

Computer Entertainer

the newsletter

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...and that's for Starters!!

The Rebirth of Video Games

The home video game industry, long assumed to be dead and buried, is showing some signs of life. Nintendo is preparing to introduce a new game system, Activision recently released two new cartridges for the Atari 2600, and INTV Corporation (formerly Intellivision Inc) is getting ready to introduce the INTV SYSTEM III for Intellivision

New Intellivision Console

That's right, folks--a new Intellivision console! The INTV SYSTEM III is said to feature enhanced graphics, LED on/off light, and compatibility with all Intellivision software products for a suggested retail price of \$59.95. INTV also plans to introduce new software titles and bring back some of the Intellivision classics, all in the \$9.95 to \$19.95 price range. Planning something of a revolution, they have launched a promotional campaign to stimulate video game sales during the Christmas season and revitalize the market. According to INTV CEO Terrence Valeski, "Not only do we want the 3 million Intellivision users out there to keep buying products, we also want to motivate sales from the 50 percent of U.S. households who have yet to own a home video game system."

The Software

INTV plans to produce 750,000 new software cartridges this year, including re-releases of the classics plus new titles. Set for release between now and Christmas are **WORLD CHAMPIONSHIP BASEBALL**, which includes line drives, fly balls, single player against the computer mode, and other new features; **THUNDER CASTLE**, a medieval game of knights, demons, and dragons; **KARATE CHAMP**, a martial arts combat game licensed from Data East and two other licensed arcade games, **PAC MAN** and **POLE POSITION**. The new games are all priced at \$19.95.



World Championship Baseball



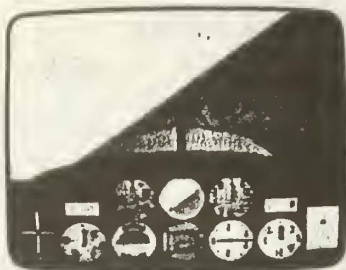
Thunder Castle

Still a Demand for Good Titles

Since acquiring the manufacturing and marketing rights to the Intellivision brand name and products from Mattel in June of 1984, INTV has been building its distribution networks in the U.S. and overseas. The company's leadership feels that there is still a demand for good game titles, one that has not been met since the total collapse of
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Critically Speaking...Commodore 64/128 Compatible

STUNT FLYER (★★1/2/★★★1/2) from *Sierra* is literally a twist on the flight simulation programs currently popular with computer gamers. Straight and level flying has very little to do with this exercise, though. Instead, you'll fly a stunt plane through loops, rolls, and lots of other tricky maneuvers. Start with "ground school," learning the basics of flight from the instruction manual,



watch an expert fly a series of twenty aerobatic maneuvers, and then get busy at learning the stunts yourself. We guarantee you'll crash a number of times during the learning process, but what fun you'll have! You'll control a Pitts Special, the most maneuverable of all stunt planes, through keyboard or a combination of keyboard and joystick. (Using the joystick gives a slightly more realistic feeling of flying, but the keyboard offers more precise control.) Your view through the plane's cockpit window is sometimes dizzying as you learn to control rudder, ailerons, elevators, and throttle. As you attempt each stunt, the program stores your flight and has the ability to play it back for you, so you can watch your performance from a spectator's perspective. When you have practiced enough to complete at least 15 maneuvers with a minimum score of 50%, "Competition" will appear on the option menu, and you can enter Sierra's STUNT FLYER contest for a chance to win \$1000. (Competition mode allows you to save stunt routines on disk.) Those who enjoy computer flight simulation will have a great time with this program. It's a welcome change of pace from the more straightforward flight simulators--and it's very reasonably priced. (Solo use; Joystick &/or keyboard; Disk; C64/128 only.) **Recommended.** (MSR \$24.95)

TEMPLE OF APSHAI TRILOGY (★★★/★★★1/2) brings three classic *Epyx* programs together on one disk for the first time: TEMPLE OF APSHAI, THE UPPER REACHES OF APSHAI, and THE CURSE OF RA. The original versions of these games were among the earliest role-playing adventures for home computers, and they helped establish Epyx as a major developer of entertainment software. The current versions offer improvements in graphics, sound, and faster play action, along with the convenience of three programs on a single disk.

The Evils of Apschai

Your role is that of a warrior exploring the underground mazes once inhabited by the priests of Apschai, the Insect God. Strange, evil rites were rumored to be practiced by the Apschai cult within these caverns, and a curse lingers here even now. But if you intend to capture the treasures of Apschai and learn the secret of the Sphinx, you must begin by selecting, naming, and arming your warrior character. Haggle with the Innkeeper for the best bargains you can strike, and then set off to explore Apschai's 568 rooms and 12 levels. The Temple is dark and scary--full of monsters, traps, treasures, and secret doors. The Upper Reaches feature humor along with horror, such as the killer tomatoes that attack in the vegetable garden. Gather up all the experience, weapons, treasure, and magic you can for the trip into the sandy wastelands of Ra, for there is serious evil in that place. After a few hours of exploration, you may want to stop: one game and up to fifty characters can be saved on the game disk itself.

Ahead of its Time

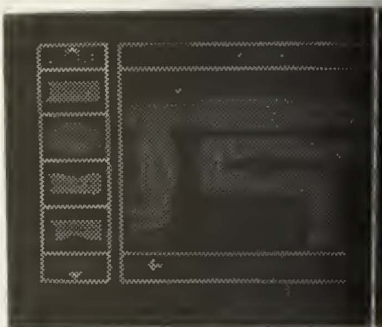
The last time we saw TEMPLE OF APSHAI was four years ago. Seeing an updated version made us realize that Epyx was ahead of

its time with this series. We kept recognizing elements that had appeared repeatedly in many games released since the original Epyx trilogy, elements that will be familiar to any adventure gamer. Many are derived from non-computer role-playing games such as "Dungeons & Dragons." TEMPLE OF APSHAI TRILOGY is classic piece of software that offers a great blend of strategy and action to keep you playing for many, many hours. (Solo play; Joystick &/or keyboard; Disk.) Reviewed on Atari & C64 (both versions on 1 disk); coming soon for Apple II, IBM PC/XT/PC/Macintosh.

Recommended. (MSR approx. \$40.00)

FAST TRACKS: THE COMPUTER SLOT CAR CONSTRUCTION KIT (★★★1/2/★★★1/2) is from *Activision*, and the fu

title says it all. The designer, Mark Turmell, provides you with a set of slot-car layouts on disk so that you can race to your heart's content --and not have a bunch of tracks to put away when you're finished! You race against three computer-controlled cars, and bumping others off



the track is fair game. Your car stays in the slot without steering--that is, until you take a curve too fast and go flying off the track! Once you race a few of the courses on the disk, you want to try designing your own. Your original designs can be as simple or complex as you like, composed of straightaways and curves, underpasses and overpasses, mergers, crash-prone intersections, oil slicks, and even switchers for three-way intersections. The mechanics of track design are extremely easy to master, but you do have to watch out for design flaws. (Our first effort bogged down in an endless, inescapable loop.)

Easy to Like

FAST TRACKS is a very easy program to like. The three-dimensional graphics are very clean, the action is exciting, the track designing is challenging, and the game is just plain fun. Best of all, **FAST TRACKS** has something unique. You can design the toughest track you can imagine, save it on the blank disk included with the program, and send it off to a friend to race on--even if your friend doesn't own a copy of **FAST TRACKS** itself. (Your friend will not be able to design tracks with the disk you send. This requires the master program.) This program will provide you with many hours of fun, and possibly the chance to win a trip to the 1986 Indianapolis 500 in Activision's track-designing contest. (Solo play; Joystick; Disk.) Available for C64 only.

Recommended. (MSR \$29.95)

News from Sierra

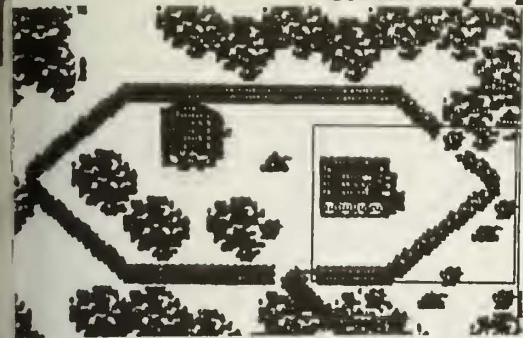
BLACK ONYX, the U.S. version of the popular Japanese role-playing adventure, has been cancelled in all formats due to production problems.

THE RATING SYSTEM...

- ★★★★ - EXCELLENT First Set of Stars: Quality of Graphics
- ★★★ - GOOD Second Set: Quality of Play Action
- ★★ - FAIR
- ★ - POOR
- NA Does not apply: i.e. adventure games often do not have 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. Some programs which are virtually identical for multiple systems will be so noted.

Critically Speaking...Apple Compatible



UNDER FIRE (NA/★★★) from Avalon Hill is a tactical wargame set in the period of 1939 to 1945. It contains armies from the United States, Germany, and the Soviet Union and can be fought on three different map scales. The situation map is a condensed version of the entire map on one screen, the strategic map shows about one-quarter of the entire map, and the tactical map is a close-up of a small portion of the map. In addition, the player has the option of creating their own maps from nine terrain types and saving pieces on the Mapmaker disk.

Several Scenarios

On the Scenario disk, there are nine various situations with ten variables which can be changed within each one--including nationalities of the units, their orders of battle, general orders, and map scale. Again, you can create your own scenarios. You can factor in weather, victory conditions, map scale, and general orders. You can choose to order a squad to attack or defend territory.

Very Complex

As in any tactical game, the documentation plays an important role. In this one, Avalon Hill stresses the importance of spending a good deal of time with the Rulebook for complete understanding of the rules as they are set down. They've been working on the program for over two years so that should give you a clue as to its complexity. However, to make it easier, play is controlled by your joystick. This is NOT for the beginning strategist, but it's a winner for the player who has some experience under his or her belt. By the way, the Mockingbird is supported for more realistic sound (one or two players; joystick optional for IIc/IIe, required for II+)

Recommended (MSR \$40.00)

CHEM LAB (★★★/★★★1/2) from Simon & Schuster is a chemistry set without the mess. (Parents take note.) It's a book-and-software package that's aimed at budding young scientists with inquisitive minds. The book presents a friendly, easy-to-read introduction to the basics of chemistry, and the software contains 50 different experiments in a lab equipped with flasks, beakers, bunsen burners, collectors, condensers, dryers, and even a pair of robot arms, plus dispensers for solids, liquids and gases. All of the experiments at three difficulty levels follow the same general format. The young scientist is given a list of raw materials plus the name and formula of the target element or compound. It's up to the experimenter to determine what to do to achieve the target. Each experiment is described in a way that relates it to the real world, such as creating a necessary ingredient for a tasty dinner (salt from sodium hydroxide, hydrochloric acid, water, hydrogen, and nitrogen) or making laughing gas (nitrous oxide from tin, sodium nitrate, ammonium sulfate, hydrochloric acid, nitrogen, and oxygen). Kids will literally get a big bang out of these experiments, such as making nitroglycerin. In fact, many of these experiments would be impossible for youngsters to try in reality because of danger or cost of chemicals and equipment. Obviously, no computer program can teach all the basics of experimenting in chemistry. For example, the importance of measurement never enters into this program. However, CHEM LAB does encourage exploration in a way that is not possible without

the computer, and most youngsters will find it a fun-filled learning experience. (Solo use; Keyboard.) Reviewed on Apple II; Available soon for Atari, C64, IBM PC/PCjr. **Recommended.** (MSR \$39.95)

MASTER OF THE LAMPS (★★★1/2/★★★1/2) is a new version of the Activision program designed originally for C64 and subsequently adapted for Atari XL/XE. This time we looked at the Apple version, recently released. In the game, you become a young prince who must recapture three renegade genies and return them to their lamps in order to take your rightful place on the throne. First you fly your magic carpet through twisting tunnels of diamond-shaped gates to reach the genies' dens. Then you must match the colors and/or musical tones each genie produces to gain one of seven pieces that make up a lamp, earning the right to move to the next tunnel of light. Assemble three lamps, and you've won the game--no easy task.

The Role of Music

In its C64 and Atari versions, music is an integral part of MASTER OF THE LAMPS. Music is aural decor in the roller-coaster rides through the tunnels and part of the challenging tests in the dens of the genies. Since the Apple II is the least musical of all personal computers, we had our doubts about how well the game might translate to the Apple format. There is no music at all in the tunnel-flying sequences of the Apple version. Fortunately, the sheer visual excitement of the moving graphics allows this portion of the game to work extremely well, even without the music. Especially if you've never played the other versions, you won't even miss the sound. However, the tones produced by the genies in their dens sound harsh--they're the typical music-like sounds you get from an Apple. Surprisingly, we still like the game without the beauty of the music, although we prefer the C64 and Atari versions. With or without good music, MASTER OF THE LAMPS is an innovative game, and the flying-carpet ride alone is worth the price of admission. (Solo play; Color monitor; Joystick.) Reviewed on Apple II; also available for C64/128 & Atari XL/XE at \$29.95. **Recommended.** (MSR \$39.95)

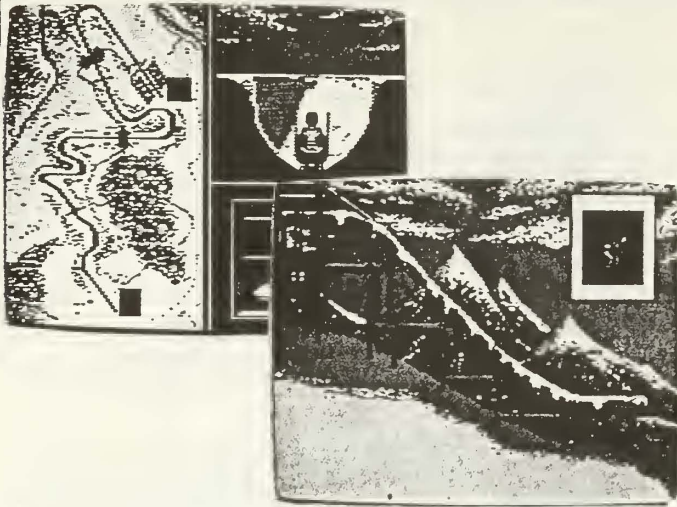
QUINK (NA/★★★★) is a quiz show on a disk, equally entertaining as a solitaire game or for fun at a party where teams can play. This fast-paced game from CBS Software requires beating the clock to eliminate items that don't belong in a set of eight. Playable at any of five difficulty levels, the game includes a mind-boggling array of over 150 different subject areas in six categories (fame, pop culture, imagination, science and nature, general knowledge, and "mixed bag"). QUINK is lively fun for ages 10 and up that will appeal to those who love TV game shows and trivia contests. Just reading through the game's subject areas is fascinating (everything from "Tools on a Swiss Army Knife" to "Nixon's Enemies List"), but playing the game is the real fun. (Solo or competitive play; Keyboard.) Reviewed on Apple II; also available for C64/128, IBM PC/PCjr. **Recommended.** (MSR \$34.95)

Win a Tour of Lucasfilm Games Headquarters

Epyx recently announced a group of promotional sweepstakes, but the one prize gamers might kill for is a tour of Lucasfilm Games. Five lucky (and likely very excited) people will win a trip for two to the design labs where BALLBLAZER, RESCUE ON FRACTALUS!, THE EIDOLON, and KORONIS RIFT were created. Oh, by the way, the prize also includes a weekend in San Francisco. (Look for specially marked packages of Lucasfilm games that include entry blanks for the contest.)

In connection with WINTER GAMES, Epyx is giving away a week for 4 at Lake Tahoe, plus runner-up prizes of ski equipment. One lucky purchaser of TEMPLE OF APSHAI TRILOGY will win an Amiga computer, with second and third prizes of Epyx computer games.

Critically Speaking...Commodore 64/128 Compatible



WINTER GAMES (★★★★/★★★★) is every bit as spectacular as the two Summer Games programs, and it's likely to be another gold-medal winner for *Epyx*. Not to tamper with a successful formula, the program begins with "Bugler's Dream," the familiar music used at the Olympics. A lone runner lights the torch, and a flight of doves takes wing--all against the frigid beauty of snowy-peaked mountains. The player chooses any of 18 countries to represent, going on to compete in any or all of the seven events: Hot Dog Aerials (ski jumping plus acrobatics), Biathlon (cross-country skiing and rifle shooting), Figure Skating (short program), Ski Jump, Speed Skating (against a computer pacer or another player), Free Skating (your own choreography), and the grueling Bobsled run. Non-scored practice sessions are possible in all events, but actual competition is judged by a panel of "international experts."

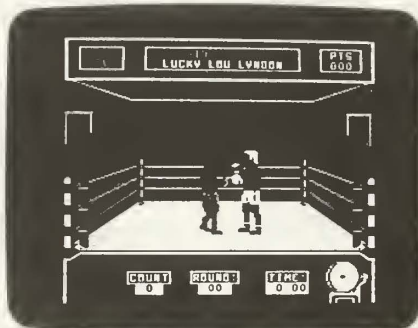
Breathtaking Scenery

The scenery is breathtaking, especially in the outdoor settings. The sense of reality is enhanced by excellent sound effects, and a nice variety of musical themes introduces the events. The contests themselves demand a wide range of controls from the joystick, all relying heavily on finesse and timing. There are lots of little details that make a big difference in your final performance: timing and sequence of jumps and spins in figure skating, keeping the skier's body and skis positioned correctly through the ski jump, developing the rhythm of the cross-country skier's and speed skater's strides, and working with centrifugal force in the icy turns of the bobsled run. In most events, just initiating a movement is only part of the task. Getting out of the movement at the right time can be tricky, too. **WINTER GAMES** is another superb piece of programming from *Epyx*. Can **WINTER GAMES II** be far behind? (1 to 8 players; Joystick; Disk.) Reviewed on C64; coming soon for Apple II, Macintosh.

Recommended. (MSR approx. \$40.00)

STAR RANK BOXING: THE MAIN EVENT (★★★/★★★★)

is another superb sports simulation from *GameStar*, playable by one or two. In the solo game, you create your own boxer: choose his race, color of trunks and hair, fighting style (dancer, boxer, mixed, slugger, bulldog), and image (loudmouth, hot temper, erratic, bruiser, nice guy). When you see his talent profile, you'll note that his skills are few--he's not exactly ready



for the heavyweight championship! (In the two-player game, choose an existing fighter from the circuit status screen.)

Building a Contender

As manager of a rookie fighter, it's up to you to make him a contender by supervising his training and setting up his matches on the fight circuit. Choose an opponent, study his strong and weak points, and then allocate training time to whatever your fighter needs: roadwork, light or heavy bags, weights, sparring time. The wisdom of your choices, along with the coaching of your fighter's punches, will determine the outcome in the ring. During the matches, the computer controls the footwork while you concentrate on punches, defensive moves, and strategy. A sufficient variety of inside and outside moves combined with the interaction of the individual fighters' styles and temperaments makes every match different. The matches are scored by judges, just like the real thing, and your fighter gains valuable experience with each one. This experience, combined with sessions at training camp, helps your fighter move up through the ranks.

Strategy and Finesse

Boxing is one sport that has not been well covered in the world of software, but *GameStar* has changed that and set a very high standard at the same time. No mere slugfest, **STAR RANK BOXING** emphasizes strategy and finesse over strength and eye-hand coordination. Whether you play alone or with a friend, the game is excellent from the start and becomes more satisfying as you develop your boxer's skills. You can even work with a number of boxers, saving the progress of as many as 40 on the game disk. (Additional fighters can be saved to a separate disk.) In fact, one of the most unique aspects of this game is the ability to schedule long-distance "dream matches" with a friend who also owns the game. You can send a disk containing your best fighter to a friend for a truly unique kind of competition. (Solo or competitive play; Joystick; Pause; Disk.) C64 only. **Recommended.** (MSR \$29.95)

KUNG FU: THE WAY OF THE EXPLODING FIST (★★★★/★★★★)

by *Melbourne House* is currently the best-selling game in Great Britain. It is now available in the U.S. from *UXB*, a division of *Spinnaker Software*. This is a game of martial arts combat fought by two men, each wearing a *gi* and *hachimaki* (the traditional, pajama-like costume and the warrior's headband). The scene is set with beautifully detailed Oriental backgrounds and appropriate music as the action unfolds in the form of a tournament. The fighters bow politely to each other. The referee sits placidly in the background, looking on like a wise Oriental philosopher. If you play against the computer, your fighter has the opportunity to advance in rank through a series of *dans* (black belt-level ranks). In the two-player game, it's a matter of one-on-one competition rather than advancing in rank, but both players have a full range of 16 moves, including kicks, punches, and leaps.

From the moment you hear the scream of a martial arts fighter that accompanies the opening screen, you are aware of the intensity of this game, despite its peaceful-looking setting. The matches may be set up and scored in tournament fashion, but the ferociously swift action of these fighters is more like a battle to the death between sworn enemies. The excellent graphics and sound effects add to the illusion of reality. Not only are the Oriental backgrounds lovely, but the fighters appear rounder and three-dimensional, and they cast moving shadows. And the action is relentless, with superb joystick response. The fighters seem to crumple when kicked in the belly. This is excitement and realism to the max, and martial arts fans will love every minute of it. **THE WAY OF THE EXPLODING FIST** is the very best martial arts game we've seen on any computer. Don't miss it! (Solo or competitive play; Joystick or keyboard; Disk.) Available for C64/128 only. **Recommended.** (MSR \$29.95)

Critically Speaking

KARATE CHAMP (★★/★★★★) was adapted by *Data East*

From their own arcade game, one of the most popular coin-ops of 1985, it consists of a series of karate matches at various locations, played against an opponent controlled by the computer or a friend. The matches are set up in tournament fashion, with a referee awarding points on the basis of the per-



fection of each kick or punch that knocks the opponent down. The winner of the match has the opportunity to earn bonus points by flattening thrown flower pots, splitting wooden blocks in two, or knocking out a stampeding bull. A full repertoire of 20 different moves is available to each karate contestant, from airborne somersaults to a variety of kicks and punches.

Plenty of Action

KARATE CHAMP is a fairly good translation of the arcade game, offering plenty of action in brightly-colored surroundings. Sound effects are limited to a some typical arcade-game music and a few light sounds. Unfortunately, the look of the game is flat and two-dimensional, keeping the characters and the settings from appearing as realistic as they might. (For example, the two fighters look as if they are floating in mid-air and riding invisible bicycles as they walk toward each other.) However, we can't be too critical of this flatness since the graphics of the coin-op game are rather flat, too, and it is nonetheless very popular. Martial arts fans will probably appreciate the range of movements available, even if the look of the game is not as realistic as it could be. (Solo or competitive play; Joystick on C64 & Apple; Keyboard on Apple only; Pause; Disk.) Reviewed on Apple II and C64. MSR \$29.95

A CHRISTMAS ADVENTURE (★★★1/2/★★★★1/2) is a delightfully humorous program from *BigCards Inc.* for the holiday season. Set at the North Pole in Santa Claus' ice-castle home, the game blends familiar yuletide characters with a few high-tech trimmings to create a Christmas mystery in the style of a graphics and text adventure. The time is nearly midnight on Christmas Eve, soon time to deliver a sleighful of gifts--but Santa and his reindeer have disappeared. It's up to you to explore the ice castle, find the jolly old man, and save Christmas! On your way to solving the mystery of Santa's disappearance, you'll find that his castle is full of surprises: a fugitive character from another game, an action-game sequence with elves, a time machine, and the opportunity to peek into Santa's database program. (Yes, Santa has joined the computer revolution.)

Generous with Hints

This program is very generous with hints through a "Help Menu" that's always accessible, making the game easier for youngsters and other novice adventurers. Be prepared, though. The author of the game loves puns, and the hints are full of them! Although the game is not especially complex, we think it will appeal to a broad range of players, including accomplished adventurers, because of its lighthearted spirit of holiday fun. But we've saved the best and most innovative feature of **A CHRISTMAS ADVENTURE** for last: the program can be personalized as a very unusual holiday gift for your game-playing friends. The program includes a well-designed, easy-to-use customization utility which allows you to enter the recipient's name, your name, and your own holiday message. When your friend plays the game, it will refer to him or her by name in several places throughout the program. Your name and personal message will only be revealed when the recipient solves the mystery. This feature makes **A CHRISTMAS ADVENTURE** a gift to remember for anyone on your list who owns the same computer

that you have. Youngsters will be thrilled to see their name on the screen, and even the most jaded adults are bound to be charmed by your thoughtfulness. (Solo play; Keyboard; Disk.) Reviewed on Apple II; also available for C64/128. Recommended. (MSR \$24.95)

...Commodore 64/128 Compatible

SPY VS. SPY VOL. II: THE ISLAND CAPER (★★★1/2/★★★★1/2) is a sequel to *First Star Software's* very successful "MAD Magazine's Official Spy Vs. Spy."

Once again, the trap-happy Black Spy and White Spy cartoon characters are opponents on a secret mission. Their goal is to find and recover the three parts of a top-secret missile which have been hidden on one or two islands. Each spy's activities are shown in "Simulvision," a split-screen technique that lets two players work at the same time. (One person can also play against a computer-controlled spy.) Although the goal is to find the missile parts, these two jokers like nothing more than to spring booby traps on each other. They can dig pits in the sand, perhaps burying a sharpened punji stick. Or they can attempt to blow each other up with coconut gasoline bombs or napalm. And they can set rope snares in palm trees. Of course, there's a very real danger of a spy's being caught in his own trap, an embarrassing turn of events as the other spy snickers sarcastically. Natural traps also exist, such as quicksand, sharks in the water, and an active volcano that blows up if the spies take too long finding the missile parts. The final danger to both spies is the sword-fighting that can come into play when both occupy the same portion of an island.

Zany Antics

Once again, the designers at First Star have done a great job of capturing the zany antics of these bumbling spies. The game offers lots of challenge and varying island layouts in seven difficulty levels. It's ideal for two players because of the simultaneous play action: there's no waiting for your turn to come up. The solo game is quite difficult, even with the I.Q. of the computer player set as low as possible, so experienced gamers will not be bored. With its colorful graphics and wealth of playing options, **SPY VS. SPY: THE ISLAND CAPER** provides a lot of entertainment value for the money. (Solo or competitive play; Joystick; Pause; Disk.) Coming soon for Apple II, Atari XL/XE. Recommended. (MSR \$29.95)



Affiliated Label Program Expands Again

Electronic Arts has welcomed one more to their Affiliated Label program: Origin Systems, home of Lord British and the **ULTIMA** series. Starting with the newly-released **ULTIMA IV**, Origin's programs will now be distributed by Electronic Arts.

New from Electronic Arts

The designers of Electronic Arts have been busy on lots of new programs and conversions, many of which will be available between now and Christmas. (See Availability Update for Systems and projected release dates.) New programs include **HEART OF AFRICA** (a sequel to **THE SEVEN CITIES OF GOLD**), **THE BARD'S TALE** (a role-playing adventure), and **MOVIE MAKER**. Conversions due soon include **MUSIC CONSTRUCTION SET** and **PINBALL CONSTRUCTION SET** for Macintosh, **ADVENTURE CONSTRUCTION SET** for Apple II, and Amiga versions of **THE SEVEN CITIES OF GOLD**, **SKYFOX**, **ONE ON ONE**, and **ARCHON**. Also set for Amiga is a new title, **ARCTIC FOX**, which involves tank warfare.

Critically Speaking...Apple Compatible

THE COMPLETE I CHING brings a system of 4000-year-old Chinese spiritual philosophies to the modern microcomputer. The program from **H.U.M.A.N.S., Inc.** (Heuristic User-Machine Applications for Network Systems) is based on Khing Alx Dhiagh's book, *I Ching: Taoist Book of Days*, and it includes the complete text of I CHING, or the "Book of Changes," along with the means to use the text to answer questions. (Khing Alx Dhiagh, Ph.D., may be familiar to you as the actor who played David Carradine's spiritual guide and teacher in the 1970's TV series, "Kung Fu.")

Advice and Predictions

For those who believe in its system, I CHING is a method for making important decisions, determining the most probable course of future events, or choosing the best course of action. (Even if you don't subscribe to I CHING's ability to advise and predict, its Oriental philosophies of human behavior and action make interesting and thought-provoking reading.) For centuries, people have formulated questions to be answered by I CHING. While thinking of the question, an individual tosses a group of three coins six times. The groupings of heads and tails resulting from the six tosses are translated as fixed or moving lines representing the two basic life forces: yin (female, passive, negative) and yang (male, active, positive). There are 64 different images represented by the 64 possible groupings of fixed and moving yin and yang lines. Each of these images corresponds to a passage of philosophy and advice in I CHING. I CHING's answer is said to be based on your unconscious mind's ability to psychically influence the toss of the coins.

Computerized I CHING

With this program, no coins are used, since the computer can easily simulate a random event such as tossing coins. You are instructed to concentrate on your question as you cause the computer to "toss the coins" six times. The hexagram of yin and yang lines is quickly generated on the screen and identified by the program as one of 64 unique I CHING images. The reading corresponding to the image can then be displayed on the screen or printed out. Each reading consists of a four-part commentary by Chinese sages on the particular I CHING image, suggesting appropriate action and offering advice relating to your question. If the hexagram contains any moving lines, the reading is followed by a transformation in the hexagram, leading to a new image and a second reading.

Insight into Oriental Philosophies

There was a period in the 1960's and 70's when the use of I CHING in book form was very popular on college campuses. Although its general popularity tends to wax and wane, I CHING remains a source of insight into Oriental philosophies of appropriate human behavior--whether or not you choose to believe in its ability as a prognosticator. The chief advantage of this computer program is that it makes I CHING extremely easy to use. As we see it, though, its greatest disadvantage is a rather high price relative to other self-help software. (However, the developer does offer a 30-day, money-back guarantee.) Ultimately, only the prospective purchaser can decide whether the program's value justifies its price. The program is available directly from the developer: H.U.M.A.N.S., Inc., P.O. Box 352, Sterling, VA 22170, phone 804-525-3441. (Solo use; Keyboard; 64K disk.) Available for Apple II+/IIe/IIc only. MSR \$69.95

More Adam Software

Reedy Software has just announced a typing program, copy program, among others for Adam owners. For further information, write to them at 10085 60th Street, Alto, MI 49302.

Apple II Forever

The venerable Apple II line is expanding once again. Apple recently announced a pair of peripherals designed to increase the power and speed of these computers: UniDisk 3.5 and Apple II Memory Expansion Card. UniDisk 3.5 is a 3 1/2-inch floppy disk drive which can store up to 800K of information, more than five times the capacity of Apple's current 143K, 5 1/4-inch drives (which will continue to be available). Loading and saving time is said to be cut up to 50% with the new drive, which uses double-sided disks. UniDisk 3.5 is available now at a suggested retail price of \$499 and can be used in combination with 5 1/4-inch drives on all Apple II computers. The Apple IIc requires a modification by the dealer to use the UniDisk 3.5, and the other Apple II computers will need a \$69 accessory kit, which includes an interface card capable of running one or two drives.

One Megabyte for Apple II

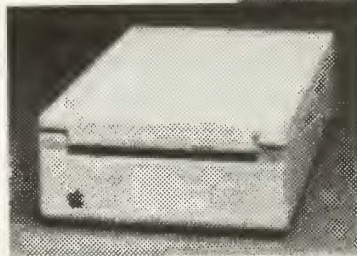
The Apple II Memory Expansion Card breaks the 128K barrier for Apple II/II+/IIe, allowing a whopping internal memory capacity of just over one megabyte in dealer-installable, 256K memory increments. The extra memory can be used as an internal disk drive (RAM disk), allowing for faster-running programs. With revised software, larger documents are possible, too. Price and availability date are yet to be announced for this product, but some software developers are already making their products compatible with it.

Monitors, Modem, and ImageWriter II

Apple also announced two new color monitors, a modem, and an upgraded ImageWriter II printer. Both ColorMonitor IIe and ColorMonitor IIc are available now (MSR \$399). They are 13-inch, high-resolution, composite color monitors that switch to black-and-white for 80-column text applications. The tiny Apple Personal Modem, available now, is a Hayes-compatible, intelligent 300/1200-baud modem (MSR \$399) that plugs into a wall socket or power strip. ImageWriter II (MSR \$595) is said to be twice as fast as the original ImageWriter (250 cps draft mode, 180 cps standard, 45 cps near-letter-quality), with improved print quality and paper handling, quieter operation, ability to print text and graphics in black plus six colors, and expansion options including 32K buffer.



Apple ImageWriter II



Apple UniDisk 3.5

Software Support

Some of the software developers announcing support of one more of the new Apple products include Baudville (Take I, Blazing Paddles, Prince); Broderbund (Dazzle Draw, Fantavision); Comput Associates Micro Products Div. (SuperCalc 3a); The Learning Company (Robot Odyssey I, Magic Spells); MECA (Managing Your Money, Mindscape (ColorMe); Monogram (Dollars and Sense); Quantum (Catalyst); Scarborough Systems (MasterType's Writer, Your Personal Net Worth, The Original Boston Computer Diet); Software Publishing Corp. (PFS series: File, Report, Write, Plan, Graph); Sier (HomeWord Plus); United Software Industries (ASCII Express Weekly Reader (Sticky Bear Printer).

The Amiga - Part Three SOFTWARE COULD BE DAZZLING

sed on promises by the various software manufacturers, there's question that Amiga could benefit from some terrific software. course, we must caution that what's announced vs. what's available and WHEN can be very different (remember all that was promised for Macintosh and it's only just really coming into reality er a year later). However, Amiga has a couple of things going for First, because the 68000 chip has now been programmed for, the translations are not nearly as difficult as dealing with the technology as something new, ala the Mac. Secondly, software developers appear to be panting at the opportunity to use the credible graphics and sound capability of the machine.

Electronic Arts Big Supporter

Rip Hawkins of Electronic Arts has been, probably, the most vocal the Amiga supporters and is nearing completion on translations, well as new titles. In the translation arena, look for ARCHON which duplicates a chess match with wizards and dragons in stunning 3D. DR J AND LARRY BIRD GO ONE-ON-ONE will be more realistic than ever with the sounds of a real basketball confrontation. SEVEN CITIES OF GOLD and SKYFOX are two more translations planned. In new product, look for the DELUXE VIDEO CONSTRUCTION SET which creates animated video with cartoon-like graphics and sound effects (you'll even be able to record them to videotape!). MARBLE MADNESS is planned as a faithful translation of the hit arcade game. RETURN TO ATLANTIS is a 3D undersea adventure with realistic sound effects. Finally, ARCTICFOX is a first person tank combat game.

Other Entertainment

It goes without saying that Infocom will offer translations of its entire library of interactive fiction stories. In addition, Hayden Software will offer SARGON III, with 9 levels of play and a variety of 68,000 moves. Mindscape will offer its brand new title, DEJA VU, a mystery game as well as a translation of THE ALLEY PROJECT, and KEYBOARD CADET. SubLogic, the flight simulation experts, will offer up RADAR RAIDERS, with 3D aging, color graphics with shadings, hidden surface removal and alternating in real time. It simulates a high performance jet aircraft flown in test pilot and combat game modes. Broderbund will begin its entry with its hit program, PRINT SHOP, with greatly enhanced graphics.

Lots of Productivity

Arktronics has a word processing program, TEXTCRAFT, which will allow four type style and three fonts as well as up to eight colors for text or background! Chang Lab will translate their RAGS and RICHES series: Ledger, Payables, Receivables, and Sales. AMIGA TUTORIAL from Mindscape, is designed as a supplement to the machine manual. ENABLE/THE OFFICE MANAGER, from the Software Group, is an integrated business management package, which can transfer files to and from 1-2-3, dBase II, MultiCalc, Volkswriter, Easy Writer I, and Multimate. ENABLE/RITE is an advanced word processing program which has automatic footnoting, index and table of contents generation, etc. You'll be able to communicate between your Amiga and other systems with Software 66's, TELECRAFT, a communications package. CALCRAFT, from Synapse, is designed as an advanced spreadsheet.

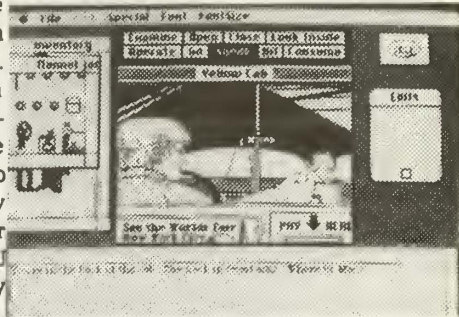
More On Drawing Board

We know of several other companies who are planning translations as well as new titles; however, we believe these won't begin to really surface until the viability of the Amiga is certain. While anyone who's seen the machine is very excited about its capabilities, it's still somewhat of a guessing game as to the kinds and quantities Commodore will be able to move into the marketplace.

Critically Speaking...

Macintosh Compatible

DEJA VU: A NIGHTMARE COMES TRUE!! (★★★★/★★★★) is a perfect evocation of a 1940's murder mystery that lets the player take a role which could have been played by Bogey himself. This is *film noir* on a computer, and Macintosh's black and white screen is well suited to the mood. Created by ICOM Simulations for Mindscape, DEJA VU begins in the grubby men's room of a seedy



bar where you awaken in a dazed stupor with a lump on your head and a case of total amnesia. As you wander around searching for clues to your identity, you discover a corpse with three bullet holes. Worse, the gun that seems to be yours has three bullets left in the chamber--and three spent casings. Looks like you have an even bigger problem than loss of memory! Either you iced this character, or you've been framed for murder. You have to figure out who you are and who murdered this guy before the cops catch up with you and throw you in the psycho ward of the prison hospital.

Designed for Macintosh

Because it was designed directly for Macintosh, DEJA VU has a different approach from other role-playing adventures adapted to Mac. A beautifully detailed picture of your current location and accompanying text occupy a window in the center of the screen. A command window includes "examine, open, close, speak, operate, go, hit, and consume." An exit window shows where you can go from your present location, and an inventory window lets you take items from your current location and carry them with you. A series of menus across the top of the screen cover functions such as saving a game or copying information from the text window into the Note Pad (very handy). Virtually everything you do in this game is controlled by the mouse, with the exception of spoken comments to other characters in the story. The result is a game that moves smoothly and avoids the frustration of a parser that doesn't always recognize what you're saying. Moving objects into inventory is as easy as clicking the mouse button, and a visual display of the inventory's contents is always available for examination or use. Although the mystery itself isn't easy to solve, interaction with the program has been simplified to allow concentration on the action of the story. DEJA VU uses Mac's special talents extremely well, and its cleverly written story is sharp-edged and humorous. Even the manual maintains the integrity of the story's mood as a smart-alec character takes you through the mechanics of the game. He begins by telling you that "The first thing ya gotta do is stick that little plastic thing labeled Deja Vu One in the little hole on the fronta your Mac...when it's good and ready, the Mac'll spit out the first disk thingy and tell ya to stick in the other one..." See what we mean? DEJA VU is a classy game that will appeal to those who love a mystery. (Solo play; Mouse & keyboard; 2 disks for 128K/512K Macintosh with 1 or 2 drives.) Coming soon for Amiga. Recommended. (MSR \$54.95)

BACK ISSUES AVAILABLE....

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

Critically Speaking...Macintosh Compatible

We've had several requests for information from our Mac owners regarding Accounting systems they can use for small businesses. **Sierra** has recently released the first module in a four-part accounting series, entitled **MACONEWRITE**.

This first module, **CASH DISBURSEMENTS**, replaces the popular "pegboard" manual bookkeeping system in which the user writes a business check and uses the peg system to keep an automatic ledger on the transactions. In the check mode, the Mac simulates an actual check on screen (you can purchase continuous-run checks for the actual printing of your checks, or you can choose to use it as a "soft-copy" check writer only) and asks you for the pertinent information--date, to the order of, description of expense, amount, and which area of expense the money should fall under. There are many accounts already set-up within the Accounts window, from inventory, phone, auto expense, salaries, to many others. You can also set-up additional areas which may be important to your business. There is also a Vendor address list which can be set-up at the beginning of use of this program or vendors can be added as needed when you want to write a check. You can print out Vendor Year-to-Date Reports at any time for a quick overview of what monies have gone to what vendors. This program allows deposits to be made, as well as entering bank charges, bank interest, and reconciliation at the end of the month. At the end of the month, you'll probably want to generate the Disbursements Journal Report which lists all your checks, deposits, bank charges and bank interest for the month. At any point in the year, you can also run the Income Statement which lists income and expense account totals for the year. The Balance Sheet Report shows you your financial position through a specific accounting period.

File Edit Checks Doing Reports Options Year					
Disbursements Journal					
Month:	January		Bank Balance:	4,019.00	
DATE	TO THE ORDER OF	DESCRIPTION	CHECK #	AMOUNT	
1 5/8/85	City Electric Company	Electric Bill	3	320.00	
2 5/8/85	Mountain Bell	Telephone	4	98.85	
5 5/8/85	Stan's Tire Shop	Auto repairs	5	430.00	
3100 Pearl Street Boulder, Colo. 80201					
Pay Four Hundred Thirty and 00/100 dollars					
Sierra On-Line, Inc.					
Bank of Yosemite 1230-3232					
Account	Amount	Account	Amount		
520	Auto Expense	245.00		0.00	
700	Repairs & Maintenance	185.00		0.00	

Easy to Use

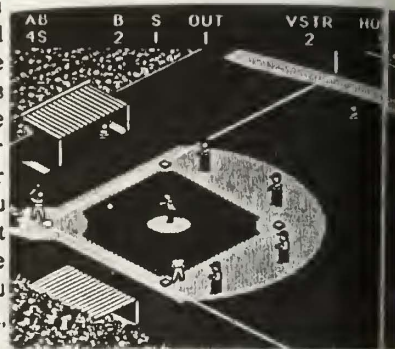
Accounting practices can bring fear to the strongest of men (and women) if accounting is not your strength. After all, when the IRS wants the information from your business, they don't want dozens of scraps of paper with no indication of what the items should be charged against. Also, having everything in computer form makes it easy to manipulate various reports and NOT worry about adding up the figures wrong on your trusty hand calculator. The one potential drawback to this program is if your business works from more than one checking account, a practice which is not all that uncommon. Unlike Monogram's Dollars and Sense program which can handle multiple checking accounts (that program is not nearly as powerful as this one, overall, however), **CASH DISBURSEMENTS** can only handle one checking account (as well as a savings account). However, if you work from one business account, you'll find this program extremely easy to use and manipulable in generating reports. Three additional modules will follow shortly: **ACCOUNTS RECEIVABLE**, **PAYROLL**, and **GENERAL LEDGER** which we will cover as they become available (requires 512K and ImageWriter printer) (MSR \$245.00)

THE BOOK OF MACINTOSH SOFTWARE 1st Edition is the first Software guide for Macintosh users and it's published by **Accura Inc.** Quite current through product shipped this summer, the book features reviews of over 200 Mac software packages in ever category--productivity, games, language, accounting, data management, text, graphics, etc. It's written in very clear non-technical english that the everyday user is comfortable with. Each product is rated in several ways: Overall Rating; Ease of Use; Documentation; Reliability; Error Handling; and Value for the Money. Virtually all reviews include multiple screens and you find pricing, as well as all the features to expect with package--the perfect way to determine what you need **BEFORE** you spend your hard-earned money. There is also a short section on accessories, as well as a complete listing of names and addresses of Macintosh software manufacturers. All in all, if you've got Mac, this is a small, but extremely helpful investment to make. \$19.95, it's a bargain!

Recommended (MSR \$19.95-paperback)

CHAMPIONSHIP STAR LEAGUE BASEBALL (★★★★ 1/2/★★★★ 1/2) has just been converted to Macintosh

by **Gamestar** so you can now play baseball with your Mouse! The premise of the game is virtually the same as the earlier versions for other systems. In the one- or two-player version, you must come up to bat against one of three pitchers. In defense, you must choose your pitch, fielding the ball if its hit.



The basic premises of baseball are the order of the day including seventh inning stretch with music, pitchers that begin to tire in late innings, and the importance of strategy in putting your tee together to take advantage of your opponent's weaknesses.

Easy to Play, Tough to Master

Having played virtually every baseball game out there, it took a minute to get used to directing all commands via the Mouse. However, after a short time of adjustment, we found ourselves controlling the movements (either as a batter, pitcher, or fielder) in a manner which we found far superior to either keyboard or joystick control. As the pitcher, you just hold the button down while you slide the Mouse in one of eight directions for eight distinctive pitches. The same premise is used as you throw the ball around the infield (click and point to the base you're throwing to) and you'll find that you won't even have to think about what you're doing once you've been playing awhile. Playing against the computer is, of course, tougher than playing against a friend, but the program allows you to take batting practice against one of the three pitchers provided. The graphics are very fine and crisp, with a great rendition of the National Anthem to start things up. Gamestar even provides instructions for you to do a screen dump to your printer to save your results for friends. If you should beat the computer (no easy task), send a screen dump to Gamestar to be eligible for their "Star Leaguers Baseball Club." This is the first (and only) baseball game for the Mac, and it's a terrific one that every sports fan will enjoy. (one-player, two-player; pause) Recommended (MSR \$34.95)

New Flight Simulator for Macintosh

Bullseye Software is releasing **FOKKER TRIPLANE FLIGHT SIMULATOR**, a WWI flight simulator for Mac. Retail will be set at \$59.95.

Critically Speaking...Macintosh Compatible

FAHRENHEIT 451 (★★★1/2/★★★1/2) is one of three *Bluaticum* adventures newly available for Macintosh. (The others are **DRAGONWORLD** and **AMAZON**.) In this game, the player comes Guy Montag, former fireman and protagonist in Ray Bradbury's chilling tale of, a darkly anti-intellectual future when books are burned to save people from the "dangerous knowledge" they contain. The game is a sequel to Bradbury's book, letting the player become the fugitive Montag as he wanders the streets of New York seeking members of the Underground who keep knowledge alive by memorizing the forbidden books. (Quotations from literature are used throughout the game, both as recognition signals between Underground members and as the means for conveying messages.) The player's goal is to keep Montag alive, help him find his friend Clarisse and the other Underground members, and to restore knowledge and freedom to all the people. You must help him change his identity and avoid detection by the Terrible Mechanical Hounds.

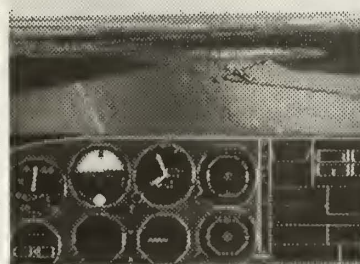
Sophisticated and Unusual

The graphic and text content of this **FAHRENHEIT 451** is nearly identical to that of versions for other systems. The black and white graphics in a time-ravaged New York are especially fitting for the somber tone of the adventure. The only functional difference is the presence of a few commonly used commands, such as "look" and "give" in pull-down menus that are accessible at all times. The one feature we really appreciated was access to Mac's Note Pad, which is very handy for keeping track of literary quotes and other details. In all its versions, the game is sophisticated and unusual. And it's a real treat for fans of Ray Bradbury's stories, because the author actually collaborated on the development of the game rather than just lending his name to the finished product. (Solo play; Keyboard & mouse; 2 disks for 128K/512K Macintosh with 1 or 2 drives; Blank disk required for game-saving.) Also available for Apple II & IBM PC/PCjr at \$39.95; for C64/128 at \$32.95. **Recommended.** (MSR \$44.95)

THE GATEWAY (★★★1/2/★★★1/2) from *Priority Software* is a text adventure with graphic enhancement. You're the sole heir of Bertrand Von Wyk, your missing uncle who has been declared legally dead, gives you title to a strange old building and everything it contains. Rummaging through old Bert's papers, you discover references to a Gateway to other worlds. This Gateway becomes the object of your quest, but the Gateway itself is only the beginning. The worlds on the other side are many, and they are filled with things both good and evil, wonderful and awful. In finding the Gateway and exploring the worlds beyond, you must depend on the text of the game, possible clues in the pictures on the screen, and clues that can only be found in the three Artext color drawings that accompany the program.

On-Line Help

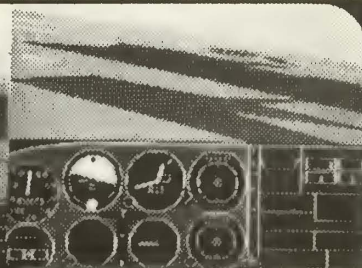
GATEWAY is an exciting and challenging adventure with a unique, on-line "help" feature that makes it possible for even beginners to tackle the game. Help is available at all locations in the adventure, and you may choose anything from a subtle hint to a complete answer to your problem. (Use hints sparingly, though, because they subtract points from your score.) Another unique feature is the use of three Artext prints, which must be studied for clues that do not appear anywhere within the game. Although you communicate with the game in the usual way through the keyboard, the mouse can be used for quick movement by clicking on a direction. The mouse also accesses menus with common commands, such as "look," and "inventory." The parser is complex, allowing multiple commands and interaction with characters in the story. **GATEWAY** is a very satisfying game to play, with well-drawn pictures and an involving story by science fiction author, Michael A. Banks. (Solo play; Keyboard & mouse; Blank disk required for game-saving.) Viewed on Macintosh; coming for Amiga, Apple II, Atari ST, C64/128, IBM PC/PCjr. **Recommended.** (MSR \$49.95)



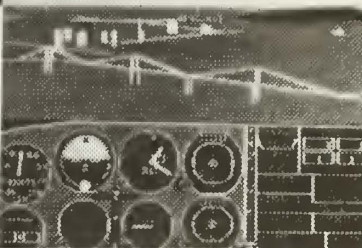
KANSAS CITY



Landing Approach at San Francisco



DALLAS/FT WORTH



SAN FRANCISCO

Scenery Disks for FLIGHT SIMULATOR II and JBT

SubLOGIC has just released six scenery disks covering the Western half of the continental U.S. for Commodore 64/128 and IBM PC/PCjr. The disks are \$19.95 each (or 6-disk set for \$99.95) and include maps and airport directories for use with **FLIGHT SIMULATOR II**, **JBT**, and **MICROSOFT FLIGHT SIMULATOR** (IBM). Scenery disks for Atari XL/XE will be ready before Christmas, and Apple II versions should be out by the end of the year. Scenery Disks 7-12 covering the Eastern U.S. are in the final stages of development.

FLIGHT SIMULATOR II for 16-Bit Computers

The Macintosh version of **FLIGHT SIMULATOR II** is nearly finished. Once it is complete, designer Bruce Artwick will go to work on FS2 for the Atari ST and Commodore Amiga. These enhanced versions of FS2 are expected to have faster and smoother 3D scenery animation and more realistic engine sounds.

Datasoft Releases Delayed

New releases from Datasoft, including **ZORRO**, **GOONIES**, and **ALTERNATE REALITY**, are sitting in the warehouse and "ready to go," according to a company spokesman. So what's holding them up, you might ask. Well, we did ask, and it seems that Gillette, a minority shareholder, was attempting to acquire the remaining shares of Datasoft. The parties could not agree on the terms of sale, and the matter now awaits resolution in court. Datasoft is closed until the conflict is resolved, which puts their new software releases in limbo for the time being. We should have more to report in our next issue.

Disk Loading Problems with C128?

According to calls we have received, some people are having problems loading a few of their C64 disk programs on the new Commodore 128. Reports include failure to load some titles with either the older 1541 disk drive or the new 1571 drive connected to the C128, plus some titles that load fine from the 1541 but won't load from the 1571. We've even had contradictory reports on some titles that will load on one person's C128 system and not another's. This problem came to our attention too close to press time for us to be able to track it down, but we will report our findings in the next issue. We encourage our readers to write or call with any C128 loading problems they've experienced.

CLIP ART - Part Two

Last month we covered several of the Macintosh clip art and font programs currently available. This month, we want to introduce some aids available to use in conjunction with the Clip Art programs.

CLICK ART EFFECTS, by *T/Maker*, is a marvelous program which installs right onto your MacPaint disk! First, make a back-up of MacPaint (something you should do anyway), and copy the Click Art Effects file on that disk. Then, whenever you wish to use the Effects feature, you simply pull down the menu under the apple, click the Effects feature, and you can then rotate, slant, distort, or use perspective on whatever image you currently have on the screen.



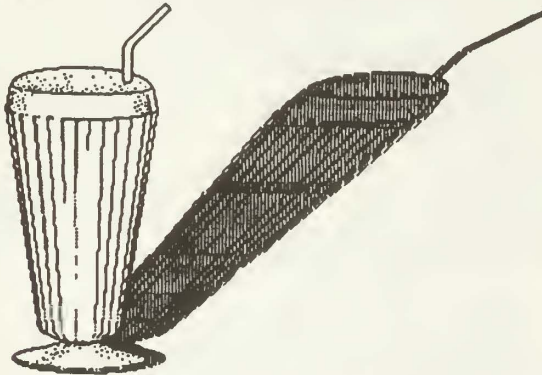
Normal



Slanted

Rotation

Simple to use, Rotate allows you to turn your image as little as one degree. You begin by choosing the Rotate tool, outline the image area with your cross-hair, taking an area slightly larger than the picture. You then place the pointer at the corner of the box and you can drag the mouse in order to push or pull the image in the direction you want. When you have it in the desired angle of rotation, release the mouse button and within seconds your image will appear in its new orientation. If you're unhappy with the angle, you can use the UNDO from the EDIT Menu.



Slant

If you want your picture to lean like the Leaning Tower of Pisa, this effect will do the trick (in fact, the slant icon is a representation of the famous tower). You can slant letters or pictures backwards or forwards, up or down. With some practice, you can make some great shadows (like our milk shake) for both images and lettering.



Normal



Using Perspective

Perspective and Distort

With this feature you can compress or enlarge your image to give the impression that it is stretching off into the distance, or painted on a wall. It works well with both letters and images for a variety of situations. Distort is a fascinating tool which can be used after slanting, rotating, etc., or on its own. It's perfect for giving the illusion of a rippling flag or any number of other uses.



Distorted

Extremely Useful Tool

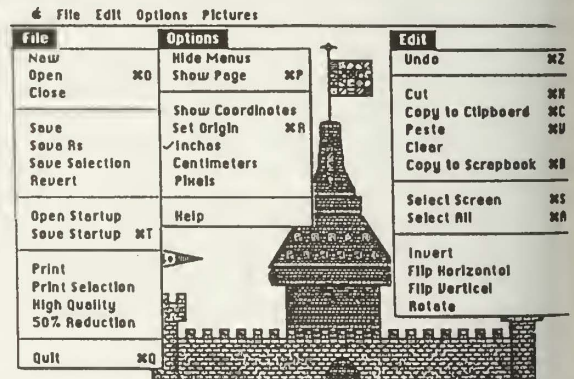
Anyone who uses graphics on their MAC should make this program a MUST purchase. The versatility it gives you is tremendous and suddenly opens up your images to exciting new possibilities. What we really like is the ease in which the program is installed on any or all of your MacPaint disks so it is readily available for use whether you're working with fonts, pictures, or your own creations.

Recommended (MSR \$49.95)

ACCESSORY PAK 1 from *Silicon Beach Software* is another utility program which is used in conjunction with Clip Art software and it will take away a great deal of the frustration encountered when working within those programs.

Paint Cutter

The portion of the program which is designed specifically for us with MacPaint is called **PAINT CUTTER** and it's an incredible little item which will save you time and frustration. How many times have you wanted to move more than what shows in your window to the Clipboard for pasting into MacWrite? We've encountered the problem time after time so we were anxious to give this a try. All you have to do is drag your rectangle to capture the area you wish to include--if you need more than what shows on your screen, just continue to drag and the picture will scroll, allowing the selection to be larger than the screen. On the 512K Mac, you can open up to four MacPaint document windows and flip between them instantaneously, copying and pasting selections as desired. In addition, you can copy directly to the Scrapbook without opening the Scrapbook desk accessory; paste MacDraw pictures of any size into a MacPaint document; and customize the startup screens which will appear instead of the "Welcome to Macintosh" screen. The Move, invert, and flip features work regardless of the size of the item and will do a 90 degree rotation on selections up to 8" tall. In the Print mode, you can print the area of the screen you have designated or the entire screen in normal, high quality, or 50% reduction mode (Clip Art graphics run in last month's newsletter were printed with this 50% mode).



Other Features Too

Other features within this program include a **SCREEN Saver** which can be installed in any of your programs. This program blanks the screen whenever there is inactivity (the time before blanking is user-adjustable). A small image of the Macintosh bounces around the screen so you know your Mac is powered up. A click of your mouse reactivates the screen. **QUICK EJECT DESK ACCESSORY** is just that--installed in any program with a system file via FontMover, it allows immediate ejection of your disks and quick start-up of a new disk. **RULERS DESK ACCESSORY** is also installed via the Font/DA Mover onto the System File of your MacPaint disk. You can then work within your MacPaint documents with rulers on both the vertical and horizontal axes in inches, centimeters, or pixels. The Ruler feature can be extremely helpful in drawing objects to size (if the ruler indicates your drawing is 2"x2", that's exactly what it will be when it prints out on your

PageWriter. There is also a **COORDINATES DESK ACCESSORY** which lets you track the pointer's position on the screen, regardless of the program you're using. The readout can be measured in centimeters, pixels, or inches.

Terrific Accessory

Anyone who uses the graphic clip art programs should RUN to their nearest store to purchase this item just for Paint Cutter. The illustrations we encounter

in the first several days of working through all the Clip Art programs were reduced greatly when this program arrived. Silicon Beach has added additional value by including the other accessories. Even if you only use one or two of those accessories, this is a great buy! Recommended (MSR \$39.95)

ACFONT 1, from Sucom, is the newest supplemental Macintosh typeface library. While the disk does not provide a large quantity of new typefaces (seven different styles are included), they give you a wide range of different point sizes. As pointed out in the documentation, the Apple Imagewriter, in high quality mode, always looks for the point size which is double the one you wish to print. In other words, if you wish to print at 10 point, you need 20 point loaded into your system disk you are using in order to provide the best printing possible. Of course, if the 20 point size isn't loaded as many styles aren't available in several point sizes, the printer will print the item out at 10 point, but the quality will suffer. The fonts included in this program are: Charleston (7 point sizes), Lilliput (2 sizes), Long Beach (7 sizes), Pasadena (5 sizes), Pittsburgh (6 sizes), Tatooine (7 sizes), and Highwood (6 sizes). Lilliput actually prints out smaller than 9 point and works well for small spaces where the normal type sizes won't fit. (MSR \$29.95)

Appendix

There are, of course, other clip art and font programs available, with more coming all the time. In addition to the ones we have covered in this two-part article, the following programs are on the market.

Clip Art:

ART PORTFOLIO from Axon - a collection of about 70 pictures covering various themes

CLIP 1 from Frazier, Peper & Assoc. - many images give the appearance of wood cuts or etchings and some are digitized photos.

A VINCI GRAPHICS SERIES from Hayden includes Commercial Interiors and Landscape/Interiors/Buildings for the budding architect.

GRAPHIC ACCENTS from Kensington Microwave - the majority of this program is geared towards the business user featuring icons and symbols used for business purposes.

MACINSHOTS PHOTO ALBUM from Design Loft - sixteen windows of well-drawn, very realistic artwork with excellent documentation included.

CPICI Vol 1 & 2 from Magnum Software - includes everything from animals to astrology signs in Vol 1. Vol 2 gives you "People Maker" files with various elements which allow you to draw cartoon characters, as well as special effects files allowing you to incorporate textured backgrounds.

Fonts:

MUSICTYPE from Shaherzad gives you the tools to compose music.

ACGREEK, HEBREW, JAPANESE, PHONETICS from Philip Ashton Payne gives you fonts in these languages.

PROFESSIONAL TYPE FONTS from Kensington Microwave include fonts ranging from 12 to 72 points.

TRAFONTS EDITION TWO from 21st Century Software contains 19 lettering fonts including Brook, a 6point font. Also included are symbols (ala Cairo) and mini-borders.

Critically Speaking... Macintosh Compatible

SIERRA CHAMPIONSHIP BOXING (★★★★/★★★★) has been an anxiously awaited title from Sierra for some time and it's been worth the wait! The program allows several versions for boxing fans as you can play against the computer or manage your boxer against the computer, as well as playing or managing a boxer against a friend (you can also watch a



computer vs. computer match). Your first stop is the Gym where you pull down a menu including most of the famous boxers of the Twentieth Century (mainly in the heavyweight class). You can also add amateur or Olympic boxers, or boxers from the past who didn't become champions. In creating your own boxer, you use stats from any of the record books, imputing as much as possible to make your boxer as close to the real thing as possible. Choose your two opponents and you're ready for the Fight.

The Fight

Beginning with the Tale of the Tape, you get a rundown of some of the boxer's statistics (a more complete rundown is within the "GYM" menu where you can also change statistics should you desire--21 separate categories rating everything from physical dimensions to endurance and killer instinct.). You can choose the length of the fight, change the rules (also choose between WBA or ABA rules), timing, and more. Then it's on to the actual fight. If you've chosen to manage, you "shout" your commands to your boxer via the keyboard ("cover up and protect," or "go for the knockout"). In the Arcade Mode, you control your boxer (again via the keyboard) telling him to head punch, body punch, uppercut, cover head, cover body, and more. When you become highly skilled, you can control every move of the boxer's body! Between each round the program cuts to the three judges who post their scores for the round for both players.

Fabulous Program

Sierra has packed a powerful amount of programming into Championship Boxing as the amount of options, boxers, and play action are very impressive. The keyboard is very responsive to your commands (we had quite a thrill when we upper-cutted our opponent and knocked him out for the count!) and the graphics are stunning. As an extra bonus, there are two pamphlets included--History of Boxing, and Boxing Clinic. With all the play options, game modes, and boxers available for your outing in the ring, you will not tire of this one anytime soon...in fact, we've got to get back to the Gym now...!

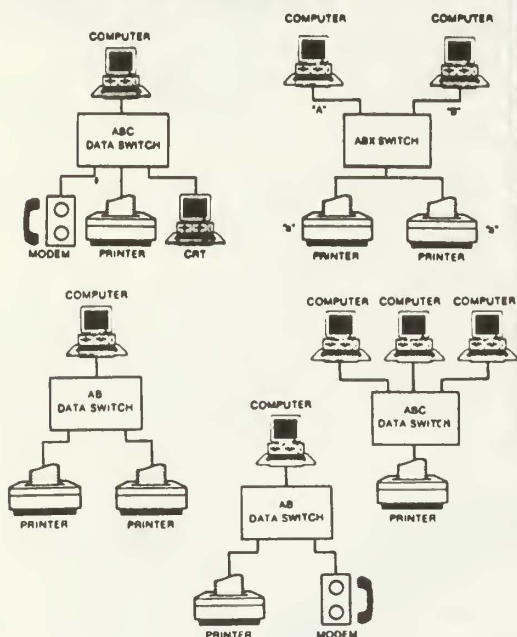
RECOMMENDED (MSR \$39.95)

Macintosh Now Usable During Printing

Thanks to **WORK N' PRINT**, a \$29 utility program from Assimilation, Inc. you can now do something besides twiddle your thumbs while printing a file from your Macintosh. According to Assimilation president Lauryn Jones, "It makes the print files created by the Mac visible, and saves them for later printing while, at the same time, controlling the printer driver. That means you can continue to work while the Mac is printing. Or you can queue numerous print files all at one time, making WORK N' PRINT an integral part of the office environment."

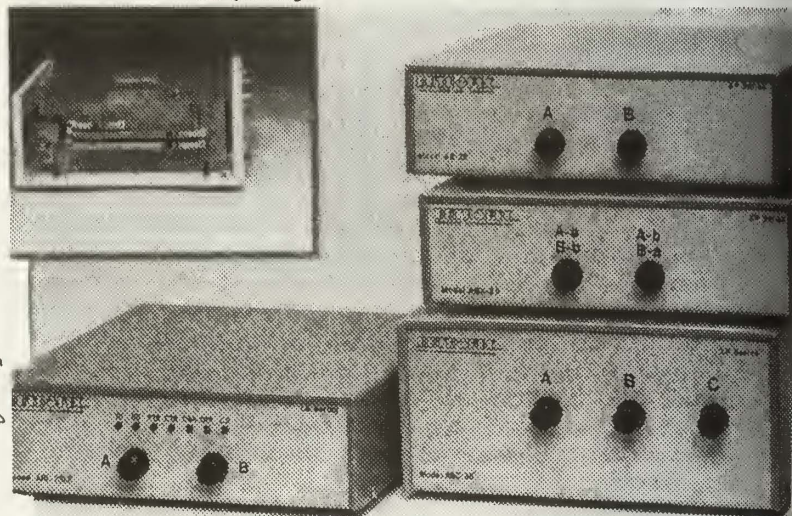
We have recently been introduced to the line of DATA SPEC Data Switches because of a new Switch box added to their line. For anyone who has a problem finding a low-cost and practical method for interconnecting computers and peripherals, these switchers could be just the answer. The newest member of the line, the ABX-25, enables the user to alternate the use of two computers and two peripherals. This would be ideal if you have two computers with a dot matrix printer at one station and a letter-quality printer at the other. With the switcher, you can run either printer with either computer. The ABX-25 features 25 pins; there is an ABX-36 (with 36 pins) coming shortly.

Typical Applications for DATA SPEC® Data Switches:



Well Made

The entire line has many features including fully shielded construction, reinforced printed circuit boards, all metal construction, and push button operation. With a one-year warranty and all gold-plated connector pins, this is the ideal answer for anyone who is juggling cables, computers, and peripherals. Prices of entire line as follows: AB-25, an A/B switch with 25 pins retail for \$59.95; the ABC-25 is a 25-pin A/B/C switch retailing for \$104.95; the ABX-25 is a 25-pin cross matrix switch retailing for \$89.95; the AB-36 is the 36-pin A/B switch costing \$99.95; the ABC-36 is the A/B/C 36-pin switch for \$149.95; and the ABL-25 is a 25-pin switch featuring all L.E.D. functional indicators retailing for \$129.95.



Psychological Program from Activision

ALTER EGO, the Activision program developed by psychologist Peter Favaro, Ph.D., promises entertainment and enlightenment as you explore the consequences of behavioral decisions made from birth to old age. We've been told that the program will be available in both a male and a female version, the first due this month and the second slated for November. Relative sales of the two versions could provide an interesting statistic on relative numbers of male and female computer users. Just a guess, but we'd bet the number of female computer users has increased greatly from the total male-dominated situation of a few years ago.

In other news from Activision, HACKER has now been released in three versions: C64, Atari XL/XE, and Apple. Apparently the idea of breaking into an unknown computer system for fun is appealing to computer owners, because we've had reports of very strong sales from both retailers and distributors.

Infocom's ENCHANTER Trilogy Completed

Those who have studied with the masters of magic in ENCHANTER and rescued Belboz the Necromancer in SORCEROR can finally complete the trilogy with SPELLBREAKER. This expert-level game was written by David Lebling, who promises the most complicated puzzles in the series and a solution that ties the three stories together. SPELLBREAKER is the first Infocom program to allow the player to add to the vocabulary of the game. The program will retail for \$49.95 (Amiga, Apple II, Atari ST, IBM PC/AT/XT/jr, Macintosh) and \$44.95 (Atari XL/XE, Commodore 64/128).

New from Batteries Incl. for Atari ST, Amiga

Batteries Included, the Canadian software developer of a number of excellent programs for Commodore 64 and Atari XL/XE computers, will release its first product for the Atari ST this month. The program is called DEGAS (Design Entertainment Graphic System). They also have programs in development for the Amiga, which will be announced later.

Broderbund Conversions for C64

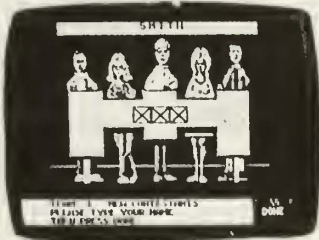
Jim Henson's Muppets are the stars of WELCOME ABOARD, an introduction to computer literacy for novices of all ages. Previously available for Apple, the program's new C64 version (\$24.95) promises to bring a fun-filled learning experience to many more new computer owners, as they learn programming to help Captain Kermit stay on course. Bank Street Programs for C64 Soon to join Broderbund's BANK STREET WRITER are three new productivity programs for C64: BANK STREET SPELLER, a proofreader and spelling checker for BANK STREET WRITER; BANK STREET FILER, a database management program; and BANK STREET MAILER, a mailing list and letter-writing program. Each of the programs includes one back-up disk and retails for \$49.95.

COLOR PRINTING ON YOUR B&W PRINTER!

Baudville is readying a very interesting product, PRINCE, a multi-color printing package for black and white printers. The software and ribbons produce up to 80 full color prints for paper or transfers to cloth using an Apple computer. The Prince software library of art and font styles can design t-shirts, banners, cards, and much more. A Craft Kit, included with the package, has test cloth for iron-ons, labels, and letterhead with matching envelopes. Package One supports the Imagewriter, DMP, Clith 8510/Prowriter, 8510SC, NEC 8023. Package Two supports the Epson models MX 80, RX 80, and FX 80. Prince will retail for \$69.95.

Critically Speaking...Adam Compatible

FAMILY FEUD (★★1/2/★★1/2) is the latest datapak from **Coleco** as they wind down production of ADAM software. Most everyone is familiar with the basic premise of the TV show this program is based on so we will focus on the differences rather than a blow-by-blow description of how to play the game. By the way, at the beginning of the game when you are choosing number of players, names of the families, etc., there is an option for you to use a separate question pak. Because of the Adam's demise, we must assume that Coleco does not intend to release this additional question pak.



Not Totally Faithful

If you love the original, you may be disappointed with this translation as it falls short on a few levels. We should first point out that you can play as one-player against a computer family, or two-player, going against a friend. In the initial question where a member of each team faces off, you'll find that whoever comes up with the first answer--you type in your answer on the keyboard--has the choice to play or pass (NOT necessarily the number one answer). If, in the one-player version, the computer guesses in first and the answer is wrong, the answer shows as "X". The answer the computer family gives is only shown when it is correct. As a result, you could very easily give the same answer if the question comes over to your family after three strikeouts from the opposing side. (By the way, we found the computer family amazingly stupid in the games we played--they had a surprisingly difficult time coming up with correct answers. As a result, we had no problem winning game after game.) While most questions were along the lines of what you'd encounter in the real game, some of the questions were not typical at all. A couple of questions we needed were "how long does a dog live" and "how many years does a wristwatch last." Frankly, these are questions which are appropriate for the Fast Money Round, not the main "Feud." You have quite a bit of time for each family member to answer the questions, as there is a 30-second clock for every answer.

Fast Money Round

The closing round is played at a much slower pace than the real game as each of the two family members has 1-1/2 minutes to respond to the questions...probably just as well, especially if you are a slow typist! The drawback, of course, is that unless you have multiple people on your team, you will be answering the questions for both of the two members so it is not a contest in the same sense that the TV version is. If you are one of those trivia buffs who loves to know what the number one answer is for the topics, this feature is missing in the computer version.

We would recommend this game if you are playing in a group of people; however, we feel you will quickly tire of the game if you are playing the solitary version. (one or two-player; keyboard) (ret approximately \$25.00)

ADAM Resource Directory Available

We have just learned of a new publication for ADAM owners entitled the ADAM RESOURCE DIRECTORY which is broken down in the following areas: Adam Software listing with over 300 titles listed; hardware and accessory availability; Adam retailers; Adam publications; User Group and owner listing; service tips; public domain and online information. The price is \$13.95 (including postage). For more information, contact The Adam Resource, PO Box 91, Seelyville, IN 47878. (This is NOT an endorsement as we have not seen the publication. We are merely passing along the information as we have so many Adam subscribers looking for whatever help they can get.)

Critically Speaking... Atari 2600

GHOSTBUSTERS (★★★/★★★★1/2) sure gets around! Who would have thought that anyone would release a new game for the Atari 2600, especially after such a long dry spell! In all its computer versions, GHOSTBUSTERS has been a big seller for **Activision**, and there are still enough active 2600 users to make this version a hit, too.

Follows the Original

The original premise is followed in this adaptation by Dan Kitchen of David Crane's original design: open a Ghostbusting franchise on money borrowed from the bank, purchase equipment, and then trap those slimers and suck up those roamers before they reach the Temple of Zuul and blow the psychokinetic (PK) energy level of the city sky-high! The energetic musical theme from the movie provides the background as you roam the streets of the city. When you see a flashing building, it's off to trap the slimer. If you catch him between the beams from your two Ghostbusters' ionizing backpacks, you'll earn money. If not, one of your guys gets slimed. When the PK energy level gets high enough, you'll have to watch for the appearance of the gigantic Marshmallow Man, who likes to stomp on buildings. If you can head him off and earn at least \$10,000, you can win this stage of the game by sneaking two of your guys through the dancing legs of the Marshmallow Man. Whether or not you get past him, you can go on to the next round and play with your accumulated earnings.

Silly But Lots of Fun

Of course this is all silly. The movie was silly. The computer game was silly. But what a lot of fun all this silliness can be! Of course, this version for the Atari 2600 is less graphically detailed than the computer versions, but all the essentials are here, and the game's visual display compares favorably to others for the system. The game is fun to play, mostly because its action is taken directly from the movie. This is not just a game that happens to bear the name of a hit movie--it's like being involved in a little piece of the movie. (Solo play) Also available on disk for Apple II, Atari XL/XE, C64/128, IBM PC/PCjr.

Recommended.

Nintendo On Schedule

All of you who have been calling us regularly about the NINTENDO VIDEO ENTERTAINMENT SYSTEM can calm down. According to our sources at Nintendo, the planned limited release for mid-October in the New York City area is right on schedule. (Nationwide release is still set for early 1986, probably in February.) The basic package has been expanded from what was announced in June at C.E.S., with the new system now set to include the control deck, two game controllers, R.O.B. the robot with GYROMITE game pack, and the Zapper (light gun) with DUCK HUNT game pack. Suggested retail price for all these goodies is \$159.95.

List of Retailers

We were given a list of retailers who will be selling the Nintendo system in the New York area. This list was complete as we went to press (late September), but Nintendo expects more retailers to be added. The list (in alphabetical order): Alexander's, Brick Church, Crazy Eddie's, Dabah Brothers, F.A.O. Schwartz, Future Video, J&R Music, Janesway, Kiddie Town, Long Island Camera, Modell's, Save Mart, TSS, Toys-R-Us, Video USA, Willoughby's, and 47th Street Photo.

REBIRTH OF VIDEO GAMES...continued from Page 1

the video game market due to price wars and over-production of poorly designed products. They feel that they can provide good products at "prices that the consumer will respond to, and that will provide retailers with a good margin for profit." This could be a very interesting Christmas season for gamers!

ATARI COMPUTERS

SEPTEMBER

x-Decision in Desert (MIC)
Goonies (DS)
x-Temple of Apshai Tril (EPY)
World's Greatest Football (EPY)

OCTOBER

AcroJet (MIC)
x-Championship Lode Runner (BRO)
Crimson Crown (PEN)
Eldolon (EPY)

Elevator Action (DS)

x-Essex (SYN)

Frank & Ernest's Adventure (PEN)

x-Karateka (BRO)

Koronis Rift (EPY)

x-Lode Runner's Rescue (SYN)

Music Studio (ACT)

Oo-Topos (PEN)

Pole Position II (DS)

Raid Over Moscow (ACC)

Silent Service (MIC)

NOVEMBER

Conflict in Vietnam (MIC)

Gamemaker (ACT)

Movie Maker (EA)

SPY vs SPY ISLAND CAPER (FS)

JANUARY

Gunship (MIC)

THIRD QUARTER

Alternate Reality (DS)

Battalion Commander (SSI)

x-Hacker (ACT)

Panzer Grenadier (SSI)

Zorro (DS)

FOURTH QUARTER

Beachhead II (ACC)

Breaker (SYN)

x-Brimstone (SYN)

Deadly Summer (SYN)

House of Changes (SYN)

Ronin (SYN)

ATARI ST

SEPTEMBER

A Mind Forever Voyaging (INF)

Forbidden Quest (PRY)

x-Hitchhiker's Guide (INF)

x-Wishbringer (INF)

x-Zork Trilogy (INF)

OCTOBER

Kings Quest II (SIE)

JANUARY

Gateway (PRY)

Gato (SIE)

COMMODORE 64/128

SEPTEMBER

Boston Diet (SCAR)

Cave of Time (BAN)

Escape (BAN)

4th Protocol (BAN)

Goonies (DS)

Information Connection (GRO)

x-Karate Champ (DE)

Learning Guitar Overnight (CHIP)

Nine Princes in Amber (TEL)

Note Card Maker (GRO)

Perry Mason: Case of Mandarin Murder

x-Software Golden Oldies (EA)

x-Stunt Flyer (SIE)

World's Greatest Football (EPY)

Zorro (DS)

OCTOBER

AcroJet (MIC)

Alter Ego (Male)(ACT)

Crimson Crown (PEN)

Eldolon (EPYX)

Elevator Action (DS)

x-Essex (SYN)

Fast Tracks (ACT)

x-Flight Simulator Scenery

Disks - Western Region (SUB)

Forbidden Quest (PRY)

Frank & Ernest's Adventure (PEN)

Gamemaker (ACT)

Goofy's Word Factory (SIE)

x-Heart of Africa (EA)

Jet (SUB)

Koronis Rift (EPY)

x-Lode Runner's Rescue (SYN)

Lords of Midnight (MIN)

Masters of Ledgerdemain (SUN)

x-Mist (MIN)

x-Movie Maker (EA)

Oo-Topos (PEN)

Pole Position II (DS)

Quake Minus One (MIN)

Shadowfire (MIN)

Silent Service (MIC)

Star Trek: Kobayashi Alternative (SS)

There's Someone Living in

my Computer (ACT)

x-Winter Games (EPY)

The Works (FS)

NOVEMBER

Bard's Tale (EA)

Conflict in Vietnam (MIC)

Kung Fu Master (DE)

Moebius (ORI)

DECEMBER

Alter Ego (Female)(ACT)

JANUARY

Gunship (MIC)

THIRD QUARTER

Alternate Reality (DS)

Battalion Commander (SSI)

Beyond Forbidden Forest (COS)

Black Thunder (AH)

x-Brimstone (SYN)

Dolphin's Ruin (MIN)

Escape from Richelieu (SUN)

Great Intl Paper Airplane

Construction Kit (SS)

Gryphon (AH)

Maxwell Manor (AH)

x-Mech Brigade (SSI)

Norway 1985 (SSI)

Panzer Grenadier (SSI)

Reach for the Stars (EA)

x-Spy vs. Spy Island Capar (FS)

x-Star Rank Boxing: Main Event (GAM)

x-Temple of Apshai Trilogy (EPY)

x-Wing of War (SSI)

FOURTH QUARTER

Breaker (SYN)

Deadly Summer (SYN)

Flight Simulator Scenery

Disk - Eastern Region (SUB)

House of Changes (SYN)

Ronin (SYN)

Ultima 4 (ORI)

Wrath of Quintana Roo (SUN)

FIRST QUARTER 1986

AutoDuel (ORI)

Gamemaker (ACT)

Kung Fu Master (DE)

Ogre (ORI)

Shadowfire (MIN)

DECEMBER

Alter Ego (Female)(ACT)

JANUARY

Gunship (MIC)

THIRD QUARTER

Battalion Commander (SSI)

Beachhead (ACC)

Beachhead II (ACC)

Crimson Crown (PEN)

Escape from Richelieu (SUN)

Essex (SYN)

Fantavision (BRO)

Forbidden Castle (MIN)

Great Intl Paper Airplane

Construction Kit (SS)

x-Hacker (ACT)

Home Connection (PEN)

Home Data Base (PEN)

King's Quest II (SOL)

x-Master of the Lamps (ACT)

Masters of Ledgerdemain (SUN)

Mobius (ORI)

Music Shop (BRO)

Norway 1985 (SSI)

Panzer Grenadier (SSI)

Racter (MIN)

Raid Over Moscow (ACC)

Reach for the Stars (EA)

Science Toolkit (BRO)

Spy vs. Spy Island Capar (FS)

x-Summer Games II (EPY)

Temple of Apshai Trilogy (EPY)

Return to Atlantis (EA)

7 Cities of Gold (EA)

Skyfox (EA)

FOURTH QUARTER

Halley Project (MIN)

Keyboard Cadet (MIN)

Radar Raiders (SUB)

FIRST QUARTER 1986

Deja Vu (MIN)

Sargon III (HAY)

APPLE II

SEPTEMBER

A Mind Forever Voyaging (INF)

x-Bard's Tale (EA)

Cave of Time (BAN)

Escape (BAN)

Goonies (DS)

x-Great American Road Race (ACT)

x-Homeward Filer (SIE)

Information Connection (GRO)

x-Karate Champ (DE)

Luscher Profile (MIN)

The Mist (MIN)

x-Movie Maker (EA)

Nine Princes in Amber (TEL)

Perry Mason: Case of Mandarin

x-Sherlock Holmes: Another Bow

View to Kill (MIN)

World's Greatest Football (EPYX)

Zorro (DS)

OCTOBER

AcroJet (MIC)

Alter Ego (Male)(ACT)

Barbie (EPY)

Black Cauldron (128K)(SIE)

Countdown to Shutdown (ACT)

Forbidden Quest (PRY)

Frank & Ernest's Adventure (PEN)

Gi Joe (EPY)

Goofy's Word Factory (SIE)

Kings Quest II (SIE)

Lode Runner's Rescue (SYN)

Oo-Topos (PEN)

Print Shop Companion (BRO)

Silent Service (MIC)

Star Trek: Kobayashi Alternative (FS)

NOVEMBER

AutoDuel (ORI)

Gamemaker (ACT)

Kung Fu Master (DE)

Ogre (ORI)

Shadowfire (MIN)

DECEMBER

Alter Ego (Female)(ACT)

JANUARY

Gunship (MIC)

THIRD QUARTER

Battalion Commander (SSI)

Beachhead (ACC)

Beachhead II (ACC)

Crimson Crown (PEN)

Escape from Richelieu (SUN)

Essex (SYN)

Fantavision (BRO)

Forbidden Castle (MIN)

Great Intl Paper Airplane

Construction Kit (SS)

x-Hacker (ACT)

Home Connection (PEN)

Home Data Base (PEN)

King's Quest II (SOL)

x-Master of the Lamps (ACT)

Masters of Ledgerdemain (SUN)

Mobius (ORI)

Music Shop (BRO)

Norway 1985 (SSI)

Panzer Grenadier (SSI)

Racter (MIN)

Raid Over Moscow (ACC)

Reach for the Stars (EA)

Science Toolkit (BRO)

Spy vs. Spy Island Capar (FS)

x-Summer Games II (EPY)

Temple of Apshai Trilogy (EPY)

Ultima 4 (ORI)

Video Vegas (BAUD)

Voodoo Island (MIN)

Winter Games (EPY)

Wizardry Scenario 4 (SIR)

x-The Works (FS)

FOURTH QUARTER

Alternate Reality 2 (DS)

Breakers (SYN)

Brimstone (SYN)

Deadly Summer (SYN)

Flight Simulator Scenery

Disk (Western Region)(SUB)

Fourth Protocol (BAN)

House of Changes (SYN)

Mickey's Three in One (SIE)

Ronin (SYN)

There's Someone Living in

My Computer (ACT)

FIRST QUARTER 1986

Commando (DE)

Gateway (PRY)

MACINTOSH

SEPTEMBER

A Mind Forever Voyaging (INF)

Ancient Art of War (BRO)

x-Championship S.L. Baseball (GAM)

King's Quest (SOL)

Letterhead (SYN)

x-Ultima 3 (ORI)

OCTOBER

Balance of Power (MIN)

Brimstone (SYN)

Enchanted Scepter (SIL)

Essex (SYN)

Forbidden Castle (MIN)

Frank & Ernest's Adventure (PEN)

Gemstone Warrior (SSI)

Luscher Profile (MIN)

Mindwheel (SYN)

The Mist (MIN)

Oo-Topos (PEN)

Print Shop (BRO)

View to Kill (MIN)

Voodoo Island (MIN)

Winter Games (EPY)

THIRD QUARTER

x-Amazon (TEL)

Black Cauldron (SIE)

Calculator Construction Set (EA)

x-Championship Boxing (SIE)

Crimson Crown (PEN)

x-Deja Vu (MIN)

x-Dragonworld (TEL)

x-Fahrenheit 451 (TEL)

Gemstone Warrior (SSI)

1 Damiano (BAN)

x-MacFont 1 (SUN)

x-Music Construction Set (EA)

x-Pinball Construction Set (EA)

Racter (MIN)

Rendezvous with Rama (TEL)

Subscriber Buying Service

Program	Cost	Sys/Format	Quantity	Total
Accessory Pak 1 (Mac)	28.80			
Book of Macintosh Software	14.80			
Championship Star League Baseball (Mac)	26.10			
ChemLab (Ap;At*;C64*;IBM*)	28.80			
Christmas Adventure,A (Ap;C64)	18.70			
ClickArt Effects (Mac)	36.40			
DataSpec *AB-25	46.70			
DataSpec * ABC-25	88.30			
DataSpec * ABX-25	68.70			
DataSpec * AB-36	71.90			
DataSpec * ABC-36	116.80			
DataSpec * ABL-25LE	95.80			
Deja Vu (Mac;AM*)	38.40			
Dream House (Ap;C64)	28.80			
Fahrenheit 451 (Mac)	32.90			
Fahrenheit 451 (Ap;IBM; C64--24.90)	28.80			
Family Feud (AD-dp)	19.90			
Fast Tracks (C64)	22.30			
Gateway (Mac;Am*;Ap*;AtST*;C64*)	36.40			
GhostBusters (2600)	19.40			
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KID'S HORNER

THE SEA VOYAGERS (★★★ 1/2/★★★ 1/2) is a fascinating learning program that focuses on 30 explorers of the New World, including Columbus, Magellan, Cortes, Balboa, Ponce de Leon and many others. Designed for ages eight to adult by Neosoft for **CBS Software**, the program includes the EasyKey Keyboard Overlay and four activities. The first, "Explorer Profile," supplies you with the information you'll need for the three games: explorer's nationality, name of ship, dates of birth and death, dates and routes of voyages, countries sailed for, and noteworthy accomplishments. The three games, "Who Goes There?", "Explorer Mix," and "Explorer Match," give you a chance to test your knowledge. The program offers a good blend of learning and entertainment, with clear, colorful graphics and bits of animation. **THE SEA VOYAGERS** is a good bet for family fun. (Solo or competitive play; Keyboard; Disk.) Reviewed on C64; also available for Apple II; for IBM PC with graphics card. **Recommended.** (MSR \$39.95)



DREAM HOUSE (★★★/★★★) from **CBS Software** was designed by Joyce Hakansson Associates for ages 8 and up. The program lets you design your own doll house, based on one of four templates (San Francisco Victorian, Colonial Farm House, Manhattan Penthouse, or Hideaway Cottage). You can paint, decorate, and landscape your dream house, furnish the rooms and even add animated objects such as lights that turn on. Some of the houses even have special features, such as a Murphy bed or a hidden attic. Young children will need a little help to get started, but then just watch them have a wonderful time with this creative computer toy. Best of all, kids can save their favorite designs on a blank disk. (Solo play; Joystick; Disk.) Available for Apple II & C64/128. **MSR \$39.95**

Apple ProDos

Apple IIe and IIc owners waiting for the ProDos version of **HOMEWORD** will have to wait a little longer. Now slated for November, the program will support 80 columns and all the new Apple hardware, including the 3 1/2-inch disk drives and megabyte ramcard. (See "Apple II Forever" in this issue.) Sierra promises all new documentation for this version, and the disk will not be copy-protected. If you already own the current version of **HOMEWORD** and would like to have the ProDos version, you should contact Sierra about an upgrade. Also for ProDos users, the upgrade of **SCREENWRITER II** has been postponed until after Christmas.

Solo Flight With Voice

Microprose will ship an enhanced version of their hit product **SOLO FLIGHT** for Commodore 64 owners. Utilizing the voice chip for the first time, the upgrade will feature the instructor's voice as he coaches you. If you already own the original **Solo Flight**, just send your disk and \$10.00 to Microprose for your upgrade (available mid-October). The upgraded IBM version will feature a new cockpit and maps (no voice).

New in Command Series

Decision in the Desert has just been released (Apple, Atari, C64) and the third in the Command series is planned for November--**CONFLICT IN VIETNAM** covers the timespan from Dien Bien Phu through the last days of South Vietnam.

You Oughtta Be In Pictures...

Baudville creators of the **TAK 1** animation package, are launching a national movie contest, **You Oughtta Be In Pictures**. They are looking for the best movies created with **TAK 1** and an Apple computer with \$1,000 Shopping Sprees awarded to the winners. Entries will be judged at the Winter CES in January by Steve Wozniak, co-founder of Apple; Bob Singer, Art Director of Hanna Barbera; Maggie Canon, Editor of *A+ Magazine*; and Vibek Sorensen, educator/ animator.

Schools may continue to submit entries until May 15 for a special schools only judging in June, 1986. Schools are eligible for either judging. If you're interested and want more information, write to Baudville, 1001 Medical Park Dr., SE, Grand Rapids, MI 49506. Remember, your movie doesn't need to be long--it's creativity that counts!