

Computer Entertainer

the newsletter

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Photos by Andre Miller



TOP 10

Computer Software

1. Flight Simulator II
2. Ghostbusters (ACT/C64)
3. Hitchhikers Guide (INF/AP)
4. Print Shop (BRO/C64)
5. One on One (EA/C64)
6. Print Shop (BRO/AP)
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8. One on One (EA/AP)
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TOP 5

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1. Tapper (COL/COL)
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NEXT MONTH...

REVIEWS

Including...

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...for Atari

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...for Apple

Matchboxes
Trolls & Tribulations
OnField Football
...for C64

VideoTunes
...for ADAM

And, that's just for
Starters!

From Musician to Software Designer

An Interview With Russell Lieblich

All of us at the Computer Entertainer love to play games, and we're fascinated by the creative people who develop entertainment software. Thus, we were delighted to welcome Russell Lieblich, designer of "Master of the Lamps" and "Web Dimension" for Activision, to our game room for a conversation with our Review Editor, Celeste Dolan.

Celeste: How did you get into designing games? I understand that you're a musician first and foremost.

Russell: Yes, that's true. Actually quite coincidentally. I lived in Los Angeles at the time, and I was doing all kinds of music. I was writing for Hanna Barbera, playing gigs and stuff. I guess it was the summer of '82. There was a musicians' strike, and all the gigs dried up. There was a friend of mine in Venice who plays synthesizer, and he was telling me that Mattel Electronics was looking for people to do sounds and music. Mattel to me meant things like Barbie dolls--I knew nothing about it. So I sent them a resume. I never sent anyone a resume in my life, actually. So they hired me, and I wound up teaching myself programming there and doing sound effects on a lot of the early Intellivision products, the game "Snafu," for example. I wrote some music for it, and I turned on a basketball game on TV one time and heard it!

Anyway, I started off in the Intellivision department, and I didn't like it all. I was interested in sounds and stuff, and they were running a factory, a creative factory, which I had no interest in, so I transferred out. I was in design development, working on an electric guitar for nine months. I had nothing to do with games at that point. I was there when Activision had some headhunters soop down, and the next thing I knew, I was hired by Activision. Then I came up with "Masters of the Lamp" over in Pasadena. Then I went up there (to Mountain View) and worked on this ("Web Dimension.")

C: Just what did you have in mind with "Web Dimension?" I'm curious because it is such an abstract concept.

...Continued on Page 164

CRITICALLY SPEAKING..

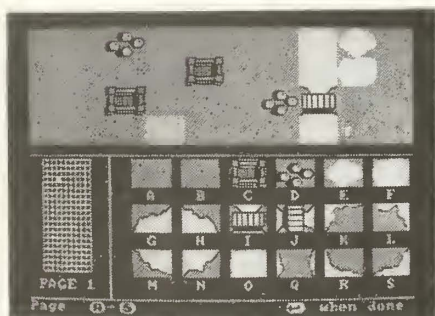
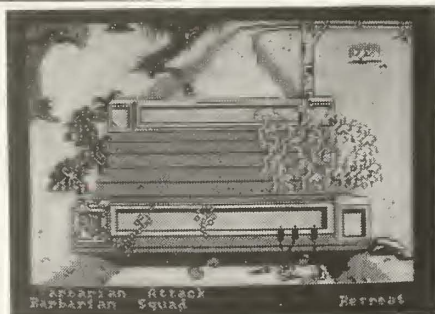
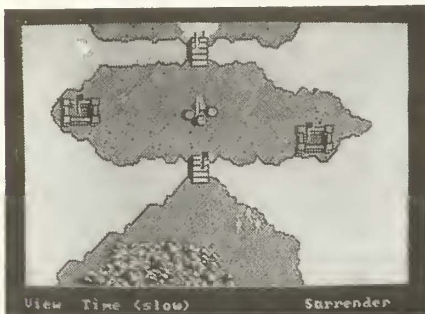
IBM PCjr-COMPATIBLE

THE ANCIENT ART OF WAR

(***½/***½) is an engrossing wargame from Broderbund in which you plan and carry out entire military campaigns. The program was created by two brothers, Dave and Barry Murry, who were unhappy with the limitations of other computer wargames. As Dave says, "we wanted to make a game that would appeal to the general public, not just the hard-core war gamers." The game contains eleven campaigns and a campaign generator, and it is based on a 2500-year-old book, *The Art of War* by Sun Tzu of China. This book set down principles of military strategy and tactics that are studied and followed even today. The game includes a Strategy Guide based on Sun Tzu's military precepts.

Wargaming in Real Time

THE ANCIENT ART OF WAR provides a wealth of wargaming experiences, all played in real time. You direct your troops on detailed maps of a territory, then zoom in to command each battle on the actual terrain of the battleground as your soldiers meet the enemy one-on-one. You may choose to battle any of eight opponents, each programmed to fight in his or her authentic battle style. Plan a campaign against the mythical Athena, the noble Roman Julius Caesar, Genghis Khan and his Mongol Hordes, Napoleon, or perhaps even the wise Sun Tzu himself. It would seem that eleven campaigns would be enough to keep wargamers busy for months, but the campaign generator gives the program even more depth and long-lasting appeal. This feature lets the gamer set everything from troop strength to terrain variables for a customized wargame that can be saved for later use.



Easy to Learn

Particularly for those not completely familiar with them, wargames can seem very difficult to learn. THE ANCIENT ART OF WAR breaks the mold, even offering a training session that takes you step-by-step through your first campaign. A reference card summarizes basic points, and the Strategy Guide offers a brief history of Sun Tzu's philosophy and war strategies, along with hints for playing the game. The designers have done a top-notch job on this versatile game. Graphics are very impressive, especially on the title screen and the zoom-in closeups with their nicely animated warriors. For anyone fascinated by strategy games of this genre, THE ANCIENT ART OF WAR is a must--and it's worth looking into for those who think they might like to try wargaming for the first time. (Solo play; joystick or keyboard; PC-DOS 2.0 or 2.1; disk for PC, PC/XT, PCjr; requires color graphics card) Recommended (MSR \$44.95)

Handicap the Horses

Software Exchange has developed a new program for most home computers which promises to evaluate the performance of thoroughbred race horses. The program allows you to enter the most important data taken from a racing form and the computer outputs the rating numbers for each horse. The highest rated horses are most likely to win. The program also features a section in which you can also get analysis on harness racing.

Another ADAM Update

We're trying to sort fact from fiction, rumor from reality, and it's not easy for anyone. While we all wait to see where the ADAM hardware surfaces, it is becoming impossible to find even the peripherals. A couple of reports have led us to believe that Coleco has recalled all disk drives, digital drives, etc., to be included in the deal with the discounter (as yet unnamed) who is taking over ADAM hardware stock. Meanwhile, some distributors have told us that they have sent back a great deal of their stock in the way of peripherals because they feel the value will plummet when the stuff hits the pipelines via the discounter. Meanwhile, you can't find a disk drive to save your life, BUT CP/M 2.2 has shipped in disk form (IF you can find it). More and more retailers are bailing out of ADAM and its software, having been burned in the past by the 2600, TI99-4/A, Intellivision...etc. etc. We do understand that the tractor feed mechanism has been scratched by Coleco (now that would be a great item for someone to manufacture as virtually every ADAM owner would be thrilled to have one). There are rumors that at least one or two companies are working on an RS 2 to ADAM.

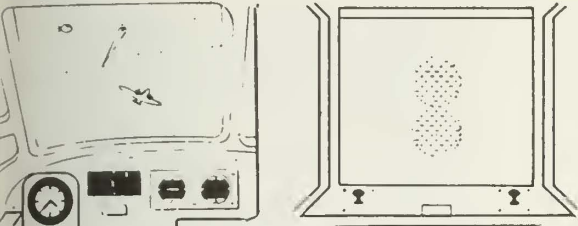
Stay tuned for more as we continue to dig!

THE RATING SYSTEM...

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

Any program for a given system is compared only to other programs for the same system. In other words, all C64-compatibles are judged separately from Apple. The same convention is used for game software (2600, ColecoVision, etc.). Some programs (especially many Atari & C64 software is virtually identical) will be noted when more than one system is the same.

SNEAK PREVIEW



DAM BUSTERS (****/****) was designed by Sydney Development Corp. of Canada and will be distributed in the U.S. by Sierra. It is a high-quality, historical simulation of an actual bombing run by Allied forces over Germany on May 16, 1943. The game lets you join the 617 Squadron under the leadership of Royal Air Force Wing Commander Guy Gibson. You are at the controls of one of 19 modified Lancaster III bombers, each equipped with four Rolls Royce Merlin engines and a 10,000-pound, cylindrical steel mine. The mission of the Dam Buster Lancasters was to fly across the English Channel, under German radar to the Ruhr Valley, and then drop the mines precisely the correct altitude, speed, and distance from German dams so that they would skip over the surface of the water, slip past the torpedo nets, hit the crest of the dam, and then sink to explode against the underwater surface of the dam. Exploding a bomb this way used the tremendous weight of water behind the dam to assist in its destruction.

More than "Bombs Away"

This game involves much more than simply flying your plane over the appropriate target, hitting a button or two, and shouting "bombs away!" You have control of seven crew positions (pilot, front and tail gunners, bomb aimer, navigator, first and second engineers). Depending on the game variation chosen, you will have to take off or pick up the flight over the English Channel, and you must be constantly alert for enemy barrage balloons, flak, searchlights, and ME 109 night fighters. The navigator must plot the safest possible course over enemy territory to the dams. And there is a complicated sequence required to get the plane ready to drop its load over any of the dams. (There is one game variation without enemy action, consisting of nothing but practicing the dam run itself.)

Very Impressive Program

DAM BUSTERS is on very impressive program. The detailed graphic representations of the Lancaster's various controls, along with the excellent sound effects, give the game a "you are there" kind of feeling. "Note: the drawings that accompany this review are just that—merely simple artist's renderings of the screens. The actual screen graphics are far more realistic.) The demands of the game itself are exacting, and they will appeal to all those who love flight simulations and war games. And you will learn as much from your failures as from your successes. A status and damage report appears when you are killed, a tally reporting why you failed. Our first run was terrible, and we were told that "Low flight and turning are incompatible. You caught a wing tip on the ground." Having a tendency to fly too low, we received the admonition "You can't fly underground" upon our first attempt at the dam! Fortunately, our flying improved with practice, and the comments helped. Watch for this program when it becomes available. We think you'll be as impressed as we were. (Solo play; joystick & keyboard; disk; also scheduled for Apple II series & IBM PC/PCjr from Sierra; for CoVision/Adam on cartridge from Coleco) Recommended (MSR \$34.95)

CARTELS & CUTTHROATS (NA/**½)** is a big business simulation for one to six players from Strategic Simulations, Inc. It's a course in business management disguised as a game which is playable at several skill levels. You and one or more friends can each control a manufacturing company, and the computer can manage one or more companies, too. Just as in the real world, some events are under your control, while others are not. Whether your company produces necessities or luxury goods, you must determine how to spend capital on raw goods, production, advertising, and research and development. You must set prices, deal with labor disputes, watch economic indicators on the news wires, receive and send memos, and generally keep your finger on the pulse of your industry. Quarterly reports can be printed out, and games in progress can be saved to disk. (Formatting the save disk can be done from within the program.) While there is fun to be had in the wheeling and dealing of big business, there is also solid educational value in this program. Once you've played a few times, you'll have a much better understanding of business economics and even be able to read a profit and loss statement. While it's fun to play alone or with friends at home, it would also be a valuable adjunct to a classroom study of business and economics. (one to six players; keyboard; disk; also available for Apple II/II+/IIe/IIc) Recommended (MSR \$39.95)

ROMPER ROOM'S I LOVE MY ALPHABET (**/****½)** from First Star Software is nearly identical to the version for Atari computers, reviewed elsewhere in this issue (Solo or cooperative play; keyboard; disk backed with Atari version; also available for Apple II) Recommended (MSR \$29.95)

STUDIO 64 Gets New Keyboard

EnTech Software's **STUDIO 64** is a music composition program for Commodore 64 which has been available for over a year. The program, which has always used keyboard entry to emulate keys of a piano, has been updated for compatibility with the Sequential Circuits Keyboard (MSR \$99.95). With thirty-two, full-sized piano keys, this keyboard simplifies entering compositions and playing the Commodore 64 like a musical instrument in real time. The updated version of **STUDIO 64** offers editing capabilities, metronome, block changing of octaves and waveform sounds and ring and sync sounds. The updated version is available for \$39.95, or it may be obtained by current **STUDIO 64** owners for \$10.00 and their old disk from the manufacturer: EnTech Software, P.O. Box 185, Sun Valley, CA 91353 (phone 818-768-6646). Also of interest from EnTech: **ADD MUS'LN**, a machine language adaptor that allows you to add your music to any other program; **LEAD SHEET WRITER**, which lets you print out music, including lyrics, chords, and full musical notation; and **TALKING STUDIO 64**, a personal music tutor that tells you in a human voice what notes you're playing as you play them.

Electronic Games Magazine Changes Name

They say that imitation is the sincerest form of flattery. Well, we have learned that Electronic Games magazine will change its name to "COMPUTER ENTERTAINMENT" with their May issue. While we are certainly **NOT** associated in any way, they must like our name well enough to virtually copy it. Should be interesting to see what the new magazine looks like!

...Interview continued from Page 1

R: I had a musical fantasy in mind. You see, I was not very much interested in the basic concept of traditional video games as they stand, which is to say you're rewarded for killing things. There are a lot of games I like to play. But as far as I was concerned, it was like competing with the Beatles--they've already done it. Slide and shoot games have been perfected. I like playing them, but that wasn't my orientation. I was really interested in doing a work of art, in a sense like a Fantasi for the home computer. I wasn't interested in a competitive environment because too many traditional video games mirror society. They're violent, and furthermore, you get rewarded for violence. The whole concept of lives and points-- I like playing those games, but I wasn't aesthetically comfortable with that for myself.

C: That was one of the things that impressed me with both of these games: there is no loss of life, there's no loss of chance, there are no points. You can just keep going forever if you want to. And that is unique. There are very few games for which you are not awarded points. And yet the motivation to play is there. Very nearly every other game maintains motivation by awarding points.

R: Well, I was interested in an aesthetic experience, like the movie Fantasia. Not that this ("Web Dimension") was Fantasia, but I was interested in sound and color and making something I want to look at and listen to.

C: What came first with "Web Dimension?" Was it the evolutionary ladder of organisms, or the music, or...

R: What came first, really, was just the visual imagery in my own head of the web with colors cycling in synchronization with the music, and things walking around the web. At that point in time, I wasn't sure what they were going to be. And then I was thinking of a sub-atomic universe. I had to have something kind of trippy to walk around with. Then one thing led to another. The original premise was just colors and sound on a web.

C: It's funny that you should use the word "trippy," because at one point, it hit me that the whole thing was kind of psychedelic. It would have worked very well in the 1960's if the technology had been around at that time.

R: It is psychedelic.

C: Another thing that's "trippy" in a somewhat different sense is moving through the tunnels in "Master of the Lamps." It's an unbelievable experience, especially with stereo sound and headphones.

R: That's what I was always looking for, something to take you away, like an escapist thing. That was always a salient premise with me. It's like listening to a good album, because it can take you away.

C: You worked with Peter Kaminski on "Master of the Lamps." Who came up with the three lamps and seven pieces each, with all that flying in between? I think it's almost an impossible task to get to the end of that game.

R: Some people can do it. I can't.

C: Are either of these two games planned for other systems?

R: At this point, they haven't designated any systems. It will be difficult to translate them, especially "Web Dimension," because of the importance of the sound. It would be virtually impossible to reproduce these sounds on any other computer.

C: How much time did you spend putting "Web Dimension" together?

R: About 15 months, by the time it hits the streets.

C: Russell, we know that your background is in music. What kind of musical training have you had?

R: I have a Master's Degree in music composition. I am a pianist, and I'm always writing pop songs and classical music. But I did study and I still do. I'm still taking piano lessons, even though I don't need to.

C: And your background as far as programming and designing comes from your stint at Mattel?

R: Yes, although I had a technical background in college. I studied physics. I had a technical orientation even

though I didn't have a background in programming. And I had a background in electronic music and synthesizers.

C: What do you think about the very large number of music composition programs that have appeared recently? Have you had a chance to look at any of them?

R: A few of them. I think Activision's "The Music Studio" is the most thorough and allows you the most control over the sound chip per se. However, from my point of view, I don't have any use for them, in a sense. What I mean is, I think they'd be a lot of fun for someone who wants to learn about music. You don't have to be a programmer to make music on the machine. I already know how to program, and I've already developed my own techniques. The final result is that I've written my songs and gotten them on the computer. I don't need another way to get there because I already know how to get there in a much more direct way. However, for someone who doesn't know how to program music, it's a very useful thing. It gives you instant feedback. It's like having your own three-track tape machine with a synthesizer at home. It's basically a home computer version of a Prophet 6-Track, minus the keyboard.

C: I felt that one of the strong points of "The Music Studio" is the "Paintbox," because it encourages beginner to play with sounds. It's non-intimidating because you work with simple rectangles--those "strange symbols" of musical notation don't appear on the screen.

R: Another real strong point about that program--at least among the programs I'm familiar with--it's the only one that gives you complete mapping of the sound chip. You have a mini-synthesizer, and you can actually program your own sound effects. Every facet of that sound ship is delineated.

C: The new Broderbund program, "The Music Shop," is the only other one I've seen with that much control.

At this point, we asked Russell to demonstrate "Web Dimension," giving us a chance to see the progression of levels through the first cycle of eight organisms in the evolutionary web, and beyond into the second cycle. Since Russell was controlling the joystick, we had the opportunity to revel in the changing colors and inventive musical scores. Once again, the program held all of us enthralled. And our photographer came up with an intriguing thought. He wondered what a psychologist might think of this game if it were shown to a patient, since it's so easy to project your thoughts into the web and see many different things.

We enjoyed the opportunity to meet this talented young composer and designer. But "Master of the Lamps" and "Web Dimension" have simply whetted our appetite for more software from the creative mind of Russell Lieblich.



CRITICALLY SPEAKING..

ATARI COMPUTERS



ROMPER ROOM'S I LOVE MY ALPHABET (***/***) from First Star Software is an early learning program for ages two to seven that can be used with or without parental help. There are four educational games starring Max, the egg-shaped master ceremonies. The first one, "Watch the Letters," is the easiest, because it requires no direct response from the child. Max introduces each letter of the alphabet (both lower and upper case) on his stage. The letters are shown in order, and each begins a word that Max acts out for the child. A representation of the computer keyboard at the bottom of the screen shows the child where the letter is located, and one or two short sentences incorporate the highlighted word. It's a good idea for Mom or Dad to participate in this one by reading the sentences. Even the youngest children will get a kick out of this one, with its animated, musical sequences as Max acts out the words.

More Games

In the second game, "Press a Letter," the child can press any letter on the keyboard to activate Max's routines. There are no right or wrong selections, since this is designed as an exploratory activity. Most kids will soon learn how to make Max do the activities they find most entertaining. "Find the Letter" asks the child to find the letter on the keyboard that matches the one Max has brought onto the stage. A correct choice causes Max to act out the word beginning with the selected letter, while an incorrect guess causes Max to shake his head and say "N." After a third incorrect response, Max shows the location of the correct letter on the keyboard. The fourth game, "Letter Quiz," offers the most challenge: Max performs one of his routines and the child must recognize the action, recall the associated letter and find it on the keyboard. After three incorrect answers, Max whos the correct response.

Delightful Game Program

This is a delightful game program that will definitely appeal to young children. The bright colors, amusing actions of Max, and musical sounds will hold their attention. With a parent's help, the child will learn the alphabet, become familiar with the computer keyboard, and develop better concentration skills. Many children will add to the vocabularies as well. The "Romper Room" name, long associated with high-quality children's TV programming, is well served by this valuable program for very young children and their parents (Solo or cooperative play; keyboard; disk backed with C64 version; also available for Apple II.)

Recommended (MSR \$29.95)

Stock Up on ADAM Ribbons

With the future accessory market unsure, you may want to consider stocking up on the Coleco printer ribbons for ADAM. We have no way of knowing whether the ribbons will continue to be available (it's certainly unlikely they will be plentiful over the long run) and it's unknown whether any ribbon companies will manufacture a ribbon for ADAM.

Software for a Sweet Tooth

Advertising and promotion people have a tough job, whether they're trying to sell hardware, peripherals, or software in this crowded computer marketplace. They have to convince people like you (and the computer retailers) that whatever they're promoting is something you just can't live without. But first they have to get your attention!

When Joe Abrams, President of The Software Toolworks, and Michael Cahlin, freelance computer writer, put their heads together to design a promotion for the Toolworks' new Chocolate Computer Cookbook program, they came up with "The Original Chocolate Byte." This 4.8-ounce slab of Mercken's "double density" milk chocolate is shaped like a 5 $\frac{1}{4}$ " diskette with a "byte" missing from one corner. They got lots of attention with the flavorful floppy-- from computer retailers, department stores, gift stores, and all kinds of chocolate-loving computer users.

The \$9.95 chunk of chocolate comes packaged in a reusable software case that holds up to five diskettes. The case is ideal for ferrying disks from work to home and back. (Ours is now in constant use.) The Original Chocolate Byte is compatible with users of all computers. The Software Toolworks Chocolate Cookbook is available in MSDOS, HDOS and CP/M formats. Readers of the Computer Entertainer can order The Original Chocolate Byte from the manufacturer by calling toll-free 800-223-8665 (outside Calif.) or 800-228-8665 (inside Calif.)



Transition Taking Place

As we told you last month, we decided to bring our entire operation in-house, both for quality control and to gain those two precious days, in case there's any story that breaks just as we're going to the printer.

Although we are not fully up and running with our new in-house systems, this month gives you an idea of how we will look. We believe the newsletter will actually be easier to read in this format and the most important factor is that the newsletter will now be put in the mail to you only **24 hours** after we finish writing it! We think that can make a big difference in a late-breaking story or review of an important program that comes into our offices days before we close our deadline.

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

WEB DIMENSION (****/****)

is one of the most creative pieces of computer software we've seen in a long time. Designed by Russell Lieblich as "a musical fantasy on an evolutionary web" for Activision, it is not really a game in the usual sense, although it's unquestionably entertainment of the highest order.

Freezing Organisms into Energy Clusters

This abstract program is divided into phases. In the first phase, organisms travel their own portions of a web, changing the color of the web strands they traverse. The player's task is to freeze all the organisms while avoiding their painted paths. (Touching a painted path makes the player start again at the beginning of the first phases with all organisms unfrozen, but there is no other penalty, such as losing a life.) The player's red musical note slides easily along the strands of the web, bursting into a flurry of dancing notes and sounds whenever the firing button is pressed. When a moving organism hits the dancing notes, it is frozen into a sparkling energy cluster.

Rhythmic Score

When all organisms have been converted into clusters, the second phase begins, and the color of the whole web changes. The energy clusters dance enticingly to a hypnotically rhythmic score. The player's note changes the color of the web strands as it moves on its way to intercepting and freezing the clusters. (Once the player has turned any web strand pink, touching those strands sends the player back to the start of phase two.) When all clusters are frozen, a cascade of vibrant colors and music is the transition to the next state of evolution. There are eight stages of organisms representing the evolutionary flow: atoms, planets, amoebas, jellyfish, germs, eggs, embryos, and astronauts. Each organism has its own distinctive type of musical score, ranging from pulsing pop sounds to fugue-like flights of baroque fancy. The eight evolutionary stages can be repeated three times for a total of twenty-four levels of play. As the player moves through the levels, the organisms and energy clusters move more and more aggressively, increasing the difficulty of play.



Feast for Eyes and Ears

We were totally captivated by this unique piece of computer entertainment. Since there are no points to be earned or "lives" to be lost, motivation to participate in the evolutionary web is provided by the interplay of colorful choreography and intriguing sounds. The environment is non-violent. It encourages the mind to wander among the sights and sounds of the vibrant web, finding new wonders at every level. The program is a feast for eyes and ears, showing off the graphic and sound capabilities of the Commodore 64 beautifully. The visuals are exquisitely detailed, sound is superb, and the program is truly fascinating. WEB DIMENSION is more than a mere game, it's an experience. (Solo play; Joystick; Disk) Recommended (MSR \$31.95)

MASTER OF THE LAMPS (****/****)

is a spectacular combination of sight and sound conceived by Russell Lieblich and executed by Peter Kaminsky for Activision. The game takes you to the time of Arabian Nights, when princes travelled on flying carpets and genies dwelled in lamps. You are the invincible young prince who must lure three genies back to their lamps so you may return to your throne. Your first task is to fly your magic carpet through a long row of diamond-tunnelled leading to a genie's den. (Since you are invincible you just keep trying until you get it right!) Once you reach the first den, hit any of the eight gongs three times to make the genie appear. The genie will blow out two colored notes which match two of the eight gongs in both color and tone. If you hit the correct gongs before the floating notes reach your prince, the first of seven pieces of a lamp will appear. Then it's back to the diamond tunnel for another, more difficult, flying carpet rife leading to another genie's den.

Color and Tone Clues

As you collect more pieces of the first of the three lamps, you'll find that some genies give only color clues, while others give only tone clues, and you may have to match three or more notes. This game can keep you busy for a very long time, since there are three lamps to be collected, each consisting of seven pieces! Fortunately, there is a practice game in which you need capture only one genie (seven lamp pieces). There is also a game mode that lets you practice flying the magic carpet at any of forty-one (!) different levels, each with its own music theme. As you might expect, the higher level tunnels call for faster reflexes and some pretty fancy flying.

Has Staying Power

This game is instantly appealing, and yet it has the staying power to challenge and entertain players over a long period of time without boredom setting in. The graphics are truly beautiful, with excellent animation and brilliant colors. The musical aspect of the game is both accompaniment (in the tunnels) and part of the game itself (matching tones in the genies' dens). To us, the most exasperating--and irresistible--segment of the game is flying the magic carpet through the tunnels. This is a first-person trip which is heightened by the dimensional quality of the brightly colored diamond graphics and the excellence of the music. In fact, for a really exciting way to experience this portion of the game, we suggest feeding the audio through your stereo system and using earphones. The combination of great sound and three-dimensional visuals makes for quite a fantasy trip! By the way, you don't have to worry about the control system for flying. Depending on which joystick port you use, you have a choice of modes: "flight simulator" (pull joystick back to climb, push to dive) or "arcade simulator" (pull back to fly down, push forward to fly up). Which ever way you choose to fly, we think you'll love this game as much as we do. (Solo play; Joystick; Disk) Recommended (MSR \$31.95)

ROCK N' BOLT (*/**)** from Activision was first seen as a "Sneak Preview" at the 1984 Summer Consumer Electronics Show (June) in Chicago. The game was well received there, and for good reasons: it challenges the mind, tests the reflexes, and it makes you want to play "just one more time."

Bolt Down Sliding Girders

The premise is simple enough--the player is a high-rise construction worker who must bolt down a group of sliding girders on each floor before he can move up to the next level. If the blueprint for a particular level shows no floor plan, the girders can be bolted down any way you like, so long as your construction worker can get back to the hydraulic lift when the level is complete. Whenever there is a floor plan, however, it must be followed precisely to complete the level. (A floor--with or without a floor plan--can be anything from one to three screens wide.) Your worker earns money for every bolt secured and loses wages for every one undone. There are times when unbolting is nearly unavoidable, though, because some otherwise inaccessible girders can only be reached

CRITICALLY SPEAKING..

COMMODORE 64-COMPATIBLE

... another girder that is temporarily bolted into an incorrect position. We can't tell you how many floors this high-rise has on the basis of personal experience, but Activision tells us this is a 100-floor skyscraper! It's possible to start at the first, ninth, or seventeenth floor, with or without a time limit on each floor. (The timed version pays no wages.)



Great Puzzle Game

This is a great puzzle game that really keeps your mind racing ahead to the next move. It's relatively easy to play on the lower floors, gradually becoming more and more difficult as the hydraulic lift takes your worker to the higher floors. The bouncy musical accompaniment adds to the sense of urgency as the timer winds down. We found that one trial run through a series of floors without the timer gave us the chance to become comfortable with the mechanics of the game. After that, it was no fun without the pressure induced by the timer and the incentive of points (wages) earned. Challenging gameplay, not graphics, is the emphasis in this game, but the overall look of the program is good. Most of the detail is in the construction worker, with his hard hat, blue overalls, and spinning action when he bolts or unbolts a girder. This is a very good game in the Activision tradition of contest that are easy to learn but difficult to master. It's an easy one to get hooked on! (Solo or 2 player alternating; Pause; Joystick; Disk) Recommended (MSR \$31.95)

PERSPECTIVES, a three-dimensional graphics development system from Pioneer Software of Canada, is an unusual entry among the recent rush of graphics programs for home computer users. Unlike the vast majority of other drawing and painting programs currently available, this one offers features previously available only in professional, Computer-Aided-Design (C.A.D.) systems. Using a system of coordinates (X,Y, and Z), lines are drawn and connected to form objects, which are stored in memory and can be saved to or loaded from the disk. Any of these objects can be viewed or manipulated, either singly or in groups.

Viewing & Manipulating in Three Dimensions

Although we live in a three-dimensional world, most of us find it easier to draw objects two dimensionally on a surface that has but two dimensions--either a piece of paper or a monitor screen. Adding that third dimension to a two dimensional surface may seem difficult, but this program and its accompanying documentation make the process easy to understand and implement. Since the designer has provided a few sample objects on the disk, to experiment with the capabilities of the program before actually drawing an object. We tried all the suggested variations for viewing and manipulating the sample drawing of a chair, and the results seemed to approach magic at times! It is possible to change perspective so that you look down at the chair from above, up from underneath or from any other position around it, or you can even zoom in or out.

This chair can also be moved anywhere on the screen and rotated to any position. As you add other objects to the screen, they can be manipulated individually or as a group.

Real 3-D

Colors of drawings and background can also be changed, which leads to a truly fascinating feature of this program: the ability to view images stereoscopically. Wearing a pair of those little glasses with one red lens and one blue, use the "stereo" command and two superimposed images become one image that acquires a life of its own, fairly jumping off the screen of your color monitor. Still another aspect of the program is the "Film Studio," which allows you to create "film strips" by creating sequences of "photographs" of objects on the viewscreen. A sample film strip is included on the disk.

Creative Plaything

This program is a kind of creative plaything that tends to inspire all sorts of interesting possibilities. Its usefulness is even greater because the designer has included subroutines that allow you to incorporate drawings or filmstrips into your own BASIC or Machine Language programs. We've seen lots of drawing and painting programs, but nothing quite like this one in its ability to work in three dimensions. We even like the package, because it converts into an easel-stand which keeps the manual open and easy to use while you're working with the program. If you cannot find the program locally, it's available directly from the developer, Pioneer Software, 1112 Fort St., Victoria, B.C., Canada V8V 4V2 (phone 604-381-3211). (Keyboard; disk; coming soon for Apple II series and Macintosh)

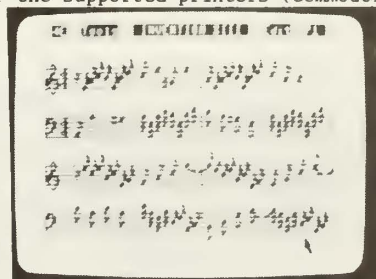
Recommended (MSR \$44.95)

THE MUSIC SHOP (***½/***½)

from Broderbund is designed in the same mold as their highly successful PRINT SHOP program. This is a full-featured music composition program which allows you to write, edit, save, print and play music. Furthermore, its detailed documentation goes beyond a simple "how to use this program" approach and covers basics of music theory--invaluable as either introduction or brush-up. (Unfortunately, too many music programs assume that the user already knows all about everything from key signatures to waveforms, which is not necessarily the case.)

Very Versatile

This is one of the most versatile music programs we've used. It seems to offer just a bit more than many others, such as true triplets and thirty-second notes. (The shortest note typically available in such programs is a sixteenth note.) Choices are made from pull-down menus, keeping the program easy to use from the outset. Unlike most others, this program displays only one page of music at a time. If you find scrolling notes confusing, you'll like this feature. The typical features of most music composition programs--moving blocks of music, changing keys or sound qualities, saving compositions--are all here, along with the ability to print standard format sheet music if you're using one of the supported printers (Commodore VIC-1525,



MPS-801; other printer/interface combinations that totally emulate Commodore graphics: Epson MX/RX/FX series, Star Gemini 10X/15X, Blue Chip, Legend 880, Mannesmann Tally Spirit with Grappler CD, Micro World-350 or Tymac Connection interfaces; C. Iton 8510 (Prowriter), Okidata 92/93, NEC 8023A, Panasonic KX-P1090/1091 with Grappler CD or Micro World-350 interfaces.) This high quality of this program is everything we've come to expect from a Broderbund product--it's one of the best music programs we've evaluated. (Solo use; Joystick and/or Keyboard; Disk) Recommended (MSR \$44.95)

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

THE TRACER SANCTION (****/****) is a text adventure illustrated with pictures, some of them animated. It is one of the first two adventure games from Activision. The player takes the role of an agent in the SIA (Stellar Intelligence Agency) who must capture the "wing," the galaxy's most infamous criminal. Along the way to this goal, the player must visit many planets and solve many puzzles. There is a varied cast of characters and settings--a hermit, an android, a cave, a castle (complete with a sword in a stone^o), and even a few muggers thrown in for good measure. The dangers are many, so it's always a good idea to save your game often. (up to 10 games can be saved directly on the master disk.) One of the biggest problems we had was running out of "Sols," the currency in this particular galaxy. You have to keep buying fuel to get your spaceship from one planet to the ext, and there never seems to be enough money!



Good for Beginners

This adventure is especially good for beginners, because there is a "tutorial" option on the disk that explains the way adventure game work. The tutorial explains how to communicate with the program, gives examples of puzzle-solving, and introduces a special character, the Condor. Whenever the player is really stuck during the game, the Condor can be summoned for special help. However, the Condor can be consulted only three times during a game. For more help than the Condor is willing to give, a handbook of hints can be obtained from Activision for \$1.00. (Write to them at P.O. Box 7287, Mountain View, CA 94039 and put "Tracer Sanction Hints" in the lower left corner of the envelope.) We enjoyed the game--at least as far as we got with it. The accompanying graphics are quite good, and we enjoyed the animation that's present in some scenes. The game's parser (the commands it recognizes) is fairly complex. Multiple and chained commands are accepted, as are complete sentences. Gone are the days of "look tree" and "go house." (Thank goodness!) **THE TRACER SANCTION** is an enjoyable game, especially if you're new to adventure gaming. (Solo play; keyboard; disk; also available for C64, IBM PC/PCjr) MSR \$31.95



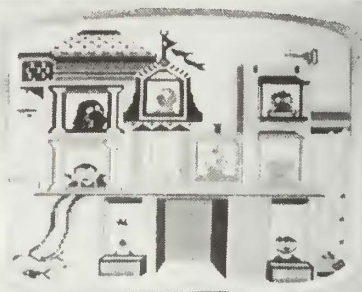
Mindshadow

MINDSHADOW (****/****) is the second of Activision's first two adventure games. Like "Tracer Sanction," this one is a text adventure with graphics, has a tutorial, and offers three hints during the game from the Condor. (A hing booklet is available for \$1.00 from Activision; see address in review of "The Tracer Sanction.")

Recovering a Lost Identity

MINDSHADOW is a little more difficult than "The Tracer Sanction" because it is possible to solve all the puzzles and not truly "win" the game. In this adventure, the play awakens on a deserted island without an identity, and with no memory of the past. The puzzles of the island and those that occur as the player travels through parts of Europe are only part of the problem. The real goal is to discover your lost identity by uncovering the bits and pieces of your past, thus restoring your memory in stages. It's quite a challenge, and one that we found stimulating. (As with most adventures, save your progress often. A blank disk is not required.) Beginners will have a tough time, even with the tutorial and the Condor, but intermediate to advanced adventurers should have a good time with this one. (Solo play; keyboard; disk; also available for C64, IBM PC/PCjr) Recommended (MSR \$31.95)

BIG BIRD'S FUNHOUSE (****/****) is one of several joint offerings from CBS Software and CTW Software Group (a division of Children's Television Workshop). In this one, Big Bird is joined by his friends from **SESAME STREET**: Cookie Monster, Bert, Ernie, the Count, Oscar the Grouch, Telly Monster, Grover, and Snuffle-IPAGAS. The gang has gathered at the funhouse for a few games of hide and seek, all designed as learning fun for preschoolers between the ages of three and six. Tiny fingers can operate the computer keyboard easily because of a soft, plastic keyboard overlay. The EasyKey overlay has large pictures of all eight Muppets plus a few keys for other functions such as making the characters hide in the funhouse.



Five Different Games

There are five different games of varying difficulty, ranging from one in which the child simply indicates which Muppets are hiding to a sequence game which requires matching a series of Muppets as they pop up in the windows of the funhouse. Each Muppet's appearance will, of course, be familiar to pre-schoolers, and each character in these games also has a special musical signature to give the child auditory clues. Although youngsters will simply have a good time playing these games with their Muppet friends, they are actually learning and reinforcing skills such as visual and auditory discrimination and matching, memorization, sequencing, and counting. The games are colorful and musical, with the sure-fire appeal of the Muppets characters. The educational content is up to CBS's usual high standards. (Solo play; Pause; Keyboard; Disk or Cartridge) (Also available for Atari computers) Recommended (MSR \$34.95)

An ADAM Owner's Lament

In the aftermath of the ADAM's demise, we've heard from many owners. One owner Jeff Silva, passed along a very interesting letter which included many quotes from a letter he received from Coleco spokesperson, Barbara Wruck. (editor's note: we know Ms. Wruck and she has always been highly cooperative with Computer Entertainer. She certainly cannot be blamed for the lack of correct information in the last month's of ADAM as we are convinced she did not know of the decisions which had been made at the highest corporate levels within Coleco.

In any event, let's get to Jeff's letter. He began by telling us that he felt that based on the news she passed along to him, that information does not back-up her claim of support beyond the next few months.

In spite of increased sales in the last 3 months of ADAM, Ms Wruck indicated, "current unstable conditions in the home compute marketplace and industry problems, frequent technological developments, over production, price cutting, etc., have created an unusually volatile business environment which is likely to continue for the near term. With particularly attractive business opportunities available at present in the Toy segment of our business, we believe it is no longer in the company's best interests to continue to incur the significant costs and risks necessary to keep ADAM competitive." "the company will report substantial losses for the fourth quarter and full year of 1984.

Colecovision and Rom cartridge software were NOT included in the sale, and Coleco plans to continue to market both the hardware and software. The reaction to education software for this video game system has been very good, and they expect to develop more along this line as well as additional entertainment titles.

Coleco has not made public the total number of ADAM units produced or sold (editor's note: we have indicated before we believe the number to be anywhere in the area of 200,000 - 250,000 units with parts for another 50,000) and they expect the retailer who bought the ADAM inventory to announce its retailing plans by the end of March (meanwhile, GOOD LUCK on finding such items in the disk drive!).

Coleco will continue to develop and produce software for ADAM, "...as long as it is economically feasible." ...Since our plans call for a strengthening of the Colecovision software library, one would expect a large amount of software being produced in the cartridge format." (editor's note: the rumblings are very unclear regarding the true future for the Colecovision and its software expansion. Many third party companies have sold us, off the record, that their sales in cartridge format are too flat to sustain continued development) While the ADAM will continue to be serviced through Keywell, Coleco has no plans to introduce additional hardware, peripherals, or accessories for ADAM (there goes the tractor feed, RS232, etc.)

Jeff has taken his lament a step further by writing to Coleco to express his interest in their producing an emulator to enable ADAM owners to run C64 hardware and software on their computer, similar to the one Mimic is for Commodore owners which allows them to run Apple hardware and software (only problem with this, Jeff, is that the Mimic is VERY expensive -- you could actually buy a C64 for less). Jeff hoped that if Coleco could produce this one last peripheral, ADAM owners would make a less painful transition. He suggests a letter-writing campaign to Coleco; however, reality is that they will not spend one more dime on development on a system they are walking away from.

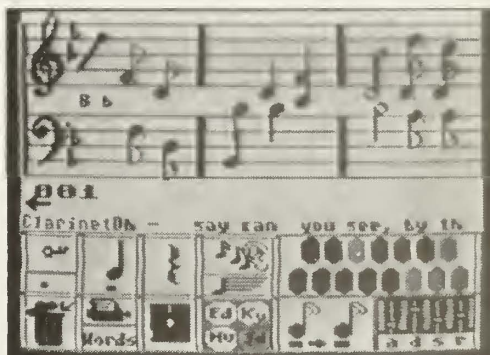
And so, we come back to the same bottom line -- you must make the best out of the system you own with what is available. In addition, at least for a period of time, there will be additional software from smaller companies which do not have to seel the "mega-numbers" to survive. The computer will certainly never be as expandable as everyone hoped when they purchased it; however, there is some good, basic software available, with a fine processor built-in.

CRITICALLY SPEAKING.. COMMODORE 64-COMPATIBLE

THE MUSIC STUDIO (**/****½)**
from Activision is one of many new music composition programs available for the Commodore 64. More so than some others we've seen, this program encourages experimentation with its practice mode (the "Music Paintbox") for novices. The program also includes a Music Editor for more experienced users. Like most music programs, it has a library of tunes on the disk so that you can get an idea of what the program can do with your help.

Controlled with Icons

THE MUSIC STUDIO is controlled entirely with icons, small pictures on the screen that let you choose what you want to do, whether you use a joystick or KoalaPad as an input device. Beginners will want to start with the Paintbox, where notes are simply rectangles of increasing width to represent sixteenth, eighth, quarter, half, and whole notes. In this mode, experimenting is lots of fun and very easy. Beginners who might be intimidated by the appearance of notes and other symbols of musical notation will find the rectangles a comfortable way to "paint" with musical sounds. You can place a few notes on the staff, play what you've written, erase what you don't like, and even change instruments by simply moving a pointer on the screen.



Music Editor

By moving to the Music Editor, you add a tremendous number of options, and the note look like real notes on the screen instead of rectangles. Within the Editor, you can write music using as many as three instruments at a time, complete with rests, changes of key, accidentals, dotted notes, triplets, and even lyrics. Individual notes or blocks of notes can be added, deleted, copied, or moved with ease. The sounds achieved with your music can be changed with your choice of instruments or by fine-tuning in the ADSR (Attack-Decay-Sustain-Release) mode. Here you can become your own sound engineer, setting octave, waveform, pulse width, filters, resonance, sync and ring modulation for custom sound effects. Entire compositions or portions can be saved to disk for later playing or editing. (A blank disk can be formatted from within the program.) And when you've finished your masterpiece, you can print out your own sheet music with most printers capable of emulating Commodore graphics. This is a very well-crafted program that's easy to use, and it's supported with a complete manual to fill in the gaps in your knowledge of basic music theory. It's also one of the most economical music programs available (Solo use; KoalaPad or Joystick; Disk)
Recommended (MSR \$31.95)

BACK ISSUES AVAILABLE

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

CRITICALLY SPEAKING..ADAM-COMPATIBLE

CP/M 2.2 for ADAM

While cleaning out some desk drawers the other day, one writer found a collection of interview cassettes and the like. Among the tapes was one marked "ADAM 1/84." It was a little micro-cassette and we were hard pressed to find the recorder that went along with it, but curiosity got the best of us. Having found everything to satisfy the curious, the tape snapped in and...it was a press conference from the January, 1984 C.E.S. in Las Vegas.

"We're going to cover two areas tonight and that's our new hardware peripherals for ADAM and also our software program for 1984 for ADAM. Everyone knows that ADAM's package includes all the hardware a consumer needs for word processing, game playing and BASIC programming. So why are we offering peripherals? Because the increasing sophistication of the consumer user will give us a solid market for accessories that will make the ADAM even more versatile." With avid anticipation, he continued "unlike other computers, ADAM is ready to accept up to a dozen additional peripherals besides the printer and digital data drive we already included without adding an interface." After announcing the second (optional) digital data drive and the 5.25 inch disk drive, "once the user has the software for the CP/M operating system, he'll be able to run CP/M software on ADAM." Ah-ha! We've been trying to think of something to say about CP/M for the past two weeks! (That is, something besides, "it's out.") And, what better to say, than a 14-month-old quote, "once (you have) the software for...CP/M...(you'll) be able to run CP/M software on ADAM."

Well, It's Yes and No

CP/M is a very powerful operating system, especially when you consider some of the software written for it: dBase II and III, WordStar, VisiCalc and many more. Plus, the bonus benefit of knowing how to use a CP/M-based program on one computer system (such as dBase for IBM), allows you to know it for all systems. CP/M is actually licensed to you by Digital Research, and you must agree to all the terms of the license as you must rip apart the agreement (acknowledging your agreement) in order to get to the digital datapak, or diskette. Included is a nice binder of how-to's, what is, and what to do with it. There's also a catalog of some of the most expensive software we've seen to date with almost every program costing hundreds of dollars (CP/M is VERY expensive for ALL computers). One of the nicer parts of ADAM's CP/M is the utilization of the "Smart" keys; however, we did note that once in a program, SmartKeys no longer function as such. In other words, (ERA)se, (DIR)ectory, (REN)ame and SAVE are "built-in." When you are in different areas of CP/M, you must actually type "ERA" or "DIR" as the SmartKeys do nothing. Certainly not a drawback, but worth a mention. For any given computer system with the legs of Apple, IBM, or Commodore, we say CP/M is a good thing to know and can be a lot of fun to learn. For all computers it is the tip of a financial iceberg. For ADAM, users will certainly realize how CP/M is going to open some doors for them. After all, it is a new operating system for you and it can lead to a myriad of software. The software will probably be slow in coming, and will probably be expensive. But, considering the number of owners, there is no reason a software manufacturer should turn his back on ADAM. All they need to do is see how many CP/M programs are sold. (We bet a lot.) And, if that's not enough for the manufacturer, consider how many CP/M programs would be sold IF the software for it already existed! For those wanting something as powerful as WordStar, the process of going out to buy WordStar plus CP/M itself is a minor detour. Our only reservation is Coleco itself. In the beginning of this article, we pointed out (in a round-about sort of way) how Coleco makes plans. Their intentions are good. But how many will they produce...A year from now, will there be any left? Finally, trying to answer the biggest questions we know we'll encounter. If you have the CP/M program, can you run CP/M software written

for Apple on your ADAM? We don't think so. At least not at this time. For one thing, the physical format of the disks is different. Someone must actually make the transition from system X to ADAM. Until (and if) ADAM can emulate Apple or Commodore or any other computer, it will simply run ADAM programs ONLY. And, what about public domain software? Again, until someone sits down and converts CP/M language to suit the ADAM drive, it will be difficult. But, someone probably will do it. If you own an ADAM, have the CP/M program and like to tinker with languages, then the person might well be you!

The ADAM ACCESSORY KIT has begun to become more readily available and definitely worth a mention here. It's a very nice package which includes a blank digital data pack, replacement ribbon cartridge, tape head cleaner kit (for your digital drive), and three additional daisy wheels which can give you more versatility in your typestyles. The three styles are Pica 10, Courier 72, and Emphasis (which looks a great deal like Letter Gothic).

Bulletin Board for ADAM Users

QUESTION: What does Family Computing Magazine and CompuServe Information Service (CIS) have in common? If you are an ADAM owner and you're already signed up to CompuServe you might already know the answer. If not, the next time you visit CIS type: GO FAM.

A nice ADAM Bulletin Board has cropped up at Sub-Topic: Specific Computers. There are quite a few members (signing up is a snap) and if you have ADAM-specific questions or problems, we can't think of a better group to help you out!

Having spent several hours on it, we have really enjoyed not only getting to know the gang, but also helping out with some of their problems. It's funny how all ADAM owners seem to have the same questions, and depending on your evolution as an ADAM owner, you are either asking or answering.

We hadn't spent too much time with CompuServe lately, and the overall progress they have made is fabulous. The Electronic Mail (EMail) has been renamed and getting to the menu is as easy as typing: GO EASY.

Our original comment that 300 baud is all you would want to use with CompuServe still stands. You can wait just as long at 1200 baud and be charged more.

The Source is still your best bet with 1200 baud. And, this month they finally printed a "Menu" chart (or cheat sheet). The Source has many of the same features as CompuServe, but it's harder to find them. CompuServe is still word-of-mouth, but it isn't hard to peek around strange corners by typing "M" at various prompts. The "M" command takes you to a "previous menu." If you just signed on to CompuServe, your previous menu can be a surprise! Try it, if you have it. Especially ADAMites!

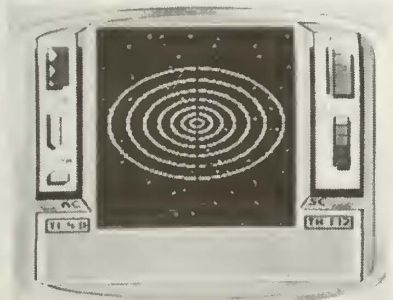
Music for Your ADAM

FutureVision is releasing VIDEOTUNES for ADAM, a music composition program on datapak. It will retail for \$34.95 (review next month). Also planned is AUTOAID, an assembly language program that enhances the capabilities of SmartBasic. Some of the enhancements included are automatic line number generation as you type in command lines, automatic print buffer, keyclick, caps lock, and a number of function callable routines.

CRITICALLY SPEAKING..

COMMODORE 64-COMPATIBLE

THE ARGOS EXPEDITION (***/****) offers a cooperative experience in space exploration for two to four players, ages ten to adult. The program is a joint effort of Children's Television Workshop and CBS Software. The players receive their orders from Mission Control and embark on a journey into space to retrieve artifacts from an ancient alien civilization. While the crew has joint objectives determined by Mission Control, each individual crew member may have one or more personal goals, which are chosen at the start of the game from a deck of cards. The personal objectives are known only to the individuals and to the computer program, and they may even conflict with the group's overall goals.



Demands Interaction and Cooperation

The structure of **THE ARGOS EXPEDITION** demands interaction and cooperation among players. They must make joint decisions about which artifacts to pursue, whether to launch probes to capture specific artifacts, and what to do with artifacts beamed aboard the ship. The journeys through space are full of dangers. No one survives unless all cooperate in avoiding or destroying the obstacles. Play really gets interesting when individual crew members must weigh their decisions, based upon what is good for the overall mission objectives and what is necessary for them to achieve their own private goals. All crew members win credits if mission objectives are met; no one wins if they are not met.

Unique Cooperative Approach

There are very few computer games for more than one player, and even fewer that require cooperation among the participants. **THE ARGOS EXPEDITION** certainly proves that computer entertainment and learning need not be solitary activities without social goals. The program has an appealing theme--space exploration--and its unique cooperative approach to fun and learning makes it a desirable addition to the family software library. (two to four players; keyboard & joystick; paddles required for third and fourth player; pause; 2 disks)
Recommended (MSR \$44.95)

WORDFINDER (NA/****) is identical to the version for Apple II computers, which is reviewed elsewhere in this issue. (one or two players or teams; keyboard; disk; also available for Apple and IBM PC/PCjr)
Recommended (MSR \$34.95)

CBS Lowers Some Prices

CBS has lowered the prices of some of its children's programming. Effective immediately, **COCO-NOTES**, **HALFTIME BATTLING BANDS**, and **MOVIE MUSICAL MADNESS** will retail for only \$12.95 for both Atari and C64 computers.

CRITICALLY SPEAKING..

APPLE-COMPATIBLE

STATION 5 (**½/**½) is an arcade-style game from MicroFun, the computer/entertainment division of MicroLab. It has four screen and three skill levels. The year is 1995 and the setting is the last surviving nuclear power station on the surface of the moon. "Project Moon Base" had established five generating stations on the lunar surface, but meteor storms have destroyed the first four. By controlling Transport Hooper, the robot, the player must try to save Station 5 from the ravages of a meteor shower headed its way.

Generator and Transmission Sites

The Generator Site, a four-by-eight grid of reactor cooling vents, is the opening screen. Meteors fall from space, closing vents when they land. This is good, up to a point, because the reactor runs hot and produces more power per second with some closed vents. However, the whole reactor blows up if twelve vents are closed, so Hooper has to keep things under control by hopping around the grid and opening up some of the closed vents. (Hooper, too, can be blown up if he's bonked by a falling meteor.) The idea here is to build power until it reaches a minimum output level, using the Particle Shield to speed the process whenever possible. When the minimum power level is reached, it's on to the second screen, the Transmission Site. This is a variation on the same grid from the first screen. The object is to build transmission towers by jumping onto a hammer that materializes here and there around the grid. Ion neutralizer beams and homing ion formations are the enemies on this screen, and they're difficult to avoid.

Transporter Room and Relay Station

The grid appears for the third time in the Transporter Room, where Hooper has to turn all thirty-two switches to the "on" position. Toggles run around turning them off, and Plasma Balls erase switches temporarily. When the switches are all on, Hooper is transported to the Orbiting Relay Station to repair Relay Horns. Satellites and meteors keep damaging the horns, which must be in A-1 condition to relay power to Earth. On this screen, Hooper must watch his fuel level and avoid being destroyed by the floating space debris. If Hooper manages to get everything in operating order, the sequence recycles to the first screen.

Average Graphics and Gameplay

Both graphics and game play are about average in **STATION 5**. The game is fun to play, and it's fairly challenging, but it does get a little repetitious with all the hopping around on the various grids. It's a game to enjoy for a while and then put away, because it doesn't have

lasting appeal. We did get a kick out of the way the little robot cries "Uh-oh" whenever he gets zapped by a meteor, neutralization beam, or whatever, but that's not enough to carry the game. Its best point is a modest price tag. (solo play; joystick or keyboard; 48K disk for Apple II/II+/IIe?IIc)

Not Recommended (MSR \$20.00)

Defective Data Packs

According to Victory Software, part of a production run of blank digital data packs (for ADAM) manufactured early this year are defective. If you have a Victory data pack purchased recently, check to see if it is date-stamped "1-85" on the top edge of the cassette. If it is and you've had any problems with it, Victory wants it back, no questions asked. They will replace it immediately with a new blank. (Victory Software, 2564 Industry Ln., Norristown, PA 19401)

CRITICALLY SPEAKING.. APPLE-COMPATIBLE

ADVENTURES IN SPACE is part of the **PlayWriter** series from Woodbury Software, four programs designed for kids from seven to fourteen. Like the other three, **ADVENTURES IN SPACE** is a unique combination of simple word processor with an interactive program that helps kids write their own stories. The program begins by asking the child's name and the name of the person to whom the story will be dedicated. Then the program asks whether the hero is a he or a she, the hero's name and age, and the title of the story. (Three choices are provided: "The Space Journey of Me," "The First Kid in Outer Space," and "other." The third choice leads to a prompt allowing the child to make up an original title for the story.) The questions follow, the program continues, some asking for simple choices among alternatives, others requiring the child to write an entire passage. After one or more chapters have been written, the child can use the program's simple word processor to change any part or all of the story. Whether finished or unfinished, stories can be printed out.

Create a Hardcover Book

One of the most unusual features of the **PlayWriter** packages is the provision for a child to create a bound book when a favorite story is in completed form. The software package includes special tractor-feed paper that fits in the provided hard cover, along with endpapers, full color illustrations, and stickers that can be placed anywhere in the finished story. Children can create as many space stories as they wish, developing their abilities in writing, reading, spelling, grammar, word processing, and graphic arts. Although only one very special story can be made into a book with the original software package, there are refill packs available (\$9.95) that include the paper, cover and artwork to make another hardcover book. **ADVENTURES IN SPACE** is a well-designed, easy-to-use program that kids will love. In fact, even adults will get a kick out of creating stories with this program! **ADVENTURES IN SPACE** and the other programs in the **PlayWriter** series ("Takes of Me," "Castles & Creatures," and "Mystery!") are available directly from the publisher: Woodbury Software, 127 White Oak Lane, CN #1001, Old Bridge, NJ 08857 (Phone 201-679-0200). Please mention that you read about it in the **Computer Entertainer**. (Solo use; keyboard; Apple II/II+/IIf/IIfc; also available for C64, IBM PC/PCjr) Recommended (MSR \$39.95)

WORDFINDER (NA/***)** is a terrific word game from CBS Software for ages ten and up. This one is suitable for one or two individuals or teams, making it ideal for home or classroom use.

Familiar Premise

The premise is familiar: players choose one of 24 "key words" and then find words of at least three letters that are contained in the key word. The object is to find as many of these "subordinate words" as possible, with or without a time limit. As a paper-and-pencil exercise, this is a common game that nearly everyone has played at one time or another. However, the computer adds a whole new dimension by examining each subordinate word for acceptability and awarding one point for each letter in the word. Moreover, the program has stored definitions for 1000 of the 1500-plus subordinate words that are possible. When a player comes up with one of those 1000 words, the computer awards bonus points for selecting the correct definition from four alternatives. (The other three definitions are clues to three other bonus words that can be made from the key word.) The bonus definitions are generally for the more difficult or complex words, but some are infrequently used definitions of common words. (An example: "kite" in the sense of writing a bad check.) Play continues until all subordinate words have been found, or until players choose to end the game. Players have the option of seeing the subordinate words they missed at the end of the game.

Stimulating and Fun to Use

Anyone who enjoys word games will find this program stimulating and fun to use. It's a great vocabulary builder and it helps players improve their spelling skills. **WORDFINDER** is an excellent example of what can happen when the computer is used to enhance a familiar game: it becomes more fun to play and gains new educational value (one or two players or teams; keyboard; 64K disk for Apple II/II+/IIf/IIfc; also available for C64, IBM PC/PCjr; PC version requires color/graphics adaptor card) Recommended (MSR \$34.95)

THE SEA VOYAGERS (****½/****½)

is a learning experience for ages eight and up that focuses on thirty explorers of the New World. Developed by Neosoft for CBS Software, the program includes Neosoft's EasyKey Keyboard Overlay, which simplifies use of the program. There are four activities on the disk, beginning with "Explorer Profile." This first segment supplies players with facts about the explorers which are needed to play the games in the program: nationality, name of ship, dates of birth and death, dates and routes of voyages, countries sailed for, and important accomplishments. All the well-known names are here, including Columbus, Magellan, Cortes, Balboa, and Ponce de Leon. But there are others that may not be quite as familiar, such as Cartier, Bougainville, Wallis, and Baffin.

Three Games

The first of three games is "Who Goes There?" The object is to guess an explorer's name with as few clues as possible. Success at this one depends on knowledge and which clues are given first. Guessing the correct explorer based on the clue "sailed for England" is obviously a lot more difficult than identifying the explorer on whose ship the first woman circumnavigated the globe. In "Explorer Mix," you are presented with 3 explorers and three sets of facts. You must match the correct explorer to the facts about him. "Explorer Match" is a kind of poker game played against the computer or another player at either of two difficulty levels. Five explorers appear on the screen, and they must be grouped by characteristics they share. (At the easy level, they are matched by country sailed for; at the hard level, they are grouped by century in which their voyages took place, regions of the world explored, or countries sailed for.) You have one chance to discard one or more explorers to improve your "Hand." The booklet that accompanies the program includes capsule biographies of all thirty explorers, a brief history of explorations by sea, and a list of appropriate books for further reading.



Blend of Learning and Entertainment

Like Neosoft's earlier programs for CBS Software, "America Coast-to-Coast" and "Dinosaur Dig," **THE SEA VOYAGERS** offers a good blend of learning and entertainment. Graphics are colorful and clear, and touches of animation add to the enjoyment of the games. The fact that the program is suitable for a wide age range makes **THE SEA VOYAGERS** especially good for family fun. (Solo or competitive play; keyboard; 48K disk for Apple II+/IIf/IIfc; coming soon for C64; IBM PC with graphics card) Recommended (MSR \$39.95)

CRITICALLY SPEAKING.. APPLE-COMPATIBLE

HOMEFILER is an easy-to-use data base management program from MicroHome, the home productivity division of MicroLab. Data base program are among the most practical applications of a computer in the home, taking the place of more cumbersome paper filing methods such as file folders, address books, and index card files. Like other such programs, **HOMEFILER** lets you create detailed files on disk that can be sorted in various ways and printed out. As we worked with the program, we found that it has several advantages over others we've tried, though. Thanks to a self-teaching demo, loads of "help" screens throughout the program, and a clear, non-intimidating instruction manual, it's simple enough for a computer novice to use. However, its ease of use does not mean that **HOMEFILER** is a watered-down program of limited usefulness.

Using HOMEFILER

You can store lots of information in your disk-based files with **HOMEFILER**. For example, let's say you want to create an address file, a typical application for this type of program. Since the program can accommodate up to 88 information fields in each file record, and each field can be up to 239 characters long, a simple little address file containing four fields (name, street, city and state, zip code) is obviously no problem. But there is room for 84 more fields, so why not make this file really complete by adding phone number, spouse's name, kids' names, birthdays and anniversaries, and whatever else that might be useful? All fields may contain either alpha or numeric data, or any combination of the two (not true of all data base programs). Information can be changed or updated at any time, sorted by any of the fields, and even printed onto mailing labels (a standard menu option). The program can even search for partial information. A year from now, when you just can't remember your fourth cousin Bert's last name, you'll bless the program's ability to search the file for all the Berts!

Many Applications

There is no end to the applications of **HOMEFILER** in your home or even in a small business. With it you can keep track of music collections, recipes, club lists, prospective clients, accounts receivable or payable, tax-deductible expenses, home inventories, etc., etc.! No home with a computer should be without a data base program, and **HOMEFILER** is a particularly good one. (Apple II/II+/IIe/IIc with 2 disk drives)
Recommended (MSR \$50.00)

Computer Workout Books

Hayden Books plans a new series of workbooks called **THE COMPUTER WORKOUT**. Designed for children 7 and up, the book will be available in four different machine-specific versions for Atari, Apple, C64, and IBM PC/jr. With the book, children can test their brain power with over 40 different crossword puzzles, word-searches, mix-and-match games and simple programming tasks. Technical terms and key computer operations are taught through word games which expose young users to the world of programming. Additional programming tips help expand the child's understanding of programming and allows them to improve his or her program.

ADVENTURE MASTER (NA/***½)

from CBS Software is programmed for anyone fourteen or older who loves adventure gaming and would like to try creating original adventure games. The disks contain three adventures, one already completed ("Clever Catacombs") and two partial games for the user of the program to finish ("Becca in Outlaw Cave" and "Wild Trails"). The three games can be played, or course, and a password is provided so that you can see how they were designed with **ADVENTURE MASTER**. However, the star attraction of this program is the ability to create your very own adventure games from start to finish. Working with the detailed manual and the program's menu selections, it's surprisingly easy to develop a text adventure with several rooms, passageways, secret exits, objects to be found and used in various combinations, magic words, scoring, and even a picture or two in color.



Writing Your Adventure

The manual suggests starting your game with a little advance planning in the form of a map. Passageways between rooms are the first step, and you can even require a player to meet certain conditions or have a special object to use some of them. Descriptions of the room are entered, along with objects you may wish to place there. You can even cause a player to be transported magically from one room to another by entering a certain word or phrase, perhaps letting the magic happen only if he or she has possession of a specific object at the time. The use of graphics in your adventure is optional, but it does add a nice touch to the finished game. Multi-colored pictures are drawn with joystick or keyboard. Once your adventure is at least partially completed, it can be tested for playability and then edited and polished until you're satisfied with it.

Programming Knowledge Not Required

Imaginative game players should have a great time creating their own adventures with this program. Although it does force you to plan and think logically, it requires no programming knowledge. Examples and pointers that make your task easier can be found throughout the manual. It clearly states which operations are required and which are optional, so you can spend more time creating the plot and progression of your adventure, and less time worrying about the mechanics of using the program. This one is a must for anyone who has ever thought they could create a great adventure, if only they knew how to go about programming it. By the way, be sure to have a few blank formatted disks ready for your creative output. (Solo use; keyboard & Joystick; 2 disks for Apple II/II+/IIe/IIc; also available for Atari, C64, IBM PC/PCjr)
Recommended (MSR \$44.95)

Baseball for MAC

Gamestar will release its award-winning **STAR LEAGUE BASEBALL** for Macintosh in April.

CRITICALLY SPEAKING.. ATARI COMPUTERS



HOMEPAK, FROM Batteries Included, is an integrated package for the Atari computer which is very useful and a good value. It includes HOMETEXT, a word processing program, HOMEFIND, a general database, and HOMETERM, a full-featured telecommunications program.

HOMETEXT includes many of the typical features of word processing programs such as delete, search and replace, etc. A feature we liked a great deal allows you to copy entire paragraphs at one time (something not found in many word processing programs) and move them elsewhere within your text. Within the print function you can define special features such as boldface, underlining, centering, justification, etc. You also have the ability to put in commands to end a page (in printing) wherever you wish, as well as the ability to have the printing stop at the bottom of each page enabling you to insert separate pages at one time.

HOMEFIND is an extremely "user-friendly" database. Anyone who has used this type of program is used to the constraints of field lengths, exacting ways to extract information, etc. When you first enter information on your data disk, it might go like this... You type in "Joe's address is..." The program will tell you, "Joe's news to me. New subject? Y/N" You'll answer Y (yes). Then the program will say "address is news to me. New tag Y/N?" In other words, the computer wants to know if "address" is a new tag to use in identifying "Joe". Answer Y and you can move on. Every time you enter a new subject, the program will ask if the information should be added to what's on the disk. From then on, if you type in "Joe's address," the computer will answer with the address you provided when first entering the data. Another feature we liked a great deal was the "shorthand" you are able to use. In other words, if you wish to enter all your friend's phone numbers, it can get pretty tiring to type in everyone's name following each one with "hone is..." Instead, once you put the word "hone" in once, you can use the apostrophe as a "ditto" (repeat) mark when entering repeated subjects.

This is a good database program for home use, but it cannot handle involved database information which would be inherent in business uses. By the way, you can merge information from this program to HOMETEXT for the printout of letters for personalization.

HOMETERM is a simple telecommunications program, again easy to use, which allows you to talk with other computers, bulletin boards, on-line services, etc. In addition to the typical features of such a program, this also features a mini-DOS function which allows you to manage your files without leaving the program. You can complete such chores as formatting a disk, copying, deleting, renaming, and locking and unlocking files which can be extremely handy while you are on-line and trying to work within a file you have which needs maintenance. Within a special configuration file, you can set-up up to ten macros which allow you to do such things as "automate" your dialing and logging-on sequences. You simply program

in your set of characters once and a Control key will call up the string time and time again. Anyone who has had to sign-on to any of the on-line services can appreciate the simplicity this feature offers. This program also works in conjunction with HOMETEXT as you can edit your files and "chats" saved online with the word processing program.

All in all, this is a fine program for home use with enough flexibility to truly be useful. And, you can't best the price!

Recommended (MSR \$49.95)

COMPUTER AMBUSH (NA/**½)** has been reintroduced by SSI, as an improved version of a simulation of squad vs. squad combat in France during World War II. This advanced level game allows you to create your own soldiers, rearranging their combat characteristics to your specifications while having more flexibility in distributing weapons among your men. In addition, due to the all-new assembly language program, the new edition plays 20 times faster than the old. As the sergeant, you command a squad of ten infantrymen, each with his own name and background. Your squad is outfitted with rifles, plastic explosives, grenades, and more and you fight with carefully aimed shots, area bursts, explosions, and hand-to-hand combat. There is a video map display which shows a third of an overall map (the package includes complete plastic mapboards) which show terrain, buildings, rubble, open spaces, etc.

In addition to being a multiple-player game, the computer version has been enhanced in order to give you a top-notch opponent in multiple scenarios. The documentation includes complete soldier dossiers as well as the typical detailed rule book that SSI has become known for. The simulation buffs out there will enjoy this one a great deal. If you already own the old version, send \$20.00 and your old disk to SSI for the upgrade (48K disk; One-player; multiple-player)

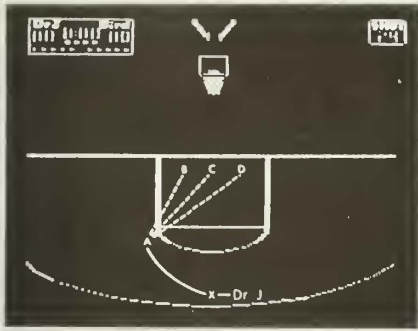
Recommended (MSR \$59.95)

KAMPFGRUPPE (NA/***)** is the newest war simulation game from SSI which is a platoon-level tactical game of combat on the Eastern Front from 1941 to 1945. The action is broken down into two phases. The first is the orders phase where the players give orders to the units they control. Then the units carry out the orders in the combat phase. You can choose to command either a German or Russian combat group with a platoon of armored vehicles. All the weapons are historically rated for combat effectiveness, as well as the time period of its service. As is always the case with SSI programs, KAMPFGRUPPE is highly advanced with a great deal of intricacy which must be digested before being able to properly play the game. There are even detailed descriptions of all the various German and Russian tanks and anti-tank weapons included. Via a printed program included in the documentation you can determine the kill probabilities for direct fire vs. armored vehicles by entering several variables which you can control. As with all SSI war simulation programs, this is terrific for those who enjoy this type of complex action. (48K; Solo Play; Two Player)

Recommended (MSR \$59.95)

CRITICALLY SPEAKING..

COLECOVISION-COMPATIBLE



JULIUS ERVING AND LARRY BIRD 30 ONE ON ONE (*½/*****) is, undoubtedly, the last ColecoVision cartridge to be released by MicroFun and it's the best and worst of sports games! We should preface our remarks by saying we were spoiled by the earlier computers versions of this title by Electronic Arts as far as graphics are concerned. Undoubtedly, due to the limitations of the system, the graphics are extremely blocky and barely recognizable as people in this version.

However, before we get into that, we should describe the program. It is just what the title indicates -- a "one-on-one" on the basketball court. You can play with a friend or against the computer, designating the computer to play whichever star you wish. There are four levels of play from "Park and Rec" all the way up to "Pro." Precise joystick handling is the key as you duck, jump, rebound, and move quickly to make your shot (or block if you are on defense). You will be called for such fouls as travelling, charging, blocking, etc. You also must get your shot off within the 24-second time limit. If you don't, your opponent gets the ball. It's a fast-paced game between two of the best players in basketball.

Gameplay Terrific

When we first started the game, we were very put-off by the graphics. The ColecoVision handles small human figures very well; however, large moving figures become disturbingly blocky. Even the ball is more a "cross" than a round object. As we began to play the game, the graphics bothered us less and less as the action was very absorbing. The fast-paced nature of this game doesn't give you much time to worry about how your players look and you'll soon find yourself immersed in the heat of the face-off. We tried the game with our Super Action Controllers and found we enjoyed the action much more with these joysticks. The action responds extremely well to the joystick control. We have rarely recommended a game which we felt so negative about in regards to the graphics; however, this is such a fine-playing game AND there is nothing like it for ColecoVision owners. We find ourselves recommending it to any sports fan out there! (solo play; two-player simultaneous) Recommended (MSR 49.95)

REVIEWS DELAYED

Due to the fact that Indus has a huge backlog on their 64-compatible disk drive, we have not been able to get one inhouse yet for review. We hope to have it shortly or coverage next month.

Meanwhile, in spite of the fact that Chirpee promised to send us a unit for review, we are still waiting!

Yes, Coleco DID Show A Computer Prototype at CES

Okay, you won't let us get away with not telling you anything! We didn't talk about it for a number of reasons, not the least of which is our doubts about its future, in light of Coleco's aborted entry into home computers with ADAM. But you're right, it's not fair for us to hold back information. All we can say to those of you who want to try another Coleco computer (are you suicidal??), is that we don't think you should hold your breath for this one.

The Details

The computer was kept in a back room and was shown only to about a dozen large retailers (to test the water, we guess). It's a micro which Coleco hopes to license to a large (and, as yet, unidentified -- if they even have someone lined up), electronics manufacturer. Only a prototype at this time, and non-operational, the computer features a built-in telephone (remember their very brief joint venture with AT&T?) with automatic dialing. Reportedly able to run Apple IIc and IIe software, it is planned for a retail of \$500, but would NOT be available until 1986.

Well, that's it. You probably understand why we didn't jump up and down to tell you about it. This is one of those stories that goes on our "back burners" for monitoring over the next several months. IF anything comes to pass, we will certainly pass it along to our readers.

Richard Petty Endorses Racing Game

Richard Petty, a well-known race car driver, has endorsed Cosmi Software's TALLADEGA, an auto racing game for the C64. In this game, you race against Petty, as well as eighteen other top drivers in a NASCAR Super Speedway Grand National Stock car race, with the features of "drafting" and "flat out" racing built-in. The game promises such realistic features as centrifugal force which pulls your car out during turns and turbo boost which allows for maximum acceleration on straight-aways. There are different track configurations, as well including a feature which allows the computer to design a new random track.

Helicopter Simulator

Meanwhile, Cosmi will also bow SUPER HUEY, a helicopter flight simulator for the C64 which teaches the player the techniques of rotary wing aviation and then sends the "trainee" on four missions, including Solo Flight, Exploration, Rescue, and Combat.

Watch for reviews of both programs shortly. Both games, packaged as disk and cassette together, will retail for \$19.95 each.

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AVAILABILITY UPDATE

ATARI COMPUTERS

FIRST QUARTER
 Alternate Reality (DS)
 Balblazer (EPYX)
 Barbie (EPYX)
 BC Grog's Revenge (SOL)
 BroadSides (SSI)
 Chipwits (EPYX)
 Empire (EPYX)
 F.B.I. (EPYX)
 G.I. Jor (EPYX)
 Hot WheelIs (EPYX)
 Impossible Mission (EPYX)
 London Blitz (AH)
 x-Lost Tomb (DS)
 Mindwheel (SYN)
 Pitstop II (EPYX)
 Pole Position (DS)
 Print Shop (BRO)
 Quest for Quintana Roo (SUN)
 Reformer 88 (SSI)
 Rescue on Fractalus (EPYX)
 Right Stuff (EPYX)
 Rock N Rhythm (SPN)
 Rogue (EPYX)
 Space Cowboy (AH)
 Summer Games II (EPYX)
 Suspect (INF)
 Trolls & Tribulations (CREAT)
 Two on Two Sports (EPYX)

FEBRUARY

Q*Bert's Qubes (PB)
 MARCH
 Essex (SYN)
 Halley Project (MIND)
 Miner 2049er II (MF)
 Pole Position II (DS)
 Wrath of Quintana Roo (SUN)

APRIL

On Track Racing (GAME)
 Raid Over Moscow (ACC)

SECOND QUARTER

Breakers (SYN)
 Brimstone (SYN)
 Great American Road Race (ACT)
 Ronin (SYN)

COMMODORE 64

FIRST QUARTER

Alternate Reality (DS)
 Balblazer (EPYX)
 Barbie (EPYX)
 Blackjack (SCRN)
 Burgertime (COL)
 Chipwits (EPYX)
 Empire (EPYX)
 F.B.I. (EPYX)
 G.I. Joe (EPYX)
 Hot WheelIs (EPYX)
 Journey to Cavern of Doom (MF)
 Many Ways to say I Love You (CBS)
 Mindshadow (ACT)
 Miner 2049er II (MF)
 Moreta: Dragonlady (EPYX)
 Muppet Welcome Aboard (BRO)
 Mystery Master-Felony (CBS)
 x-On-Court Tennis (GAME)
 Quink (CBS)
 Railroad Works (CBS)
 Rescue on Fractalus (EPYX)
 Right Stuff (EPYX)
 Rogue (EPYX)
 Serpent's Star (BRO)
 Sierra Championship Boxing (EPYX)
 Speak & Seek (IMG)
 Stunt Flyer (SOL)
 Summer Games II (EPYX)
 Tracer Sanction (ACT)
 x-Trolls & Tribulations (CREAT)
 Two on Two Sports (EPYX)
 Vicking Raider (INT)
 x-Wordfinder (CBS)

FEBRUARY

Barbados Booty (PB)
 Caribbean Quest (MF)
 Interplanetary Pilot (C&S)
 Lost Tomb (DS)
 Macbeth (IMG)
 Mail Order Monsters (EA)
 Mindwheel (SYN)
 Music Studio (ACT)
 x-OnField Football (GAME)
 Q Bert's Qubes (PB)
 x-Rock N BoIt (ACT)
 x-Sea Voyager (CBS)
 Spritamaster 2 (ACC)
 Web Dimension (ACT)

MARCH

Bounty Bob Strikes Again (BIG5)
 Essex (SYN)
 Master of the Lamps (ACT)
 On Track Racing (GAME)
 Racing Destruction Set (EA)
 Short Circuit (MF)
 Time Machine (IMG)
 SECOND QUARTER
 Alcazar (ACT)
 Breakers (SYN)
 Brimstone (SYN)
 Countdown to Shutdown (ACT)
 EduCalc (Grolier)
 Fireworks (ACT)
 Ronin (SYN)

APRIL

Karateka (BRO)
 Skyfox (EA)
 MAY
 Mastering the ACT (CBS)

APPLE COMPUTERS

FIRST QUARTER

Alternate Reality (DS)
 Bank St Storybook (Mind)
 Barbie (EPYX)
 BC Grog's Revenge (SOL)
 Beamrider (ACT)
 Burgertime (COL)
 Carmen Sandiego (BRO)
 Computer Baseball (SSI)
 Computer Quarterback (SSI)
 G.I. Joe (EPYX)
 H.E.R.O. (ACT)
 Hot WheelIs (EPYX)
 Injured Engine (IMGC)
 Journey to Cavern of Doom (MF)
 Kings Quest II (SOL)
 Mindshadow (ACT)
 Mr Do (DS)
 Pitstop II (EPYX)
 Science Tool Kit (BRO)
 x-Short Circuit (MF)
 x-Station 5 (MF)
 Stunt Flyer (SOL)
 Summer Games II (EPYX)
 Tracer Sanction (ACT)
 War in Russia (SSI)
 Wizardry Scenario 4 (SIR)

FEBRUARY

Barbados Booty (PB)
 Blackjack (SCRN)
 Caribbean Quest (MF)
 Essex (SYN)
 Interplanetary Pilot (CBS)
 Many Ways to Say I Love You (CBS)
 Mastering the ACT (CBS)
 Mindwheel (SYN)
 Q*Bert's Qubes (PB)
 Quink (CBS)
 Space Shuttle (ACT)

MARCH

Beach Head (ACC)
 Raid Over Moscow (ACC)
 Trolls & Tribulations (CREAT)
 Wilderness (EDU)

APRIL

Perspectives (PION)
 SECOND QUARTER
 Breakers (SYN)
 Brimstone (SYN)
 EduCalc (GROLIER)
 Halley Project (MIND)
 Music Shop (BRO)
 Ronin (SUN)

IBM PCjr

FIRST QUARTER

Alternate Reality (DS)
 Barbie (EPYX)
 BC Grog's Revenge (SOL)
 Bruce Lee (DS)
 Conan (DS)
 Decathlon (ACT)
 Dig Dug (DS)
 G.I. Joe (EPYX)
 Hot WheelIs (EPYX)
 Lost Tomb (DS)
 Mindshadow (ACT)
 Miner 2049er II (MF)
 Pac Man (DS)
 Print Shop (BRO)
 River Raid (ACT)
 Stunt Flyer (SOL)
 Summer Games (EPYX)
 Tracer Sanction (ACT)

FEBRUARY

Blackjack (SCRN)
 Essex (SYN)
 Mindwheel (SYN)
 Mystery Master-Felony (CBS)
 Q*Bert's Qubes (PB)
 Quink (CBS)
 Railroad Works (CBS)
 Seven Cities of Gold (EA)
 Word Finder (CBS)

MARCH

Adept (EA)
 Interplanetary Pilot (CBS)
 Muppet Learning Keys (KOALA)
 Wrath of Quintana Roo (SUN)

SECOND QUARTER

Breakers (SYN)
 Brimstone (SN)
 EduCalc (Grolier)
 Music Shop (BRO)
 Ronin (SYN)

MAY

Mastering the ACT (CBS)

Atari 2600

FEBRUARY
 Q*Bert's Qubes (PB)

COLECOVISION

FIRST QUARTER

BC Grog's Revenge (COL)
 Dambusters (COL)
 Illusions (COL)
 Number Bumper (COL)
 Summer Games (EPYX)

JANUARY

x-One On One (MF)
 Q*Bert's Qubes (PB)

MARCH

Wrath of Quintana Roo (SUN)

Atari 5200

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

ADAM

AdamCalc (COL)**
 Address Book Filer (COL)**
 Best of Electronic Arts (COL)
 Berenstein Spooky Old Tree (COL)
 Berenstein Spooky Old Tree (COL)
 Cabbage Patch Adv in Park (COL)**
 Cabbage Patch Kids Workout (COL)
 Cabbage Patch Kids Workout (COL)
 x-CP/M 2.2 (COL)
 x-CP/M 2.2 (COL)**
 Dragons Lair (COL)**
 Family Feud (COL)
 Home Software Library (COL)
 Home Software Library (COL)**
 Jeopardy (COL)
 Math Quest (COL)
 Math Quest (COL)**
 Scarry's Electronic Wordbook (CO**)
 Smart Basic 2.0 (COL)
 Smart Basic 2.0 (COL)**
 2010 Strategy (COL)
 2010 Strategy (COL)**
 Utility Kit (COL)
 Zaxxon (COL)**
 MARCH
 Best of BC (SYD)
 Wrath of Quintana Roo (CUN)
 Wrath of Quintana Roo (SUN)**
 (** - floppy disk format)

COMPANY NAME CODES:

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