Apple II far y, the intermediate level program contains several scenarios for or two players which cover the German air assault on Great Br in in August and September of 1940. The shortest scenario (abou e hour of playing time) is Eagle Day. There are also three ter ay segments (5-10 hours each) and the full campaign from Augu l3 to September 15 (20-30 hours). Players have command of AF squadrons and Luftwaffe Gruppen when they compete against ch other. In the solitaire game, the computer controls the Ge an forces. (MSR $59.95)

THE RATING SYSTEM:

4 SYMBOLS = EXCELLENT   2 SYMBOLS = FAIR

3 SYMBOLS = GOOD   1 SYMBOL = POOR

★ = **ENTERTAINMENT PROGRAMS** (1st set of stars=qualit of graphics; 2nd set=quality of game play and entertainment valu)

◆ = **APPLICATION PROGRAMS** (1st set of diamonds=qual of graphics; 2nd set=quality of performance and suitability of u in home)

NA - Not Applicable (i.e. all-text programs not rated for graph s)

Any program for a given system is compared only to other programs the same system. In other words, all C64-compatibles are judged separatel from Apple. Some programs which are virtually identical for multiple s em will be so noted.

Critically Speaking...Apple Compatible

THE BARD'S TALE (★★★1/2/★★★1/2) is a role-playing adventure designed by Michael Cranford of *Interplay Productions* for *Electronic Arts.* Cast in the classic mold of medieval quests so popular with adventure gamers, the game lets you take a party of six into the town of Skara Brae. (A seventh "special" member, a monster, can be summoned or created as an illusion--or one may volunteer to join your band.) Skara Brae has been isolated from all help by the evil wizard, Mangar the Dark, and it's up to your party to explore the town, solve the puzzles, and vanquish Mangar and his evil accomplices. Although you can design an adventuring team from scratch, it's possible to start right away by using the ready-made team provided. This game also lets you transfer characters directly from a "WIZARDRY" Character Backup disk or an "ULTIMA III" player disk. If you choose to make up your own adventurers, you start by choosing their race (human, elf, darf, hobbit, half-elf, half-orc, or gnome). The computer will assign different amounts of each attribute, depending on a combination of racial "genes" and luck. (The attributes are the usual strength, intelligence, dexterity, constitution, and luck.) If you're satisfied with your new character's makeup, assign it a name and class: warrior, paladin, rogue, bard, hunter, monk, conjurer, or magician. (Two additional classes, sorceror and wizard, are available only to experienced characters.)

Fighting and Exploring

Regardless of how you put your adventuring party together, they start their explorations of Skara Brae from the Adventurer's Guild. Dangers in the form of beasts of all kinds seem to lurk around nearly every corner, but fighting is the way to build experience. As you fight and explore, you'll appreciate the amount of information available on the screen at all times. A list of all party members and their status appears at the bottom of the screen, while text and graphics windows let you know what is happening at all times. The graphics window contains three-dimensional pictures of your current location in the town, or in the dungeons, castle or towers to be explored. Not that you won't have to refer to the manual, however, because this game relies heavily on a prodigious number of magical spells, more of them available as your characters progress through the levels of the game. Unlike some games of this type, though, even novice adventurers can use at least some spells. And some of the most unusual magic of all is available to the bards in your party. When a bard plays one of his six songs, it can have strange effects during exploration or during combat. (A bard's dry throat must be refreshed at a tavern for him to continue his magical feats.)

The Role-Playing Fantasy

Gamers who enjoy fighting mosters, casting spells, solving puzzles, and exploring dark dungeons will find THE BARD'S TALE very much to their liking. The action moves quickly, fighting sequences are good and speedy, and there's plenty of information on the screen at all times. (There's nothing worse than spending more time with the manual than playing the game itself.) Experienced adventurers will especially enjoy the ability to use some of their favorite characters from the "WIZARDRY" and "ULTIMA III" games. This is a fine role-playing fantasy with a good balance of well-animated graphics, better than average sound effects, and sufficient depth of play to keep the gamer involved for many playing sessions. (Solo play; Keyboard; Pause; 1 or 2 disk drives; Blank disk required.) Reviewed on Apple II; coming soon for C64/128.
Recommended. (MSR $45.00)

LITTLE COMPUTER PEOPLE DISCOVERY KIT (★★★/★★1/2) is now available for Apple II computers, letting even more people participate in this fascinating research project. Last month I told you of my experiences with Parker, the Little Computer Person I was able to lure out of my Commodore 64 onto a "house on a disk." *Activision* recently sent us another

house-on-a-disk, this one for the Apple II family. Now I've met Jack, the LCP who has been living in my venerable Apple II+, the computer on which I write most of my reviews. (Now I know who to blame for the mysterious errors that occur when I'm on deadline!)

Jack Compared to Parker

Although Jack has a few traits in common with Parker (they're both crazy about their third-floor closets, for example), he's definitely an individual. His initial inspection tour of the house-on-a-disk was cursory at best, although he moved in without hesitation. He built a fire in the fireplace right away, and I've never been able to persuade Parker to use his fireplace. Jack is more sedentary than Parker, preferring to read his newspaper rather than dancing or doing aerobics. Even Jack's dog is calmer than Parker's. Jack likes to write letters (sometimes to people other than me), and he's a hunt-and-peck typist who makes many more errors than Parker does. Maybe because he's a more placid type with fewer distractions crowding his mind for attention, Jack seems much more responsive to my requests than Parker does. Although he plays the piano quite well, he seems to prefer listening to records, especially Christmas carols. I guess he's getting himself into the Christmas spirit! And, of course Jack likes to play games as much as other Little Computer People do, but he's not as pushy about it as Parker can be. If you haven't met the LCP in your computer yet, you don't know what you're missing! (Solo use; Keyboard.) Research software tested on Apple II; also available for C64/128 at $34.95.
Recommended. (MSR $39.95)

STAR TREK: THE KOBAYASHI ALTERNATIVE (NA/★★) is a text adventure by *Micromosaics Productions* for *Simon & Schuster.* It's based on the phenomenally successful TV series and movies and casts you in the role of Captain Kirk. This is a computer simulation designed to test the command abilities of Starfleet cadets. An alternative to the no-win "Kobayashi Maru" scenario on which a young Kirk had managed to cheat, it involves rescuing the Federation Ship *Robert A. Heinlein* and solving the mystery of a "Bermuda Triangle" in space. The crew and facilities of the *USS Enterprise* are at your command as you search ten solar systems for the missing ship.

Procedural Problems

For most people, the language of this game will be quite comfortable. STAR TREK has made such things as Transporters, Phasers, Tricorders, and Warp engines part of our lives. The problems we had with the game were procedural, and they interfered with living the fantasy. For example, we tried to walk around the bridge of the ship, which turns out to be impossible. We wanted to enter the Turbolift and head for the Transporter Room--no way. In utter frustration, we finally tried holding down the "control key" and poking around the keyboard. An undocumented CTRL-K finally put us in the Turbolift and we eventually found the Transporter Room--no thanks to the instructions. (In the early versions of the game, Apple II+ users like us have no way to correct a typing error. This problem is to be fixed with the addition of a CTRL-D function for "delete.") We also missed the presence of descriptive passages in the game. It is assumed that you already know what everything on the Enterprise looks like. Probably true for most of us, but we would have enjoyed reading the words anyway. Being STAR TREK fans, we really wanted to like this game. However, it did not progress as smoothly as many text games do. (Solo play; Keyboard; Disk.) Apple II version reviewed; also available for C64/128 and IBM PC/PCjr.
Not recommended. (MSR $39.95)

FIRST IMPRESSIONS: THE AMIGA
by Patrick McGrath

Like a child awaiting Christmas morning, I awaited my Amiga. A magical anticipation surrounded me as I saw the delivery van pull up to my curb. It was here. I had looked forward to this moment when I could see exactly what made this new machine so fantastic. Oh, sure, I had read about it and seen pictures of how wonderful it was, but since I'm from Missouri, you're gonna have to "show me."

Getting Started

After the delivery man left, I quickly carried the boxes to my room, and unpacked them. Clearing a spot on my desk (it was a large spot), I arranged each piece: computer itself, keyboard, mouse, monitor (optional) and external drive (optional) to my liking. After glancing through the manuals, I hooked everything up, plugged it in, and prepared to be impressed. I was greeted with a prompt, a large hand holding a "KickStart" disk (one of four disks provided with the computer). A few seconds after inserting the KickStart disk into the built-in drive, the hand reappeared, this time holding the "WorkBench" disk. I replaced KickStart with the WorkBench disk, waited while the drive whirred a few seconds, and there was that hand again, prompting me to insert the WorkBench disk. The disk I had inserted was clearly labeled "WorkBench"--or was my excessive use of computers causing me to hallucinate? I reinserted the WorkBench disk several times with the same result and then rushed to the phone to call the store where I had purchased the Amiga. "No problem," they assured me. "We'll pop another copy in the mail."

Electronic Arts Demos

Great. Here I sat with a brand-new computer which might as well have been a toaster. Actually, there was one thing I could do, so I tried inserting the Electronic Arts demo disk when the big hand requested the WorkBench disk. I sat back and watched the scrolling "slide show" as they call it, amazed at what I was seeing. These were some of the most incredible graphics I had ever seen--the colors, the sharpness! As I watched with my mouth agape, the show ended. I watched it again and again. Now I really wanted more.

WorkBench Woes

Three days passed, and the delivery man brought the 3-1/2-inch disk that would allow me to get inside this machine that had so impressed me with just its demos. This time the WorkBench disk loaded, and I saw the Amiga version of a "desktop." After playing around with several desktop options and filing drawers, setting the alarm clock, and looking in the trash can, I tried to open the notepad. (The "open" command allows you to use something indicated on the desktop.) The drive wasn't whirring anymore--it was gagging. An error message informed me that the computer was unable to open the notepad. Oh well, I thought; I'll just get the store to send me another WorkBench disk. In the meantime, I can use everything else on the desktop, starting with making back-up copies of KickStart and WorkBench. No problems with KickStart, but the WorkBench copy of itself broke down as it prepared to copy the last three tracks. Now as I sit by my window waiting for the delivery man to come wheeling up with another copy of WorkBench, at least I've been able to dabble in ABASIC on the Amiga Tutor disk. This turns out to be a very powerful version of MicroSoft BASIC. And I keep watching the Electronic Arts demos scroll by.

Problems Not Universal

Lest I give an undeservedly negative impression of the Amiga, please understand that just because I've had some initial software problems doesn't mean that everyone will. (These problems are sometimes the price paid by those of us who insist on being pioneers with a brand-new system.) I've spoken with several other Amiga owners who haven't experienced any problems at all. I believe that Commodore is very dedicated to Amiga and will do whatever it takes to assure its success. Obviously, one of Amiga's major problems right now is third-party support. This, of course, is

JULY

We come away from CES feeling an upbeat mood. Those companies which have survived thus-far feel very good about the future. The Nintendo booth is so crowded at the show that you have to wait to play games (are they on to something?)

AUGUST

First look at the Amiga and it's dazzling! Meanwhile, not a peep from Coleco. Could it be they have quietly stopped shipping all software for ADAM-old and new? We begin getting Research Updates from Activision on their Little Computer People (are they crazy or are they on to something too?)

SEPTEMBER

More updates from Activision and Commodore begins small shipments of the new 128. We see an interesting shift as many ADAM owners finally give up on their system and purchase the 128.

OCTOBER

Intellivision Inc. reappears with plans to ship not only more existing games, but they promise new Intellivision software! Game lovers in New York City get the first chance to purchase the Nintendo system. First indications of a disk-loading problem with the new C128 disk drive on software designed by 3rd party companies for the old C64 system. Computer Entertainment (Electronic Games) ceases publication.

NOVEMBER

Stores in New York can't keep the Nintendo in stock! Former designers from Activision form Accolade Software. Activision ships their Little Computer People so everyone can get to know the person inhabiting his/her computer.

DECEMBER

Toys R Us report that ADAM and C64 sales are way up from last year. Software companies tell us they are extremely happy with the Christmas season so far.

And on to 1986

We have high hopes for 1986 as the industry has calmed down to a manageable roar. We're seeing more and more incredible games, more productivity for less money than ever before. We're excited about 1986 and look forward to sharing that excitement with you. We're al- ready working on our CES Sneak Issue for next month...stay tuned and keep playing!

Our best wishes are extended to you and yours for a Happy, Happy, and Peaceful New Year.

always the case with new machines that are incompatible with anything else. I suppose my best advice would be to wait and there is at least some software support, which should take no longer than a month or two. The appearance of some promised Commodore peripherals, such as RAM expansion and the IBM PC emulator will also make a big difference in the usefulness of the Amiga.

Frustrating Yet Promising

I would summarize my early experience with the Amiga as frustrating yet promising. There is much potential in this new machine, and I'm very excited about it. As long as the people that really count, the software developers, feel the same way, the Amiga truly can fulfill its promise as the computer with the creative edge.

[Editor's Note: Patrick is a college freshman from Salem, MO with consuming interests in computers and journalism. As a computer user, he has experienced the joys and sorrows of personal ownership, starting with the videogame consoles: Atari 2600 and 5200, Intellivision, and ColecoVision. His computer arsenal includes (or has included) the following machines: Atari 800, Commodore 64, ADAM (a brief encounter), Apple IIe, IBM PCjr, Macintosh, and Commodore 128. Since the Amiga is the latest addition to his collection, but unlikely to be the last, we think Patrick is uniquely qualified to give us a first impression from the user's point of view. This is not a full review, since we plan to give more extensive coverage to the Amiga when more software is available for it.]

EACH-HEAD II (★★★★/★★★★) is the sequel to
each-Head" (both from *Access Software*). Subtitled "The
ctator Strikes Back," the game picks up at the end of Beach-Head
ith four scenarios in which J.P. Stryker's Allied Forces attempt to
efeat the Dictator, who is known as The Dragon. The four scenes
in be played in sequence or practiced individually. All are at their
est as two-player, head-to-head battles that encourage lively,
ard-fought competition. You can also play alone against the
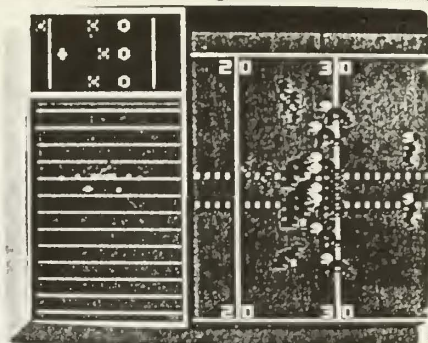mputer, choosing to control either the Allies or The Dragon in all
it one scene.

The Four Scenarios

n "Attack," Allied soldiers parachute into position behind walls
ider fire from The Dragon's machine gun. Then each Allied soldier
ust "face the gun," making a run toward The Dragon, some
opping to lob a grenade. This scene sets the tone of the entire
me. The comments of the Allied soldiers appear in cartoon-like
illoons above their heads, such as "Help me!" from an dying
ldier just cut down in a hail of bullets. (The violence is much
ore personal in this game than it was in "Beach-Head.") "Rescue"
llows, a scene in which 20 Allied hostages must be helped across
open courtyard. The Dragon's forces try to run them down with
nks, bonk them from above with rocks, machine-gun them from
ucks, or blow them up with mines. "Escape!" is the third scene, an
tempt by the Allies to run the gauntlet of The Dragon's tanks and
ins with a chopper full of hostages. "Battle" is a duel to the death
tween Stryker and The Dragon, each throwing poontas (heavy,
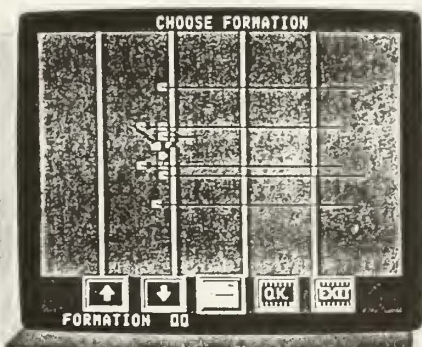arpened sticks) until only one is left alive.

Realistic Wartime Action

Once again, the crew at Access has provided a very realistic game
wartime action in BEACH-HEAD II. Graphics and animation are
perb, and parts of the game are nearly as violent as a real war.
ie challenge of varied scenarios and depth of play for one or two
ople insures many hours of entertainment for teens and adults;
e game is not intended for young children. (Solo play with
ystick or keyboard; 2-player head-to-head with one player using
ystick, the other on keyboard.) Reviewed on Apple II; also
ailable for C64 and planned for Atari XL/XE.
commended. (MSR $39.95)

THE WORLD'S GREATEST FOOTBALL GAME (★★★1/2/
★★★★) is the latest strategy/action game from *Epyx* and it's
a winner! Designed by Nexa (who originally slated to release it as
NEXA FOOTBALL), the game includes the two aspects of the real
thing. First, there's the Chalkboard where you, as the coach, put
together your own playbook of offensive and defensive plays.
There are However, if you don't want to design your own, or aren't
experienced enough, there are many plays included with the
program so you can go straight to the actual game if you wish.
Within the game section, you choose the type of play from those
given (run, pass, field goal, punt). You then choose the direction of
play and the actual play from the list provided in your Playbook.
The play is then diagrammed on the screen with primary and
secondary ball players highlighted. Once the ball is snapped, you're
the key player as you run, tackle, throw downfield, or kick a field
goal. You have your choice of three views: sideline, overhead, and
overhead close-up allowing you optimum viewing of the players,
and potential "holes" in the line of scrimmage. You can view saved
plays, as well as printing out the diagrams of the new plays you
design. The game even includes "Slo-Mo!" so you can replay your
last action to analyze the play in detail. Of course, when you're
playing the two-player version, there are also several options
when you're playing defense.

You're the Coach: *First down and ten. A fly pattern
down the right side should shake up the defense.*

The Chalkboard: *Design your own secret plays.*

Terrific for Football Fans

This program is the best of both worlds for football fans as you
can play it strictly for its strategical strengths and/or for the
action. We found it very easy to play the game without even
entering the Chalkboard section and, on the other hand, you can
spend hours at the Chalkboard designing your own complicated
plays. All in all, this is a terrific program for any football fan with
very good graphics and great gameplay and strategy. (one player;
two-player simultaneous; joystick; reviewed on C64 and Apple;
includes detailed Playbook)
Recommended (MSR $34.95)

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Animation from Ann Arbor Software

Macintosh owners will be able to change static images into
animation! INMOTION, an integrated graphics/animation package
with sound, includes TotalPaint with enhanced MacPaint tool
palettes with Clip-Art Effects built-in. Set to run on a 512K Mac, It
will ship shortly.

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EPYX for C64/128

Epyx has signed an agreement with Microsoft to market their
MULTIPLAN for the C64/128. The program is a full-featured,
spreadsheet and financial modeling tool redesigned to take
advantage of the C128's capabilities (but also operational on the
C64). Availablle before Christmas, the program will retail under
$50.00.

Epyx will also release BASIC TOOLKIT, a programming tool for
C64/128 users who want assembly language power with the speed
of using simple Basic commands. Retail is under $45.00.

BACK ISSUES AVAILABLE....

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

CRITICALLY SPEAKING..

LAW OF THE WEST (★★★ /★★ 1/2) from *Accolade* lets you become the Sheriff of Gold Gulch, a typical frontier town inhabited by decent folks and a few desperadoes. The object of the game is to stay alive until sundown while maintaining your authority and foiling the plans of the bad guys (and gals). You view various tableaus in Gold Gulch from behind the right side and holster of your large on-screen character, the sheriff, as other characters walk into the scene one at a time, each accompanied by his or her own theme music. Each speaks to the sheriff by means of a line of text below the picture, and you choose your sheriff's response from a list of four replies. The sheriff's remarks vary from shy and apologetic to nasty and aggressive, and each will prompt the character to speak and behave in a different way. Most characters are armed, and some are quite dangerous. Some have information for the sheriff, which they will reveal only if the conversation follows a particular pattern. Others would rather shoot than talk, so you have to be ready to draw your gun and shoot quickly. You'll also use your gun to stop robberies in progress, but watch out for robbers shooting back! The game ends at sundown--or sooner if the sheriff is killed. Performance is rated on your success at maintaining your authority, capturing crooks, doing well romantically, shooting bad guys, and surviving injury. Negative aspects of your performance are also noted: number of innocent people you killed and number of crimes committed.


Novel Approach to Character Interaction

This role-playing game has a novel approach to character interaction: a limited number of player choices rather than responses entered through the keyboard. While this makes it easy on the player, since there is no chance of coming up with a phrase that the program doesn't recognize, it means reaching a point of exhausting the possibilities of the game fairly soon. On the plus side, the characters' remarks are colorful and sometimes amusing, sprinkled liberally with cowboy cliches such as "tinhorn sheriff." Excellent graphics with large, nicely animated characters give the game an appealing look, and it's fun to play for a few times. However, we feel that the game lacks sufficient depth to keep any but the youngest players returning to play it repeatedly. (Solo play; Joystick; Disk.) C64/128 version reviewed; also available for Apple II at $34.95.

Not recommended. MSR $29.95

KUNG-FU MASTER (★★ /★★ 1/2) is the second adaptation from *Data East* of one of its own coin-op games. This one actually has less to do with the martial arts than the first one, "Karate Champ," which we reviewed last month. The "Kung Fu" moves consist of either kicking or punching to the left or right or while jumping or squatting. The goal of the game is to travel through the five corridors of a wizard's temple to rescue a captive maiden. You control the Kung-Fu Master, who must fight his way through a variety of enemies to reach the fair maiden. Henchmen approach from in front or behind your character, attempting to hold him to deplete his energy. If the Kung-Fu Master cannot kick or punch

them away, he must shrug them off by moving rapidly left and right. The Master must duck or jump to avoid the blades of the knife-throwers, quickly kicking or punching the men twice t eliminate them. Guardians block passage to the next level and mus be struck several times to be defeated. Snakes materialize from falling vases, which can be destroyed with a quick punch o kick--snakes themselves cannot be killed. Falling balls hatch int dragons; both balls and dragons are vulnerable to kicks an punches. Mystic globes also fall from the ceiling, breaking int flying fragments. Somersaulting dwarfs and stinging killer bee round out the cast of troublesome characters in the wizard temple. The Kung-Fu Master's trip through each level is subject t limited energy and time.
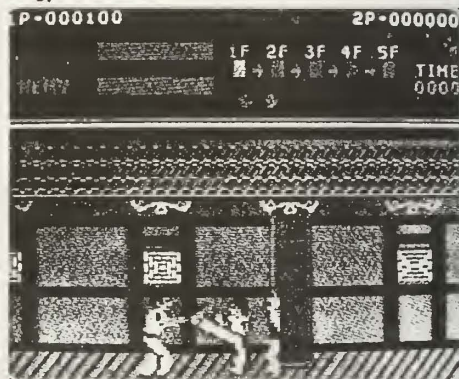
Fairly Decent Translation

This is a fairly decent translation of the arcade game, and as suc will probably appeal to fans of the coin-op. However, the graphi are disappointingly flat with jerky animation and meager soun effects. Play action is fast-paced, but it's an action quest with on a few martial arts moves. Joystick control is somewhat better the Apple version than in the Commodore version because the tw action buttons are used to control punching and kickin Commodore owners must press the spacebar each time they wa to switch the function of the single joystick button between kickin and punching. Those not familiar with the arcade game who a looking for lots of martial arts fighting action will not find it in th game. For Apple owners who enjoy the martial arts, KUNG-F MASTER isn't in the same league as "Competition Karat (Motivated Software--reviewed in this issue) or "Karatek (Broderbund). Martial arts fans with a Commodore 64 or 128 w find either "Kung Fu: Way of the Exploding Fist" (UXB) or "Karatek a better choice. (Solo play or 2-player alternating; Joystick only C64/128, Joystick or keyboard on Apple II; Pause.) Reviewed C64 and Apple II.

Not recommended. (MSR $34.95)

An Explanation of the Availability Update

The Availability Update is a monthly listing, by machine, product announced by the various manufacturers for release. V ask the mfrs. for this information and constantly update it release dates are pushed back for various reasons. Some compani only give release dates by Quarters, thus the reason for some titl listed under month and others under a Quarter. This is to be us as a guide only as several companies are notoriously bad abo meeting their scheduled release dates. Also, not all product for systems is listed as not all companies provide us the data neede As a rule, the companies which are coded on the Availabil Update page are represented with all the product they plan release.

6

gain, by popular demand, an updated list of addresses for many
the software and book manufacturers.

CCESS
561 So 1560 West
oods Cross, UT 84087
CTIVISON
awer 7286
ntain View, CA 94042
RRAYS
223 So. Hindry Ave
s Angeles, CA 90045
TARI
99 Moffett Park Ave
nnyvale, CA 94086
VALON HILL
17 Harford
ltimore, MD 21214
VANT GARDE
B Commercial Blvd
vato, CA 94947
NTAM
6 Fifth Avenue
w York, NY 10103
TTERIES INC.
Mural
hmond Hill,Ontario
nada L4B 1B5
UDVILLE
01 Medical Park Dr SE
and Rapids, MI 49506
IG 5 SOFTWARE
. Box 9078-185
n Nuys, CA 91409
ODERBUND
38 Fourth St
n Rafael, CA 94901
AINPOWER Inc
009 Ventura Blvd
abasas, CA 91302
S ELECTRONICS
Fawcett Plaza
enwich, CT 06836
LECO
9 Quaker Ln South
st Hartford, CT 06110
MMODORE
0 Wilson Drive
st Chester, PA 19380
SATIVE SOFTWARE
9 Hamlin Court
nyvale, CA 94089
SIGHTON DEV.
Hughes St., #C-106
ine, CA 92714
TAMOST
813 Fullbright Ave
tsworth, CA 91311
TASOFT
9 1 Winnetka
tsworth, CA 91311
ECTRONIC ARTS
5 Campus Dr
Mateo, CA 94403
ST STAR
2 East 41st St
w York, NY 10017

EPYX SOFTWARE
1043 Kiel Court
Sunnyvale, CA 94089
GAMESTAR
1302 State St
Santa Barbara, CA 93101
HAYDEN BOOKS
10 Mullholland Dr
Hasbrouck Hgt, NJ 07604
HAYDEN SOFTWARE
600 Suffolk St
Lowell, MA 01854
IMAGIC
2400 Bayshore Frontage
Mntain View, CA 94043
INFOCOM
125 Cambridge Park Dr
Cambridge, MA 02140
KRAFT SYSTEMS
450 W. California Ave
Vista, CA 92083
MAXIMUS Inc
6723 Whittier Ave
McLean, VA 22101
MECA
285 Riverside Avenue
Westport, CT 06880
MICROPROSE
10616 Beaver Dam Rd
Hunt Valley, MD 21030
MILES COMPUTING
21018 Osborne St., Bldg 5
Canoga Park, CA 91304
MINDSCAPE
3444 Dundee
Northbrook, IL 60062
MUSE SOFTWARE
347 N. Charles
Baltimore, MD 21201
NEWPORT CONTROLS
15425 Los Gatos Blvd
Los Gatos, CA 95030
NINTENDO
4820 150th Ave NE
PO Box 957
Redmond, WA 98052
ORIGIN
340 Harvey Rd
Manchester, NH 03103
PENGUIN
830 Fourth Ave
Geneva, IL 60134
PRENTICE HALL
Englewood Cliffs, NJ
07632
RANDOM HOUSE
201 East 50th
New York, NY 10022
RDI VIDEO SYSTEMS
2261 Cosmos Ct
Carlsbad, CA 92008
SIERRA
36575 Mudge Ranch Rd
Coarsegold, CA 93614

SILICON BEACH
11212 Dalby Place, #201
San Diego, CA 92126
SIMON & SCHUSTER
1230 Ave of Americas
New York, NY 10020
SPECTRUM HOLOBYTE
1050 Walnut, #325
Boulder, CO 80302
SPINNAKER
1 Kendall Sq
Cambridge, MA 02139
STRATEGIC
SIMULATIONS (SSI)
883 Stierlin, Bldg A200
Mntain View, CA 94043
SUBLOGIC
713 Edgebrook Dr
Champaign, IL 61820
SUNCOM
650 Anthony
Northbrook, IL 60062

SUNRISE SOFTWARE
2829 W NW Hwy, #904
Dallas, TX 75220
SYDNEY SOFTWARE
15-99 Fifth Ave
Ottawa, Ontario
Canada K1S 5K4
SYNAPSE SOFTWARE
5221 Central Ave, #200
Richmond, CA 94804
TELARIUM
1 Kendall Square
Cambridge, MA 02139
T/MAKER
2115 Landings Dr
Mntain View, CA 94043
VICTORY SOFTWARE
2564 Industry Ln
Norristown, PA 19401
WICO
6400 West Gross Point Rd
Niles, IL 60648

## *Activision Acquires Creative Line*

Activision, as it moves into the home productivity line, has taken
a shortcut by acquiring the Creative Software line of **Creative
Writer**, **Creative Filer**, and **Creative Calc** programs, which can
be used individually or integrated. Formerly available under the
Creative Software banner (a company which is no longer in
business), these will be available along with Creative's **I Am The
C64**, and **Easy Disk**, an operating utility for the C64.

Critically Speaking...Apple Compatible

COMPETITION KARATE (★★★1/2/★★★★) by Edward
Badasov for *Motivated Software* is a beautifully designed
program with great depth. Unlike some of the arcade-style martial
arts games, this one puts as much emphasis on strategic thinking as
eye-hand coordination. You and any number of your friends can
enroll as many students as you wish in the dojo (karate school),
choosing any of five instructors of differing styles to train the
budding martial artists. In between dojo workouts, your students
can participate in practice fights or official tournaments. Each player
directs the moves of his or her fighter by dialing up a number from
1 to 9 on the paddle; each representing moves such as punches,
kicks, defensive postures, or retreat. The screen shows a
"play-by-play" commentary on the progress. New, white-belt
students tend to be clumsy in these fights, but they gain grace and
ability with repeated dojo sessions, more fights, and advancements
in belt rankings. The possibilities are nearly limitless as you work
with a group of students, alternating as trainer and fight director.
And after a student achieves the exalted status of Red Belt, he can
even challenge the instructor. (Red Belt students who lose this
challenge are retired permanently and cannot compete in
tournaments.) Although we had fun with this one in the solo mode,
it really shines as a two-player game. The combination of strategic
planning with good action and well-animated fighters makes this
the thinking gamer's martial arts program. If you can't find
COMPETITION KARATE where you buy software, it can be
purchased directly from Motivated Software, 80 Rancho Dr., Mill
Valley, CA 94941; phone 415-383-9005. (Solo play with paddle or
joystick; 2-player competitive with paddles; Blank disk required.)
Reviewed on Apple II; coming soon for C64.
Recommended. (MSR $34.95)
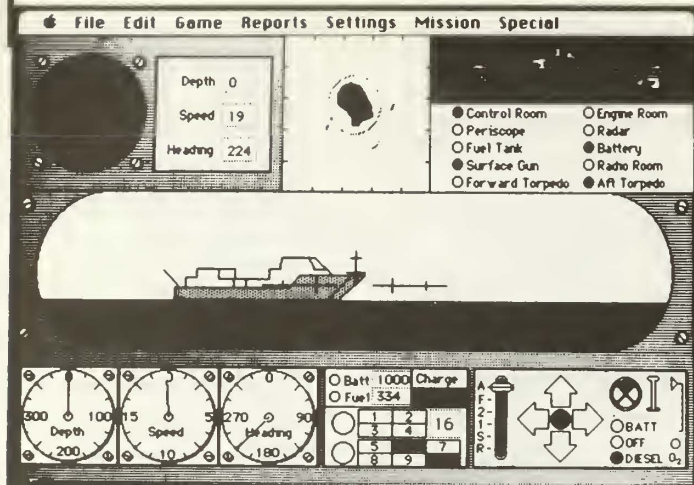
GATO (★★1/2/★★★★) from *Spectrum HoloByte Inc*, takes you to the world of submarine simulation where you control a WWII combat submarine in actual wartime missions. Your mission is given by ComSubPac (Commander Submarine Force Pacific Fleet) and it can be anything from rescuing an American shot down to an all-out assault on the enemy. In higher levels, commands are given in Morse Code (levels 3-6 dots and dashes run across the screen while in Level 7 and above, you only hear the signals! A morse code tutorial is included.) Once you locate your sub and the enemies on your Quadrant Chart window, you can set your coordinates and steam towards confrontation (In levels 5 and above, enemy ships will not show up on your quadrant--they must be tracked by radar and periscope.) In command of your submarine, you'll be in charge of everything from navigation, fuel, depth, speed, heading, and more. There's plenty of gauges which must be monitored constantly, and you can, at any time, check views all around you (and above by periscope if you're running submerged). Careful navigation around islands is imperative as if you get too close to one, you will run aground, abruptly ending the mission as your sub takes on water. Within certain difficulty levels you will have to deal with limited time for completion, as well as the possibility the enemy will break Allied code. If that happens, you will have to use your good judgement in determining real vs. fake messages and how to react to them.

Fire Torpedoes!

Once you reach the quadrant where the enemy is, it's time to try and sink them. You're armed with torpedoes, with six forward tubes and four aft tubes, and careful positioning is imperative in order to avoid early detection and have the greatest chance at destroying enemy ships. Of course, once you've fired at the enemy, you can lay odds that they will send warships on a search and destroy mission against you. You can either hope for a direct hit or dive to try and outrun them. Of course, you'll have to surface eventually in order to recharge batteries. If you are hit, and the Damage Report indicates heavy damage, you must return to the Allied subtender, which cruises among the four Allied-controlled quadrants, for repair. You can also restock supplies and fuel at the subtender. Strategy is the key as you must choose the best course to destroy the enemy, while completing as many missions as possible with the supplies you carry on patrol.

Mission Creator Included

Unlike its IBM predesessor, the Macintosh version includes a Mission Creator for those of you who would like to design your own missions. After a good bit of practice with the game, you'll be able to customize your own missions for many more hours of enjoyment.

Great Simulation

All in all, there is tremendous depth (no pun intended) to th simulation giving you all the elements of a wartime submarin mission. It will take a good deal of practice to become proficient completing a mission (we had more than a few enemy ships sail o in the sunset unscathed) and you'll find yourself sitting in front the screen hour after hour working on your proficiency--then ho after hour will be spent as you attempt "just one more missio It's become a real classic in its IBM form, and the new Macinto version will become a classic in its own right. (128K; also availat for IBM and Apple II)

Recommended (MSR $49.95)

GRID WARS (★★/★★1/2) from *Ann Arbor Softwork Inc*, is a straight-ahead arcade shoot-'em-up game in which th player must fend off various Nasties on a 3-dimensional grid. Yo have three weapons in your arsenal: the laser cannon which can 9 used in a rapid-fire effect by holding down the mouse butto torpedoes which destroy all Grid Walkers and Grid Nasties in tl row that the torpedo is fired in, and Vaporizers which must ! saved for when things really get tough. Vaporizers, of which yo have very few, destroy all Grid Nasties currently on the screen. T. premise is very simple: kill all the Grid Nasties and you'll advan to the next level. If you allow a Nastie to touch you, or a Gr Walker to reach the bottom of the screen, you lose your cannon.
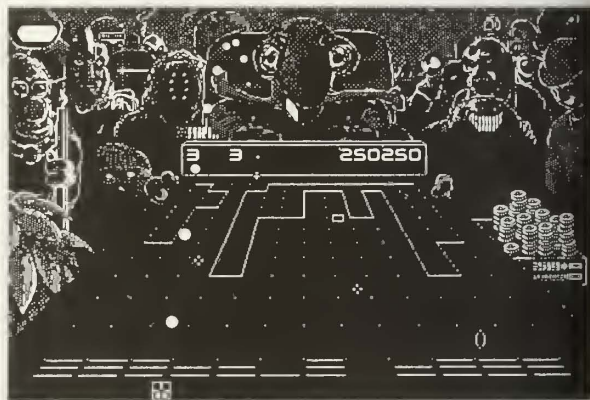

It's a Basic Shoot-'Em-Up

There's no question that this game has a very familiar premise fact, the grid effect, along with gameplay, reminded us a bit Activision's Beamrider. For those who enjoy this type of game, s certainly fun; however, there's just not anything new or unusua o give it a "hook." This is one we would strongly recommend that u try out before purchase, if possible. (128K, works with mo?, joystick, or trackball)
(MSR $39.95)

New Tax Advantage

Arrays, Inc. has just released their 1985 version of TA ADVANTAGE, which aids in the preparation of forms 1040, 625 2106, 2441, 4562, and schedules A,B,C,D,E,G, SE, and W. Featur include the ability to print directly onto the IRS forms, as well figuring income averaging. The program also interfaces wi Arrays' *HOME ACCOUNTANT*, allowing the user to take info mation directly from the accounting program, saving hours preparation. Retailing at $69.95 the program is available for IB PC, Apple II series, Commodore 64 and 128, and Atari 800 a 130XE.

Dogfight
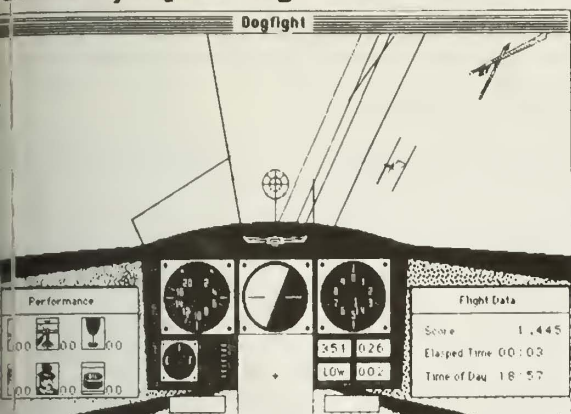
...HER TRIPLANE FLIGHT SIMULATOR (★★★1/2/ ★1/2) from *Bullseye Software* is a flight simulator which ...ittle less serious than some of the flight simulators on the ...a.et--and very entertaining! You'll be flying the vehicle made ...us by Baron von Richthofen, Germany's WWI flying ace as you ...cne proficient in take-offs and landings, loops and rolls, and ...ve.ually flying behind enemy lines. You'll find all the gauges ...ee.d in your cockpit as you learn, without too much difficulty, to ...es into the wild blue yonder. There are seven airstrips included ...t:e enemy and four friendly. As you cross into enemy territory, ...ou be attempting to shoot down enemy aircraft as well as ...os vation balloons. There are choices within the menu which ...lle you to experience a dogfight or seek and destroy missions ...it ut being shot down, change wind direction, as well as ...ow ing the cloud ceiling and more.

...G.et Fun
...Ty cal of Macintosh games, the graphics are very good; however, ...he ig plus was we really enjoyed the gameplay on this one due ...o !e fact that it didn't take hours and hours of crash landings ...ef e we could head off over enemy lines. It's definitely a flight ...im.ator, but with the added enjoyment of a good action game. ...ou won't have to go through hundreds of pages of detailed ...er autical information (which the true flight simulator fan won't ...ke to get off the ground so it's perfect for those of you who want ...he in of flying without the vast technical know-how. (one player; ...28 512K; available from Bullseye Software; PO Drawer 7900, ...nc e Village, NV 89450)

...Re mmended

...JA.NCE OF POWER (★★★/★★★★), from *Mindscape* ...s .ruly engrossing, as well as educational, new program for ...Ma tosh that will keep you in front of your screen for hours and ...hou . The scenario finds you as the President of the US in your ...irs ear in office. The world is waiting to see how you'll act in the ...vo arena in a time frame which runs from 1986 to 1994. The ...bj. is to enhance your country's prestige and weaken the ...re ge of the Soviet Union. You want to be popular with countries ...ro d the world, with military strongholds being critical to your ...w' ing." You'll make decisions around the world as to whether ...yo vork with governments, against them funding rebels, give ...he economic aid, initiating diplomatic pressure of varying ...deg es, treaties, and more. By "clicking" the Countries window, ...yo an quickly spot-check around the world for such things as ...Spt es of Influence (a quick look at which countries are ...inf nced by which Super Power), Major Events (countries where ...re utions have taken place), and the state of insurgency for the ...va us countries. In all, there are 62 countries which are available, ...wi the screen map making it very easy to view the various ...co ries with crisp graphics. You can check backgrounds on all ...th ountries, a Close-Up, which gives a detailed rundown on the ...co ry, as well as History (that becomes much more interesting as ...th ame progresses and you move ahead in years).

Many Levels
There are several levels of the game, with Beginners the way to get a feel for the program. As you move up in levels, you have more options such as the ability to instigate a political coup, destabilization, economic power, treaties, etc. Higher levels mean more menus, with more choices--definitely more and more complicated. As you move through the years, you can continue to check the Events window where provocative actions by the Soviets are to be found, as well as "Newspaper," where you can check the headlines for the country you are currently working with.

Fascinating Program
There is tremendous depth to this program and there's no end to the way you can play it and, therefore, there are vast numbers of ways to "win." We were curious what would happen if we gave money to the rebels in Nicaragua. We did, the Soviet Union let us know that the action was not at all to their liking. We chose to challenge them, we went to Defcom 4 (we were quickly escalating to the brink of WWIII), and nuclear war was inevitable. However, we went into another country, set-up a similar situation, did not back down--in essence bluffing the USSR (that's one advantage to this game since you can't literally blow us all up!), they backed down, and we took an incredible lead in Prestige points. There are so many aspects to this program, it is impossible to relate them here. Suffice it to say, BALANCE OF POWER is not only great entertainment, but a "Must Own" for anyone in school studying world politics. (one-player; two-player alternating; 128K single drive Macintosh)

Recommended. (MSR $49.95)

SubLOGIC's 68000-Based Software Development Team Working on Third-Generation FLIGHT SIMULATORS.

Third Generation Flight Simulators
The gentlemen at SubLogic are busily at work developing third-generation flight simulators for the 68000-based systems (Macintosh, Atari 520ST, and Amiga). Improvements in these new versions will include the ability to fly either a Cessna 182 or a Lear Jet. The program's Editor Page will be replaced with a number of pull-down menus so that clouds, seasons, times, etc., can be changed with the click of the mouse. The aircraft will be flown with the mouse or keyboard. Multiple 3D windows will allow you to watch two or more views simultaneously as well as two new views--Control Tower View and a Spotter Plane View. You can even choose the viewing angle from wide-angle to super-telephoto! See our Availability Update for shipping dates.

Working on New Title
Meanwhile, SubLogic has begun work on SPACE (promised NOT to be a Space Shuttle simulator) which they promise to be "cosmic in scope!"

RAMBO Translated Into Adventure
The blockbuster movie, RAMBO FIRST BLOOD Pt II, will be bursting onto computers shortly as Mindscape's newest text adventure. Planned for IBM, Apple, and Macintosh, the program will allow players to give commands in plain English.

9

FANTAVISION (★★★★/★★★★) is the latest in innovative products from *Broderbund* This one transforms your Apple into an animation device, made extremely easy due to the fact that the program turns your screen into a "Macintosh-like" windowed program, complete with pull-down menus. In fact, when you first look at the composing screen, you might think you've got MacPaint booted up!
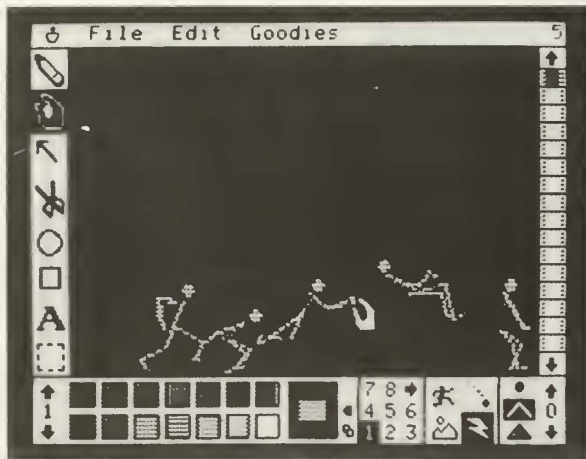
Very Detailed

This program has so much packed in it that Broderbund includes an 80-page manual (8 1/2x11) in order to cover all the aspects of the program; however, for those of you who hate to read instructions, there is a "Bare Bones" section to get you started (even that runs 15 pages!). Initially, you may want to take a look at some of the demos to get a feel of what the program is about. Within the demo section you can see such items as a tree or spider being animated.

Ready Set DRAW

Whether you're an accomplished artist, or a weekend doodler, you can draw involved pictures by plotting a series of dots, as well as making circles, rectangles, and more. Your object can be animated very easily. For instance, if you draw a stick figure standing up in the first frame, and sitting down in the second frame, the program will run the sequence of the two frames with as many as 64 intermediate positions for a free-flowing animated look at your figure going from a standing to sitting position! This is a tremendous help in that you don't have to draw every intermediary position to realize the animated effect. The possibilities are endless due to the many functions available to you. The Color Palette is a series of four palettes with 14 colors or patterns which can be used in a single frame, or placed on an object throughout your "movie" with the help of the Global function. Four animation modes are available to you as you create your pictures: Normal mode (program fills in intermediate moves), Background mode (perfect for landscapes, etc.), Lightning mode (either for speeding up an animation or special effects), and Trace mode (the object will leave its image behind without erasing it). There are also various dimensions you can work with including dots, solid shapes and lines. Many "goodies" are at your fingertip (again reminiscent of MacPaint) such as flipping, zooming, turning, squashing, copying, pasting, cloning, zapping, etc. You can also mix text with your masterpiece.

There is tremendous flexibility involved in this program as you set frames, backgrounds, foregrounds, and so much more. In addition to being able to save your creations, Broderbund has even given you the ability of creating a self-booting disk to send to a friend. You can send the ultimate birthday or Christmas card to your computer buddy that he/she can run over and over! By the way, if you come up with a terrific animation sequence, submit it to Broderbund--if it's chosen to be included on future Fantavision disks, you can win $100.00! (joystick, mouse, KoalaPad, or Apple Graphics tablet required; available for Apple II series only **Recommended** (MSR $49.95)

PRINT SHOP COMPANION has just shipped for Apple *PRINT SHOP* owners. Once again, Broderbund has expanded the usefulness of this perennial favorite with a program that not only offers additional designs and typestyles, but also gives you more power with a Graphic Editor, Font Editor, andd Border Editor.
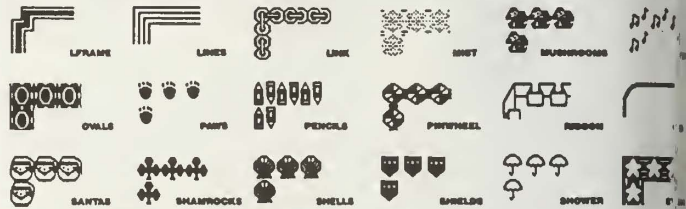
New Fonts and Borders

This program offers twelve new fonts, as well as fifty new borders which can be used in any combination. Also included are sixteen new drawing tools, plus mouse control, to make editing with this product a breeze. With the tools, you can create a vast array of original graphics. In addition, with the Tile Magic feature, you can design very detailed patterns for cards, banners, and the like. With the Special Mirrors feature you can easily flip, change, and do whatever you wish to get a great design.

Create Your Own

With the Border and Font Editor, you can design your own from scratch--even print words backwards for T-shirt transfers. Additionally, the Graphic Editor allows you to create your own graphics or capture figures from many entertainment and graphic programs. In fact, as a bonus, Broderbund has included graphics from some of their more popular programs such as Choplifter, Karateka, and Dazzle Draw! Kids have their chance at creating crazy character with the Creature Maker--and it's extremely easy to do. There's a lot of value packed into this package as it truly expands the abilities of the original Print Shop dramatically. Obviously, Print Shop has been a big hit for Broderbund and we're happy to see them continue to support it with additional package which can be used with the original program. **Recommended** (MSR $39.95)

More Powerful Macintosh in Works

Look for a new, more powerful Macintosh in the first half of '85 as Apple is working on an upgrade which features 1 Mbyte of RAM, expandable to 4 Mbytes; double-sided drive for 800K floppies; numeric keypad; and port for parallel interface. While reports are sketchy, it appears that Apple will have some sort of upgrade available to current Mac owners.

New II in Development?

Meanwhile, it appears that Apple is working on either an Apple IIc upgrade or replacement for the IIc/IIe which may feature expansion slots and upward compatibility to the Macintosh?!

Preview Epyx Sports Games

Once again, Epyx is offering a Preview Disk--this time featuring five sports games all on one disk. The perfect way to "try out" a game before purchase, the disk will include previews of Winter Games, Summer Games, Summer Games II, World's Greatest Baseball Game, and World's Greatest Football Game. The offer, available for Apple II and C64/128 owners, is available through a mail-in coupon enclosed in boxes of the games listed above. It costs $3.50 ($4.00 in Canada) and a $3.50 rebate for any of the sports games is included when the disk is sent. The offer expires January 30, 1986.

ACH-HEAD (★★★1/2/★★★1/2) from _Access_ is a
version for Apple II of the popular multi-stage war game
igned for the Commodore 64. You have a choice of playing the
re game in sequence or practicing individual segments. If you
the sequence, you begin with aerial reconaissance and decide
ther to surprise the enemy by approaching through the mined
et passage or simply to attack directly. The latter move
antees a tough, well-prepared enemy, but at least you'll have
your ships intact. As you move into battle, enemy fighter
drons attack your fleet. Manning the anti-aircraft guns, you
nd your ships against the enemy planes that approach from
horizon, banking and diving as they pepper your fleet with
ls. If you're successful, the naval battle follows. Sinking enemy
s is a matter of fine-tuning the range of your heavy guns so
you can destroy the enemy ships before they destroy you.
it's on to the beach-head, where each of your surviving ships
rges two tanks for the run to the fortress of Kuhn-Lin. The
h is mined, and there are plenty of enemy tanks in the way.
the unfortunate reality is that you must get several tanks to
ortress to win the game. Ten targets on the fortress walls must
it, but no one tank can hit them all. The fortress is defended by
cnon that never misses once it sights your tank.

rgame Classic

game has become a classic among action-oriented wargames,
the Apple version is just as good as its predecessors. Realistic
nics and sound effects combine to create believable settings,
here is more than enough variety in the playing sequences to
s a full range of playing skills. BEACH-HEAD is more than a
h ing game and more lively than a strategic wargame, yet it
ines some of the best features of both. (Solo play; Joystick or
eoard; Pause.) Reviewed on Apple II; also available for Atari
L/E, C64.
ec mended. (MSR $34.95)

ONIS RIFT (★★★★/★★★★) from _Lucasfilm Games_
Epyx is every bit as good on the Apple II family as it is on
6 128 and Atari. In fact, now that we've had more time with the
ar, since reviewing the first versions in last month's issue, we've
on to appreciate its depth and complexity even more. You are
as techno-scavenger in the 23rd century, a sort of junkman
might carry a card that says "Have spaceship, will travel."
faithful companion is Psytek, the Science Droid—not as cute as
R2I, not as lippy as C3PO—but very helpful in dismantling and
na zing the relics you loot from the hulks. The hulks are the
aba loned war machines of the Ancients. The radar system of
you Surface Rover helps you find them among the fractally
en ated rifts of the planet Koronis, but the Guardian Saucers will
o ir best to foil your plans. Until you destroy the Guardian Base
n t 20, you won't have a moment's peace from these pesky
hip However, you have lots of scavenging to do before you reach
iff , and many of the relics you find consist of systems that can
e d to your advantage. In fact, your ability to learn about the
hir you find and put them to best use is crucial to advancing to
he igher-level rifts and surviving. Fortunately, a game in
ro ss can be saved to disk for completion at a later time.

M e Than Seek and Shoot

Th e is so much more to this game than seeking objects and
ho ng at saucers. Strategy and deductive reasoning are critical to
ou success, making the game far more interesting and
hal ging than many other science fiction games. With superb
ra cs and engrossing play action, this program raises science
cti gaming to a high art. (Solo play; Joystick &/or keyboard;
au) Reviewed on Apple II; also available for Atari XL/XE &
64. 28.
ec mended (MSR approx. $40.00)

COUNTDOWN TO SHUTDOWN (★★★1/2/★★★1/2) is a
game of exploration and strategy from _Activision_ now available
for the Apple II family. The scene is an eight-level, 2000-room
power plant where a tiny circuit has malfunctioned, sending the
reactor core inexorably toward shutdown. Repair is imperative, but
it's an impossibly dangerous place to send a human--full of
automated defenders against intruders and ever-increasing
radiation levels. At your command is the eight-member Android
Crisis Team, each with its own special abilities. They have differing
amounts of scientific, technical, medical, and combat skill, plus
varying quotas of intelligence, power, strength, and mobility. Your
skill at choosing the right android for each task and maneuvering
them all through the plant determines the outcome of the game.

Exploring the Plant

The plant is a gigantic, three-dimensional maze of rooms
connected by doors, elevators, and craters in some of the floors.
Guard androids patrol many rooms, and there are bacterial blobs of
anti-radiation plasma to avoid. Scattered throughout the maze are
various tools such as Medi-Kits for repairing damaged androids,
Techni-Kits for fixing jammed doors, Trans-Mats for traveling
between levels, and Damper Field Units necessary for repairing the
reactor core--if you ever find it. In fact, finding things is the name
of the game, but you won't have time to draw maps with that
reactor core getting hotter by the minute. (A good sense of
direction helps.) Fortunately, you can save a game in progress, and
with enough playing time you'll get to know the plant layout fairly
well. But if you do get the maze committed to memory, there's
another challenge awaiting when you start a new game in an
"unknown site." (The computer scrambles rooms, android abilities,
and positions of tools for a whole new game.) Plenty of playing
depth, lots of surprises, and good use of perspective in the graphics
combine for a game that challenges wits and coordination. Once you
start playing, this is a very difficult game to put away. (Solo play;
Joystick & keyboard.) Reviewed on Apple II; also available for C64.
Recommended. (MSR $39.95)

KINGS QUEST II: ROMANCING THE THRONE (★★★★/
★★★★) by Roberta Williams is now available for the 128K
Apple II from _Sierra_. This sequel to the original "KING'S QUEST"
finds the new King Graham of Daventry in search of a maiden to
become his queen. None in his kingdom had ignited the fire in his
heart until he beheld the image of Valanice of Kolyma in his magic
mirror. But she is held prisoner by the jealous crone, Hagatha, in a
quartz tower guarded by a ferocious beast. You must help King
Graham find the three keys that will unlock the three doors leading
to the enchanted land where Valanice is captive. Once you've helped
him rescue his fair maiden, at last he can lay his kingdom--and his
heart--at her feet.

Even Better Than "KING'S QUEST"

Like its predecessor, KING'S QUEST II features beautifully
animated, cartoon-like graphics. As you direct King Graham on his
quest, he can walk, run, climb, and even swim, as he moves around,
behind, and between objects in the landscape. Along the way, he
gathers treasures for his future queen and runs into many
characters both helpful and harmful. Graham can interact with
these characters, although some are best avoided. Ingenuity is
rewarded, and there is more than one way to solve each problem.
Random events and character appearances also keep the game from
being identical each time it is played. And you'll notice that peaceful
solutions tend to win more points than violent ones. This is an
altogether charming game with even more depth, better animation,
more locations, larger vocabulary, and a more entertaining storyline
than the original "KING'S QUEST." The game has all the magic of a
favorite fairy tale, and all the beauty of of an animated movie. It's
not to be missed. (Solo play; Joystick &/or keyboard; Pause; 3 disks.)
Reviewed on 128K Apple II; also available for IBM PC/PCjr; coming
soon for Atari ST, C128.
Recommended. (MSR $49.95)

The Famous Computer Cafe

Our Review Editor, Celeste Dolan, was a recent guest on a radio program originating in Los Angeles, *The Famous Computer Cafe*. "She is scheduled to return for the program which airs on December 9th from 9 to 11 p.m. on KFOX-FM. (In the picture accompanying this article, she appears with Michael Walker, Executive Producer of the program.)

Commercial & Public Radio

"The Famous Computer Cafe" is heard on both commercial and public radio outlets in many cities, varying from one-half hour to two hours in length, depending on the station. It's a friendly and informal program of great interest to computer buffs, since the guests come from a wide range of computer-related areas. Guests on the show have included Bill Gates, Chairman and founder of Microsoft, Jack Tramiel of Atari, Trip Hawkins of Electronic Arts, many software designers, and even Stevie Wonder and Herbie Hancock to cover the use of computers in today's music. An especially popular segment is "Dr. Disk," which is devoted to technical questions called in by listeners.

Where to Find It

"The Famous Computer Cafe" is heard on these commercial radio stations in California: KIEV and KFOX in Los Angeles, KSDO in San Diego, KXLR in San Francisco, and KNRY in Monterey. It is also broadcast by these National Public Radio affiliates: WBEZ in Chicago, IL; KCSC in Edmonton, OK; WQLN in Erie, PA; WTEB in New Bern, NC; KBPS in Portland, OR; WXXI in Rochester, NY; KCSM in San Mateo, CA; and KVTI in Tacoma, WA. Check with the station in your area for days and times. If one of these stations is not within range of your radio, call or write your local affiliate of National Public Radio and tell them you want to hear "The Famous Computer Cafe" on their station. (If you have a group of computer-oriented friends, get them to call or write, too.) The program is available to any National Public Radio affiliate, and most of these stations attempt to be responsive to the desires of their listeners.

Datasoft Acquired by H-P Software Productions

In a move that allows completed but previously unreleased products to hit stores in time for Christmas, H-P Software Productions, Inc., acquired Datasoft in an agreement signed with Gillette on November 15, 1985. The titles in question--GOONIES, ZORRO, and ALTERNATE REALITY--were ready to go but unshippable because Gillette, Datasoft's only secured creditor, was awarded the firm's tangible assets by a California state court in late October. Gillette accepted bids for Datasoft from several companies. The company whose bid prevailed, H-P Software Productions, is owned by Sam Poole and Ted Hoffman, former vice presidents at Datasoft. Former Datasoft president and founder, Pat Ketchum, was one of the losing bidders.

New Owners Optimistic

We spoke with Sam Poole a few days after the agreement was signed with Gillette, and he was elated about the agreement ar optimistic about the future of the company. Poole reported th early response from distributors and retailers was very positiv with "substantial orders" being placed for the older Datasoft titl as well as the new ones. H-P retains licenses for Datasoft produ already on the market, such as BRUCE LEE, POLE POSITION, MR. [and PAC-MAN. According to Poole, licenses for the previous announced but not-yet-completed titles, POLE POSITION II a ELEVATOR ACTION, will have to be renegotiated. If H-P is award these licenses, the games would not appear in stores until Spring 1986.

Few Changes for the Consumer

Current products will continue to appear with the Datasoft nar so software buyers will notice very little change under the n ownership. However, H-P Software does plan productivity packa that would be marketed under its own name. There is one cha of importance to software buyers, though. The telephone num of Datasoft has been disconnected; H-P Software Productions, can be reached at 818-886-5922.

CD ROM - Has Its Time Come??

We've been hearing alot about CD ROM in the past few months. fact, there was a prototype set-up in the Atari booth at June C There are some definitive advantages to the technology as t storage capacity is awesome. Imagine this comparison: a Hard Di drive can store up to 80 megabytes of data and the upcoming So CD ROM (others who are developing the hardware include Philli Hitachi, and Panasonic) will store 540 megabytes on one side o disk (that's about 1,350 times what can be put on a 3.5 ir floppy!). While it will initially be "read only", within the next t to three years, the technology will allow read and write. Obvious education will be one of the strong points as Grolier is alrea working at putting an ENTIRE encyclopedia on CD ROM. A lit imagination and it's easy to see dictionaries, medical and l books, sports statistics going back to the beginning of the particu sport, as well as phone directories on ROM (and that's just starters). In fact, based on the storage capabilities, there co probably be all major phone directories on ONE disk! The do side to this is the cost of software. What with the considerable of development on CD, this set of phone directories could cost $5

Initially for Big Companies

We would expect, based on costs and initial application, that area will be strictly for big business, libraries, government and like who have need for big databases of information. The hardw will probably be in the cost area of a hard disk drive ($2000 up least at the beginning, but like all computer technology the pr will, over a period of time, come down to ranges where it wil more affordable (CD technology has come down drastically in p as witnessed with audio CD).

Scarce Software

And, as is the case with music CD's, there is a tremendi manufacturing problem due to how few companies are set-u to produce the disks themselves. Nonetheless, it's a format of e future with exciting possibilities as audio, video, and comper technology will be linked to generate text, music, and pictis. And, it's a technology which we'll see operating with IBMs, Ap Commodores and just about any other PC out there. Who know it might be in your home within the next 4-5 years!

CBS Software Folds

CBS Inc., having suffered tremendous losses this year, in large due to the attempted takeover of the company by Ted Turner, closed several divisions, including CBS Software. However, the will continue to be a research unit, with those plans unclear. titles will continue to ship through distributors through the en of the year; however, no product will ship after January 1st.

Critically Speaking...

[PR]INT SHOP GRAPHICS LIBRARY #3 from *Broderbund* has [develo]pped as an additional companion to the original Print Shop. This [dis]k features international symbols, business symbols, Christmas, [sea]sons, myth and fantasy, exotic animals, and more. The [col]lection totals 120 additional graphics and is available for Apple, [Ata]ri, and C64 computers. (MSR $24.95)

Commodore 64/128 Compatible

[HE]ART OF AFRICA (★★1/2/★★★1/2) is a role-playing [gra]phic adventure by Dan and Bill Bunten of *Ozark Softscape* for [El]*ectronic Arts* This is the same duo who created "THE SEVEN C[IT]IES OF GOLD," and their new game is set in the same mold. The t[im]e is 1890, and the setting is a geographically and historically a[cc]urate representation of Africa. (If printed out, the map of the g[am]e would fill a wall measuring ten by twenty feet.) You've been c[ho]sen to take up the search for the hidden tomb of the Pharaoh A[h]nk Ahnk. The last will and testament of Hiram Perkins Primm, e[cc]entric casket maker, researcher into ancient African funerary c[us]toms, and believer in the legend of Ahnk Ahnk has apparently d[ie]d on an expedition into Africa. It was his wish that a person of u[nc]ommon worthiness attempt to find the pharaoh's lost remains if h[is] own expedition ended in failure. If you succeed, you gain not o[nl]y the fabulous treasures of Ahnk Ahnk, but also the not in[c]onsiderable fortune left by the late Mr. Primm.

[Su]rvive by Your Wits

[Yo]u'll have to survive this one by your wits, because you are given o[nl]y a few clues (Primm's diary), no supplies, and just a little m[on]ey. You start in Cairo where the natives are pretty friendly and y[ou] can purchase a few items. As you explore the length and b[re]adth of Africa, you can visit as many as 10 cities and 22 tribal v[ill]ages, take a canoe ride on the Nile, climb Mt. Kilimanjaro, cross t[he] Sahara Desert, or visit any other part of Africa. In order to d[isc]over where the paharaoh's tomb is hidden, you must talk and b[ar]ter with the native Africans you will encounter. As you explore a[nd] discover clues, the program draws maps and keeps an a[uto]matic diary for you. (We really liked this feature because the p[ro]gram takes much neater notes than we do.) Of course, you can s[av]e your progress to complete a game later. But once you find the p[ha]raoh's tomb, you can play again and again because the program c[an] hide the tomb in any of 45 different locations on the dark c[ont]inent. HEART OF AFRICA is a great way to learn geography and p[lay] at being Indiana Jones at the same time. (Solo play; Joystick; P[au]se; Blank disk required.) C64/128 version reviewed; coming s[oo]n for Apple II and Atari XL/XE.
R[ec]ommended. (MSR $32.95)

[S]uperman Promotion

[Fi]rst Star Software will feature a special promotion in conjunction [wit]h their upcoming release of SUPERMAN - The Game, the first [ga]me in their SUPER POWERS Software Collection. Running through [Jan]uary 15, 1986, purchasers of the game can get a free Super [Po]wers Digital Watch valued at over $10.00. Details are in the [pac]kaging.

Macintosh Compatible

ENCHANTED SCEPTERS (★★★1/2/★★★1/2) is a role-playing adventure from *Silicon Beach Software* In the game, you become the adventurer, Saber, who is apprentice to Elron the Wizard. It seems that the tiny kingdom of Callion is threatened by the Hurks, who are gathering a great army. Elron can stave off the invasion with powerful magic, but only if Saber can find the four Enchanted Scepters that were lost in the last Great War. At the request of the King and Elron, you set off to find the four elemental scepters. Each has found a congenial resting place, so you seek the Earth Scepter in the Elven Palace haunted by the Earth Demon, the Air Scepter in the jungle where a Mayan temple towers above the greenery, the Fire Scepter in the burning desert's pyramid guarded by Fire Demons, and the Water Scepter in the ancient kingdom of Atlantis.

Doesn't Take Itself Too Seriously

This is a quest to save a kingdom, but the game doesn't take itself too seriously. Although it seems like a typical fantasy game in a medieval setting at first, the designers didn't limit themselves to the trappings of the Middle Ages. Instead, they've put together an adventure that happily skips over time boundaries, blending ancient and modern elements with abandon. As a result, the player must be prepared to be surprised at every turn. Depending upon the direction you set off from the castle, for example, you might find yourself locked in mortal combat with an orc or cyclops. Set off in another direction, though, and you're likely to encounter soldiers with machine guns!

Full of Surprises

This is a delightful game full of surprises. Designed specifically for Macintosh, it makes excellent use of the mouse to keep keyboard entries to a minimum. Pull-down menus give you instant access to directional movement commands and other commonly used commands such as "look" and "inventory." A weapons menu gives equally quick access to your personal armory, which may include one or more magical spells. We especially liked the ability to click on objects in the graphics window to add them to our inventory. Other objects in that window can be made to operate with a click--a drawbridge lowering or a door opening, for example. This is a perfectly natural use of the mouse that helps the game work smoothly. And last, but certainly not least, ENCHANTED SCEPTERS combines well-drawn graphics with totally realistic sounds to add to the fun. Actual recorded sounds--the clanking of sword against armor, the roaring howl of monsters, and even the singing of birds--add a whole new dimension to the adventuring experience. Whether you play alone or share the adventuring fun with a few friends as suggested by the manual, ENCHANTED SCEPTERS will provide you with many, many hours of enjoyment. (Solo play; Mouse & keyboard.) Available for Macintosh only.
Recommended. (MSR $39.95)

New from Avant Garde

Future entrepreneurs can learn the rules, fundamentals, and tactics of entrepreneurial success through THE ENTREPRENEUR'S GAME, a strategy game written by venture capitalist and best-selling author, A. David Silver. The game begins by helping you write a step-by-step business plan. Then it challenges you to solve one of society's progrmas, raise $20,000 in seed capital and navigate your business plan without making a mistake. It will be available for Apple II and IBM PC computers. Tennis With Chris Evert Lloyd Also planned for pre-Christmas availability is CHRIS EVERT-LLOYD TENNIS, a tennis tutorial planned for Apple, C64, and IBM PC/PCjr.

ATARI COMPUTERS

NOVEMBER
Conflict in Vietnam (Mic)
Movie Maker (EA)
x-Print Shop Graphics #3 (Bro)
Software Golden Oldies (EA)
Spy vs Spy Island Caper (FS)
World's Greatest Football (Epy)

JANUARY
Gunship (Mic)

FOURTH QUARTER
AcroJet (Mic)
Breaker (Syn)
x-Crossword Magic (Min)
Deadly Summer (Syn)
Frank & Ernest's Adv (Pen)
x-Goonies (DS)
House of Changes (Syn)
Oo-Topos (Pen)
Ronin (Syn)
x-Silent Service (Mic)
Superman the Game (FS)
x-Zorro (DS)

FIRST QUARTER
Beachhead II (Acc)
Gamemaker (Act)
Raid Over Moscow (Acc)

ATARI ST

NOVEMBER
A Mind Forever Voy. (Inf)
Kings Quest II (Sie)

DECEMBER
Borrowed Time (Act)
Hacker (Act)

JANUARY
Gato (Sie)

FOURTH QUARTER
x-Crimson Crown (Pen)
Flight Simulator II (Sub)
Mindshadow (Act)
x-Transylvania (Pen)

AMIGA

NOVEMBER
A Mind Forever Voy. (Inf)
Catalog Product - Infocom
Print Shop (Bro)

DECEMBER
Borrowed Time (Act)

JANUARY
Archon (EA)
Arctic Fox (EA)
DeluxePaint (EA)
Deluxe Video Const. (EA)
Financial Cookbook (EA)
Flight Simulator II (Sub)
Marble Madness (EA)
One on One (EA)
Return to Atlantis (EA)
7 Cities of Gold (EA)
Skyfox (EA)
Software Golden Oldies (EA)

FOURTH QUARTER
x-Hacker (Act)
x-Mindshadow (Act)
Radar Raiders (Sub)

FIRST QUARTER
Deja Vu (Min)
Halley Project (Min)
Keyboard Cadet (Min)
Mastertype (Scar)
Sargon III (Hay)

COMMODORE 128

FOURTH QUARTER
Black Cauldron (Sie)
Kings Quest II (Sie)
PerfectCalc (Com)
PerfectFiler (Com)
PerfectWriter (Com)

FIRST QUARTER
Gato (Sie)

COMMODORE 64

NOVEMBER
x-Bank St Filer (Bro)
x-Borrowed Time (Act)
Conflict in Vietnam (Mic)
Europe Ablaze (EA)
x-Flight Night (Aco)
x-Goonies (DS)
x-Kung Fu Master (DE)
Moebius ((Ori)
x-Print S. Graphics #3 (Bro)
x-Science Toolkit (Bro)
x-Silent Service (Mic)
x-Spellbreaker (Inf)
x-Star Trek:Kobayashi Alt (SS)
x-World's Grtest Football (Epy)
x-Zorro (DS)

DECEMBER
Bard's Tale (EA)
Imagic Football (EA)

JANUARY
Alter Ego (Male)(Act)
Gunship (Mic)

FEBRUARY
Alter Ego (female)(Act)

FOURTH QUARTER
AcroJet (Mic)
x-Alternate Reality (DS)
Beyond Forbidden Forest (Cos)
Breaker (Syn)
Deadly Summer (Syn)
Escape from Richelieu (Sun)
x-Flight Scenery 1-6 (Sub)
Forbidden Quest (Pry)
Frank & Ernest's Adv (Pen)
Intl Paper Airplane Const (SS)
House of Changes (Syn)
Jet (Sub)
Masters of Ledgerdemain (Sun)
Oo-Topos (Pen)
Quake Minus One (Min)
Ronin (Syn)
x-Superman the Game (FS)
x-Ultima 4 (Ori)
The Works (FS)

FIRST QUARTER 1986
AutoDuel (Ori)
Commando (DE)
Gateway (Pry)

IBM PCjr

NOVEMBER
Black Cauldron (Sie)
x-Borrowed Time (Act)
x-Print Shop (Bro)
x-Spellbreaker (Inf)

DECEMBER
Adventure Constr Set (EA)

JANUARY
Alter Ego (Male)(Act)
Decision In the Desert (Mic)

FEBRUARY
Alter Ego (Female)(Act)

FOURTH QUARTER
Breakers (Syn)
Chris E Lloyd Tennis (AG)
Deadly Summer (Syn)
Entrepreneur's Game (AG)
Intl Airplane Constr (SS)
House of Changes (Syn)
Ronin (Syn)
Temple of Apshai TrII (Epy)
Ultima 4 (Ori)

APPLE II

NOVEMBER
AcroJet (Mic)
x-A Mind Forever Voy. (Inf)
AutoDuel (Ori)
x-Black Cauldron (Sie)
x-Countdown/Shutdown (Act)
Escape (Ban)
x-Europe Ablaze (EA)
Forbidden Quest (Pry)
Frank & Ernest's Adv (Pen)
x-Kings Quest II (Sie)
x-Kung Fu Master (DE)
x-Lode Runner's Rescue (Syn)
Moebius (Ori)
Nine Princes In Amber (Tel)
Ogre (Ori)
Oo-Topos (Pen)
P Mason: Mandarin Murder (Tel)
x-Print Shop Companion (Bro)
Shadowfire (Min)
x-Star Trek:Kobayashi Alt (SS)
x-Ultima IV (EA)
x-USAAF (SSI)
x-World's Grtest Football (Epy)

DECEMBER
x-Borrowed Time (Act)
Imagic Football (EA)
Lords of Conquest (EA)

JANUARY
Alter Ego (Male)(Act)
Gamemaker (Act)
Gunship (Mic)

FEBRUARY
Alter Ego (Female)(Act)

FOURTH QUARTER
x-Alternate Reality (DS)
Breakers (Syn)
Chris E. Lloyd Tennis (AG)
Deadly Summer (Syn)
Entrepreneur's Game (AG)
Escape from Richelieu (Sun)
x-Fantavision (Bro)
Flight Scenery (Western)(Sub)
x-Forbidden Castle (Min)
Fourth Protocol (Ban)
x-Goonies (DS)
x-Intl Airplane Constr (SS)
House of Changes (Syn)
x-King's Quest II (Sie)
x-Little Computer People (Act)
Masters of Ledgerdemain (Sun)
Racter (Min)
Raid Over Moscow (Acc)
x-Rambo (Min)
Ronin (Syn)
x-Spellbreaker (Inf)
Spy Vs. Spy Island Caper (FS)
Superman the Game (FS)
Voodoo Island (Min)
x-Zorro (DS)

FIRST QUARTER
Commando (DE)
Gateway (Pry)

MACINTOSH

NOVEMBER
x-Ancient Art of War (Bro)
x-Balance of Power (Min)
Borrowed Time (Act)
Dr J/L Bird One on One (EA)
x-Enchanted Scepter (Sil)
x-Mindshadow (Act)
Software Golden Oldies (EA)
View to Kill (Min)
Voodoo Island (Min)
Winter Games (Epy)

DECEMBER
Calculator Constr Set (EA)
Skyfox (EA)

JANUARY
Alter Ego (Male)(Act)

FEBRUARY
Alter Ego (Female)(Act)

FOURTH QUARTER
Black Cauldron (Sie)
Crimson Crown (Pen)
Flight Simulator (Micro)
Forbidden Castle (Min)
Frank & Ernest's Adv (Pen)
Gemstone Warrior (SSI)
I Damiano (Ban)
InMotion (Ann)
King's Quest (Sie)
Lunar Explorer (Ann)
The Mist (Min)
Oo-Topos (Pen)
x-Racter (Min)
Rendezvous with Rama (Tel)
Shadowkeep (Tel)
x-Spellbreaker (Inf)
Tellstar (Spe)
Temple of Apshai TrII (Epy)
Ultima 4 (Ori)

COMPANY CODE

ACC - Access
ACO - Accolade
ACT - Activision
AG - Avant Garde
AH - Avalon Hill
AT - Atari
BAN - Bantam
BAU - Baudville
BI - Batteries Inc.
BRO - Broderbund
CBS - CBS Software
COS - Cosmi
DE - DataEast
DS - DataSoft
EA - Electronic Arts
EPY - Epyx
FP - Fisher-Price
FS - First Star
GAM - Gamestar
GRO - Grolier
HAY - Hayden
IMG - Imagic
INF - Infocom
MIC - Microprose
MIS - Microsoft
MIN - Mindscape
ORI - Origin
PEN - Penguin
PRY - Pryority
SCR - Scarborough
SIE - Sierra
SIL - Silicon Sftwr
SPE - Spectrum-Holobyte
SPN - Spinnaker
SS - Simon & Schuster
SSI - Strategic Simulations
SIR - SirTech
SUB - SubLogic
SUN - Sunrise
SYN - Synapse
TEL - Telarium

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

Subscriber Buying Service

Program	Cost	Sys/Format	Quantity	Total
Balance of Power (Mac)	36.10			
Bard's Take (Ap-128k)	32.99			
BeachHead (Ap;At;Co)	26.10			
BeachHead II (Ap;At;Co)	28.80			
Countdown to Shutdown (Ap--28.80;Co--23.30)				
Enchanted Scepters (Mac)	28.80			
Evolution (CV)	35.00			
FantaVision (Ap--128k)	36.40			
Fighter Command (Co;Ap)	43.60			
GATO (Ap;I;ST--28.80;Mac--36.10)				
Grid Wars (Mac)	28.80			
HardBall (Co--22.30; Ap--26.10)				
Heart of Africa (Co;Ap*;At*)	24.90			
King's Quest II (Ap 128k;I;C128*;ST*)	36.40			
Koronis Rift (Ap;At;Co)	28.80			
Kung Fu Master (Co;Ap)	26.10			
Law of the West (Co--23.30;Ap--26.10)				
Little Computer People (Ap;Co)				
Print Shop Graphics Library 3 (Ap;Co;At)	18.70			
Print Shop Companion (Ap)	28.80			
Sierra Championship Boxing (Co-26.10;Mac-28.80)				
Star Trek:Kobayashi Alt (Ap;Co;I)	28.80			
SuperBowl Sunday Data Disk (Co)	15.50			
World's Greatest Football (Ap;Co)	26.10			

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NOTE: all computer prgms on disk unless noted.
KEY: *-preorder;ct-cartridge;AM-Amiga;At-Atari XE/XL
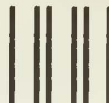Ap-Apple II; Co-Commodore 64/128;I-IBM PC/PCjr;
Mac-Macintosh; ST-Atari;CV-ColecoVision

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A Note About Your Subscriber Number

Many of you have asked how to figure out your Subscriber # (very important when changing address, renewing, etc.). The number you need is above your name and address on your mailing label. The label reads along the lines of: P068611325G325. The last FOUR digits (underlined) are your Subscriber number which you should use for expediency when writing to us. By the way, the four numbers after the letter "P" indicate the last month of your subscription (the one above expires in June, 1986) and the next five digits are your zip code.

Many Subscriber Numbers Changed This Month

Many of you already know your Subscriber numbers; however, due to a change in computerized labels, MANY of our subscribers have been assigned a new number beginning this month. Please make a note of your new number!

Spectravideo to Disappear

Back in 1982, it was the "old days" of video gaming when a new company appeared every other week--or so it seemed. Spectravision was one of the multitude producing games for the Atari 2600, including a few clunkers like *Tapeworm* and *Planet Patrol*. By 1983, they changed their name to Spectravideo and got into computers. (Remember the Spectravideo SV-318, the computer with a plug-in module to play ColecoVision cartridges?) In 1984 they made a few games for ColecoVision (*Frantic Freddy* and *Spectron*, for example) and announced a new computer which was to be pitched by Roger Moore of *James Bond 007* fame. (Neither the computer nor the ad campaign saw light of day.) In May of 1985, Bondwell Holding Ltd. of Hong Kong bought out the ailing company but kept the Spectravideo name, seeking entry into the U.S. market with their business-oriented MS-DOS and CP/M computers. Predictably, they announced last month that they will now do business under the name "Bondwell" only, saying that the "Spectravideo name and its home computer products image no longer reflect" their company. One can only wonder why they didn't make that decision back in May.

Dual Disk Ships for Macintosh

Haba Systems has just shipped the **HabaDisk 800**, a dual-sided 800K floppy disk drive for the Macintosh. Suggested retail is $599.95. Haba Systems has also introduced **HabaDex 2.0,** a mouse-driven desktop management system for the Mac. Included in the features are name and address telephone directory, automatic phone dialing incorporating the discount long distance services, perpetual appointments calendar, databases, and multiple windows. Retail is $99.95.

CRITICALLY SPEAKING..
COLECOVISION-COMPATIBLE

EVOLUTION (★★/★★1/2) was designed by Don Mattrick and Jeff Sember of *Sydney Development*. Originally distributed through Coleco of Canada, the game has rarely been seen in the U.S. making it a natural for collectors. The game consists of several different stages, each representing part of an evolutionary line. The player starts as an amoeba, gobbling DNA cells and avoiding microbes and such. The player progresses to tadpole eating flies and eluding fish, then rodent eating cheese and outrunning snakes, followed by beaver building stick dams and avoiding alligators, then gorilla bonking monkeys with coconuts to protect oranges and finally human shooting mutants with a laser pistol. Each stage is a variation on techniques of aiming and avoiding, all accompanied with rather bland graphics and few sound effects. We suspect most game players would soon find it boring, but collectors will probably want it anyway. (Solo play; 2-player alternating; Pause; Cartridge for ColecoVision/Adam.)
Not recommended.

Mac Poly Contest

Sabaki Corporation is offering a $100 prize for the first ten different solutions to the Missing King Contest. Anyone owning MacPoly (reviewed last month) can enter by coming up with a puzzle solution different than one contained on the MacPoly disk. Print your solution on paper and mail to The Missing King Contest, Sabaki Corporation, PO Box 8217, Rego Park, NY 11374 (for more complete rules, write to them directly)
The puzzle which must be solved is...
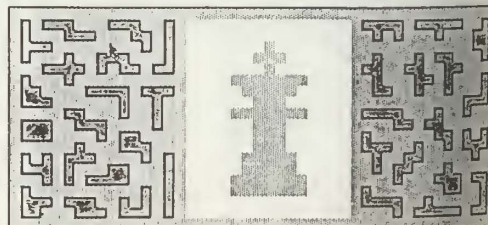
Object: Cover the white space with the gray pieces.