Hacking with Steve Cartwright

Publishers often have authors of new books make the rounds of TV and radio talk shows to promote their work. When Activision feels strongly about the potential of a new software release, they take the designer on the road for interviews, and we at Computer Entertainer have been fortunate to meet with several members of their design team in the past two years. Recently, Steve Cartwright visited our offices to tell us about his new mystery game, *Hacker* (reviewed in this issue).
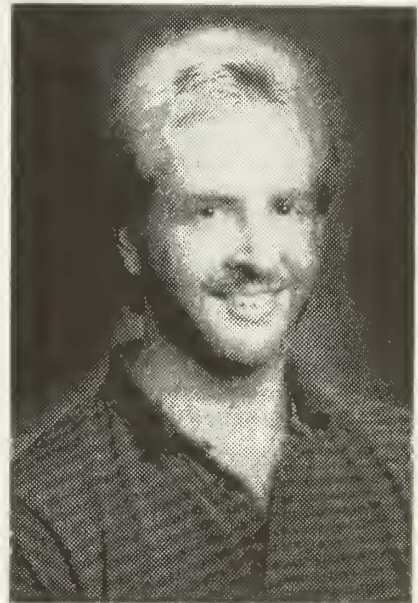
From Atari 2600 to Computers

Though only 28 years old, Steve is already a veteran member of the Activision team. He is one of the few team members to make a successful transition from Atari 2600 games to designing for computers. (Many of you will be familiar with his previous designs for the 2600: *Barnstorming, Megamania, Seaquest, Plaque Attack,* and *Frostbite.*) But like his mentor, fellow Activision designer David Crane, Steve has moved on to computers with *Hacker*, a program that has consumed the last nine months of his life. The germ of the idea behind Hacker, a game that simulates breaking into an unknown computer system, actually goes back two years. "It started like an arcade game," Steve says, but it evolved into the mystery game it is now through a process of gradual changes and creative sessions with other Activision designers.

More Than Action

As Steve took the controls of our Commodore 64, he moved quickly past the log-on sequence and into the game itself, demonstrating features we've been asked not to reveal. (The game is full of surprises that you must discover for yourself.) Hacker contains elements that tax the mind as well as demanding some action-game skills. As Steve explains, it's easy for a designer to be typecast because action games were so popular. Although he admits that he's not an adventure gamer himself, he recognizes that today's gamer wants something more than just action. Steve has certainly provided the mental challenge that gamers enjoy. As he says, "Games are getting so complicated that it almost takes the designer to explain them." And that's just what he did at the Consumer Electronics Show (CES) in June, spending endless hours on his

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

How to set up The Voice Messenger™

YOUR C-64 COMPUTER   SPEECH FROM YOUR TV/MONITOR
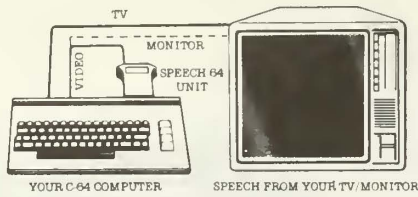
The VOICE MESSENGER: SPEECH-64 from *Currah Technology* and EASY SPEECH-64 from *Research in Speech Technology* are designed to work together. The VOICE MESSENGER is a speech synthesizer that plugs into the cartridge port of a Commodore 64 or 128. Attached to the cartridge-like synthesizer is a short cable with DIN plug for insertion into the monitor output jack of the computer. (If your computer is already connected to a monitor, a Y-adaptor cable is provided that allows simultaneous use of the monitor and VOICE MESSENGER.) Once installed, VOICE MESSENGER is ready to speak anything you enter on the keyboard in one of its two voices, either high or low. Plunking your way around the keys you'll hear it voice letters, numbers, and commands such as "return," "cursor up," and the like. The results are definitely more machine-like than human, but VOICE MESSENGER is quite easy to understand.

Text-to-Speech Interpreter

The VOICE MESSENGER also contains a text-to-speech interpreter, internal software that allows it to "speak" words, phrases, and sentences entered as BASIC commands. It even knows to pause for punctuation, and it recognizes the difference between a period and a decimal point. VOICE MESSENGER speaks by stringing together allophones, individual speech sounds that combine to become intelligible words. Since it uses sounds, rather than a fixed vocabulary, the VOICE MESSENGER is capable of reproducing any word in the English language by applying its internal set of pronunciation rules. There are limits, of course, because rules of English pronunciation can be capricious. VOICE MESSENGER's interpreter does a great job most of the time, but you can help it pronounce even the most difficult words perfectly by entering the appropriate allophones directly. The program manual offers plenty of help with this, along with instructions for incorporating speech in your own BASIC or machine language programs. (MSR $59.95)

Talking Adventures

EASY SPEECH-64 is a software program on diskette that expands the usefulness of VOICE MESSENGER. One of its most interesting applications is the ability to add speech to many existing programs that print text to the screen, such as the Infocom interactive fiction programs. (A talking "Zork" is a whole new experience!) EASY SPEECH also allows you to create dictionary files to refine pronunciation of difficult words that don't follow basic rules. Unlimited numbers of dictionary files can be saved to separate disk(s) and loaded back into EASY SPEECH one at a time for any special use. (MSR $24.95)

Fun and Practical

Voice synthesis can be fascinating, and the combination of VOICE MESSENGER and EASY SPEECH lets you experiment with your own programs and many text-oriented commercial programs. Not only is voice synthesis fun, but it can have practical applications, too, such as audible verification of numbers entered into a budget program or feedback in a child's learning program. VOICE MESSENGER and EASY SPEECH together offer a good value for entertainment, education, and experimentation. (Available for C64/128 only.)
Recommended

CAL-KIT for the Commodore 64/128 from *Batter Included* is the first electronic spreadsheet we've seen th is truly geared for the home user. Most "home" spreadsheets e scaled-down versions of super-powerful office products, "Ju x Lotus 123"-style programs that are overly complicated to learn d use. Most are the software equivalent of buying a gigantic tr x to dig up a six-foot-square kitchen garden. Individuals buy t e programs with the best intentions and end up shelving e software because it's just too intimidating to learn and use.

The Right Idea

Leland J. Ancier, the designer of CAL-KIT, definitely has the h idea. Give people a spreadsheet with plenty of room (26 colu and 99 rows), a really detailed tutorial with step-by-step help at doesn't assume you're an accountant, AND provide more tha 0 ready-to-use application templates on the disk. The document on provided with this program is clearly written, well thought ut, and a pleasure to read and use. For the first time in memory e had a new spreadsheet program working for us instead of ag st us, and in a remarkably short period of time. The sample and l k forms that make this program a kit for solving all kinds of nu er problems add tremendous value to the package. And you n't have to use the forms exactly as they are because they c be customized easily. Some of the useful forms include Home B et, Installment Payment, Business Start-up, Electric Bill, Check k, Stock Portfolio, Trip Planner, and a group of templates that ow you to estimate remodeling costs for painting or d a installation. CAL-KIT is the very best program of its typ h we've seen for the home user. It's a powerful tool that n overpowering in its approach to working with numbers. l ly someone has created the perfect spreadsheet for the me user--and it's reasonably priced, too. We recommend CA IT highly. (Use of B.I.-80, the 80-column card from Batteries Inc ed, is recommended but not required.) Available for C64/128 ly. Recommended. MSR $49.95

Cassette and Cartridge Future Dim

We've been receiving more and more phone calls regardi the lack of product (both old AND new) in cassette and ca idge format for Atari and Commodore computers. The reality the situation is that virtually *NO* company is producing either a anymore. Cartridges are very expensive to produce, while t vas majority of home computer users have moved away from c e te to disk drives. Obviously, disks are much more capable of g er quality graphics and more in-depth gameplay which us are demanding. We have also noticed in checking with distr tors and retailers around the country that, as cassettes are sol 'they are not re-ordering them from the manufacturers because the slow sales. Whether you like it or not, you are being forc in o purchasing a disk drive for continued availability of product

THE RATING SYSTEM...

★★★★ - EXCELLENT   First Set of Stars: Quality of Gr ics

★★★ - GOOD   Second Set: Quality of Play Action

★★ - FAIR

★ - POOR

NA   Does not apply; i.e. adventure games often do not ha graphics.

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

CRITICALLY SPEAKING..

[T]REASURE ISLAND (★★★/★★★★) is a graphic and text [adv]enture from the *Windham Classics* line of software for [adv]enturers aged 10 to adult. (Windham is a division of Spinnaker [soft]ware.) This adaptation of Robert Louis Stevenson's classic tale [is] written by Byron Preiss Video Productions, the designers who [ar]e also responsible for one of our all-time favorites, [Drag]onworld from Spinnaker's Telarium line. TREASURE ISLAND [put]s the player in the role of young Jim Hawkins, who attempts to [find] the treasure trove of the pirate, Captain Flint. The game [follo]ws the plot of the classic novel closely, from the initial scene [betw]een Jim Hawkins and Billy Bones to the fight for the golden [trea]sure. All the familiar characters are part of the game, including [Long] John Silver and Squire Trelawney, among others. Stevenson [him]self is cast as the game's host, and he offers the player [occa]sional words of encouragement.

[M]inimum Frustration

[Bec]ause TREASURE ISLAND lets you talk to the characters, even [aski]ng them questions, it's easy to feel that you are part of the [adv]enture. And frustration is kept to a minimum for young or [ine]xperienced adventurers due to the WordWindow "help" feature: [typ]e "words" at any point, and the program responds with a list of [nou]ns and verbs that are appropriate to the particular scene. It's [alm]ost like having a hint book programmed into the program. But [the] game is solidly constructed and challenging enough to appeal to [mo]re experienced players, especially those with fond memories of [the] book. The text of the game is meaty and captures the feeling of [the] book well. The colorful pictures, music, and occasional sound [eff]ects add to the enjoyment of the game. This is an ideal game for [the] whole family. (Solo play; Keyboard; Disk.) Reviewed on C64; [als]o available for Apple II, IBM PC/PCjr.
[Rec]ommended. (MSR $26.95)

[A]L[IC]E IN WONDERLAND (★★★1/2/★★★1/2) from [Spin]naker's *Windham [Class]ics* line of [sof]tware brings an [ad]aptation of Lewis [Carrol]l's much-loved [chi]ldhood classic to the [comp]uter for ages 10 and [u]p. This is a whimsical [acti]on-adventure that [let]s you become Alice for [the] trip into Wonderland. [T]he [a]dventure is joystick [cont]rolled, letting you [act l]ike Alice and make
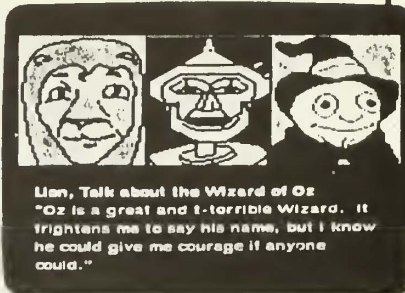
[cho]ices from an option menu. Every character you meet, from [Lew]is Carroll himself to the familiar White Rabbit, Cheshire Cat, [and] Caterpillar may have a bit of information or only sheer [non]sense to share with you. Using menu choices, you can talk with [char]acters or ask them questions--or even sing them a song. And [Won]derland is full of lots of strange things, like cakes that make [you g]row and characters who talk in riddles. Time has strange [effec]ts, too, making some doorways temporarily impassable and [affec]ting the presence of certain characters in the story. Altogether, [ALIC]E IN WONDERLAND is a delight for children and for those who [rem]ember their childhood fascination with interchangable reality [and] fantasy. The spirit of Lewis Carroll's work is well served in this [prog]ram. (Solo play; Joystick & keyboard; Disk.) Reviewed on C64; [also] available for Apple II.
[Rec]ommended. (MSR $26.95)

THE WIZARD OF OZ (★★★/★★★1/2) is another from Spinnaker Software's line of *Windham Classics* written for ages 10 and older. It sets one of the most familiar childhood tales in a new medium, the fantasy adventure. The player becomes Dorothy, awakening after a cyclone to find that she and her dog, Toto, are in a strange new land that doesn't look anything like Kansas. Once Dorothy

Lion, Talk about the Wizard of Oz
"Oz is a great and t-terrible Wizard. It frightens me to say his name, but I know he could give me courage if anyone could."

finds the Tin Man, the Scarecrow, and the Cowardly Lion, they accompany her and Toto on a journey down the Yellow Brick Road to the Emerald City and the Wizard of Oz. The player lives the adventure, making choices and solving problems with the help of Dorothy's friends. There is a lot of interaction with the characters in the story, and they even provide hints at times. Beginning adventurers will appreciate the WordWindow feature which can provide a list of words appropriate to the current scene at any point in the game. Kids will love this game with its colorful pictures, musical rewards, and engaging storyline. Adults will find it a pleasant bit of nostalgia that re-awakens childhood memories. (Solo play; Keyboard; Disk.) Reviewed on C64; also available for Apple II and IBM PC/PCjr.
Recommended. (MSR $26.95)

PRINT SHOP GRAPHICS LIBRARY, DISK 2, from *Broderbund*, has just shipped for use with the original *PRINT SHOP* program. It's easy to use in conjunction with it--you simply load Print Shop and follow athe prompts that appear on the screen. Once you've chosen Greeting Card, Sign, Letterhead, or Banner from the main menu, you simply indicate "From Other Disk" when the prompt, Choose a Graphic appears. Type in the name of the graphic you want and away you go! Disk Two provides 120 new graphics for Print Shop owners in areas such as jobs, hobbies, people, places, travel, health, music, etc. You'll find tools, a movie camera, newspaper, computer chip, the Leaning Tower of Pisa, jukebox, old-time phone, and much more. This disk continues to expand the library available for cards, notices, and much more. (requires Print Shop master program; available for Apple, C64, Atari)
Recommended (MSR $24.95)

CAMERA CAMERA 2 MOVIE RADIO TRAIN CABLE CAR CITY
SCORE* KEYBOARD* JUKEBOX CHEM RX NURSE WOODWORK

Broderbund Continues Atari Adaptations

According to Broderbund, there's been enormous consumer response to their recent titles for Atari. As a result, two more games will be adapted for that system. KARATEKA, an action game which has been a big hit in the C64 and Apple versions, will be released, as well as CHAMPIONSHIP LODE RUNNER, the advanced version of Lode Runner which features fifty levels of complex action.

We're really excited to see this trend as many companies recognize the buying habits of Atari owners. What once appeared to be a "dying" system, now has the software support of several companies!

COMPUTER SOFTWARE CLASSICS: GOLDEN OLDIES VOLUME 1 (NA/★★★) from *Software Country*, distributed by Electronic Arts under the "affiliated label" program, comes in a snazzy little package emblazoned with shiny gold diskettes. What you get inside that package is plenty of value for your money: author-approved, uncut versions of *ADVENTURE, ELIZA, LIFE,* and *PONG*, plus a paperback compendium of reprints offering fascinating and humorous insights into the beginnings of computer gaming. And these programs, computer gamers, are our roots.

In Colossal Cave

ADVENTURE is the 10-year-old ancestor of the role-playing epics and fantasy adventures so popular with gamers today. The game by Will Crowther and Don Woods offers a fantastic, terrifying, puzzling, exasperating, and altogether entertaining trip through the underground mazes of Colossal Cave. It has been responsible for millions of late-night hours of mainframe computer time "borrowed" by "midnight programmers" who were serious computer engineers by day. We bet it will keep you up nights, too. (If you're brazen enough to play it at work, the "Control-P" panic button brings up a phony spreadsheet to be used in extreme emergencies only--you'll have to re-boot to get back to your game!) According to the *Whole Earth Software Catalog,* "Playing adventure games without tackling this one is like being an English major who's never glanced at Shakespeare." We couldn't agree more!

Computer as Therapist

ELIZA is the oldest of the four programs, relatively elderly at 20 years old, and the one you're least likely to have encountered before. It represents a pioneering foray into the world of artificial intelligence by an M.I.T. professor, Joseph Weizenbaum. *ELIZA* behaves much like a Rogerian psychotherapist, redirecting your words and phrases to elicit further responses from you. For example, you might confide in her that you are worried, and her reply would be "Is it because you are worried that you came to see me?" She can be amazingly believable or incredibly dense, but she's always fun.

Kaleidoscope in the Computer

LIFE is difficult to describe if you've never experienced its wonders. It's not a game, nor is it video art, although both descriptions have been used. Its moving, kaleidoscopic forms are generated by the rules of cellular automata theory. The elegance of pure mathematics creates a panorama of dancing lights, and watching the choreography can have a hypnotic effect. Your only control is in determining which cells are "on" at the beginning, and then the rules of *LIFE* take over. *LIFE* was developed in 1970 by the mathematician, John Horton Conway, and this version is an adaptation of the computer *LIFE* program described by William Poundstone in *The Recursive Universe*.

The Bouncing Ball

Finally, there is *PONG*, the game that begat Atari. Developed by Al Alcorn for Nolan Bushnell's fledgling company in 1972, *PONG* started a nationwide craze. Though it seems somewhat slow and simple today, it's still a lot of fun to play against the computer or a friend. This package includes both the original *PONG* and "Software Country Pong," which feature adjustable ball speed.

Entertaining Museum Pieces

Alongside these entertaining museum pieces is a great collection of reading material, including excerpts from Tracy Kidder's Pulitzer Prize-winning book, *The Soul of a New Machine,* Steven Levy's *Hackers*, Scott Cohen's *Zap, The Rise and Fall of Atari,* and others. GOLDEN OLDIES VOLUME 1 is a package no self-respecting computer gamer will want to miss. We look forward to Volume 2! (Solo and 2-player games; Keyboard.) Reviewed on Apple II; coming for C64 ($29.95) and IBM PC. **Recommended.** (MSR $34.95)
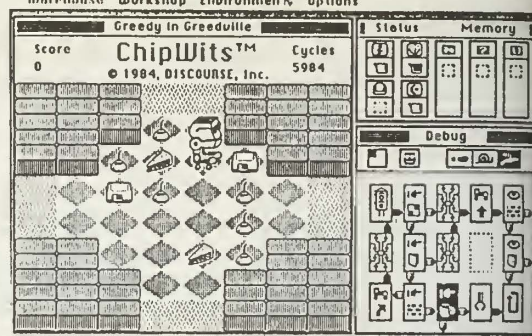
CHIPWITS (★★★1/2/★★★★) is a very exciting advent computer programming for ages 12 to adult from *BrainPower*. Th we reviewed the Macintosh version, which we found far superior C64 version from Epyx, reviewed in our June, 1985 issue. This superiority is attributable to one key element that we complained a the C64 version: the instruction manual. The people at BrainPowe written a very helpful, detailed manual that complements the p beautifully. The Epyx manual was stingy on details and expla causing us to downgrade the rating of the program.

Versatile Robots

CHIPWITS gives you a cast of 16 robots that can be indiv programmed to move around in eight different enviro Programming is done in IBOL (Icon Based Operating Language) allows you to teach a ChipWit to do all kinds of fun things. They c in any direction, search for food by smell, touch, or taste, attack enemies, and even sing. Programmed routines can be quite simple t complex, depending on your experience and familiarity with the The manual even supplies some samples to help get you started. love these whimsical little characters, and adults will find them enchanting. CHIPWITS is good for hours and hours of creative e that will teach you about computer programming concepts and satisfying entertainment. (Solo use; Mouse; Printer optional.) Revi Macintosh; also available for Apple II. Version for C64 available fr **Recommended.** (MSR $39.95)

THINK FAST is a memory development program fr *BrainPower, Inc.* It will tell you if you are "left-braine (better at concrete, analytic thought) or "right-brained" (better abstract, intuitive thought), and it will help you improve recall a recognition memory in both hemispheres. The program uses series of timed trials that become increasingly complex as y become more skillful, alternating between left-brain a right-brain tasks. (At the advanced skill level, the program thr you an occasional curve by introducing an "Overlay Trial," a task that interrupts the one you're working on.) The progra left-brain tasks include comparing sets of letters and digits (they the same or different?) and recalling sets of letters and dig Right-brain tasks include comparing, copying, and recalling set graphics. You have complete control of the starting level. You the speed (fast, medium, slow) for completing a trial; the diffic y level (determining how many correct or incorrect answers ll move you up or down a level); the risk-taking varie (determining how many points you will gain or lose for a corre incorrect answer); the number of trials in a session (up to 25 m Apple, 350 on Macintosh); and whether you will start wi left-brain or right-brain task. Each session generates a re which can be printed. The report gives you a left brain and r brain score, plus the number of trials attempted and the nu completed correctly.

Excellent Program

THINK FAST is an excellent program that's well designed and to use. The manual goes beyond mere instructions for usin program to providing detailed explanations of how and wh tasks are set up the way they are, along with an explanation

CRITICALLY SPEAKING..

...ies of memory on which the program is based. As promised, ...ated use of the program leads to improved scores and the ...y to tackle more difficult levels. THINK FAST is equally ...ble for children and adults, offering an enjoyable learning ...rience for all ages. (Solo use; Printer optional) Reviewed on ...e II (64K, joystick &/or keyboard) and Macintosh (128K, ...se & keyboard). **Recommended.** (MSR $39.95)

...AMIANO (★★★1/2/★★★1/.2) is set in 14th century ...e, a time when ...ds and witches, ...s and devils were as ...l as grass in the ...ow--or plague in ...wns. It is the time ...young Damiano ...ego, son of a wizard ...d friend of the ...ngel Raphael, who ...p to save his home ...y Partestrada from ...vil armies of General ...r. Damiano is the ...ive hero of R.A. MacAvoy's enchanting fantasy trilogy ...iano, Damiano's Lute, and Raphael), and he is your alter ...o this role-playing graphic adventure from **Bantam** and ...ic. (Although the characters and situations in the game ...rel the books, it is not necessary to have read them before ...ay.g. Familiarity with the books does give you a fuller sense of ...eiction with Characters

...ou goal is to save Partestrada, find the Secret of the Sacred ...e.nd use your powers wisely so that you don't become so evil ...t u find yourself claimed by Satan. Your constant companion ...o talkative dog, Macchiata, who sometimes provides hints. ...er.s a lot of interaction with characters in the story, and the ...se allows you, as Damiano, to question and converse with the ...op you meet. You also have the ability to cast spells. In fact, ...re.s one especially crucial meeting with Saara the Fenwoman, ...ow as the most powerful witch in all the Italies, which turns ...o fearsome duel of spell-casting. (If Damiano survives this ...uce, he gains new powers; a little later, there is a poignant ...e ene between Saara and Damiano.) The game has richly ...scr.tive passages, nicely animated graphics, good use of music, ...d thoroughly enchanting story. I, DAMIANO has a different feel ...t an other role-playing games we've tried, and we think you'll ...joy. (Solo play; Keyboard.) Reviewed on Apple II; also available ...III PC/PCjr. **Recommended.** (MSR $39.95)

...OL.NIAL CONQUEST (★★/★★★1/2) from **SSI**, takes you ...o t world of the ate 1800's and early 1900's when colonial ...xp.sionism was evident throughout the world. Three scenarios ...re.ovided with the 1880 and 1914 set-ups being semi-realistic. ...he rst scenario finds the six major countries controlling only ...hei.own areas as the game begins. The 1880 Scenario finds the ...he : countries controlling additional areas actually controlled by ...hos.countries in 1880. The 1914 Scenario is set-up in similar ...ash. ; however, if the computer controls Russia, France or ...ngl.d, the country is at war with Germany. Conversely, if ...er. ny is controlled by the computer, it is at war with Russia, ...rai., and England. You work within a map which is four screens ...vid and two screens high with over 125 major and minor ...cou. ies represented. Each of the six major countries is controlled ...by player, the computer, or is neutral. If it's neutral, it is ...con. ered unfriendly and can be defeated and controlled.

...rious *Phases of Play*

...The are several phases of play with the Build Phases including ...Ar. and Navy building, as well as fortification, economic aid,

espionage, and subversion. The Movement Phases include Army, Navy, and Combat. Your goal is to conquer as many minor countries as possible through taxation of your lands, espionage, construction of fortifications, economic aid to other countries, and buying armies and navies. Up to six players can play, or you can let the computer any or all of the countries. Winning is simple (!) -- you are awarded points for winning battles and acquiring control of areas. The player who first reaches a preset number of points is the winner.

More Good Strategy

Typical of SSI programs, Colonial Conquest is rich in strategy, and this has the bonus of of graphics which depict your land territories in a scrolling fashion. This is one of the "easier" strategic simulations that SSI has offered so it's a good way for the novice strategist to get started--either by yourself or with a group of friends. We found that even one of our reviewers who doesn't like strategy games, hanging around the screen and finally joining in! (one to six players; joystick; reviewed on Atari; also available for C64)

Recommended (MSR $39.95)

THE BODY IN FOCUS (★★★1/2/★★★) is an introduction to human anatomy designed by Neosoft for **CBS Software**. It comes with a keyboard overlay that allows for easy access to the program's three activities, Body Systems, Body Close-ups, and Body I.Q. test. Body Systems lets the program user examine eight major body systems: integumentary (skin), muscular, digestive, nervous, skeletal, respiratory, circulatory, and endocrine. Illustrated information is augmented by animated sequences demonstrating muscle movement, sneezes, pumping blood, and even goose bumps. Body Close-ups permits layer-by-layer study of the head, arm, and torso, revealing the relative positions of many of the body's internal organs. Body I.Q. lets you test your knowledge with 20 randomly chosen questions. Some are multiple choice questions, and others require you to identify a part of the body by positioning a cursor over it. THE BODY IN FOCUS is a very interesting program for ten-year-olds and up that provides a lively and colorful way to understand basic human anatomy. The drawings are beautifully done, and along with the scientific data used in the program, they have been reviewed for accuracy by Saunders Software, which is a division of W.B. Saunders, a highly respected publisher of medical texts. Thi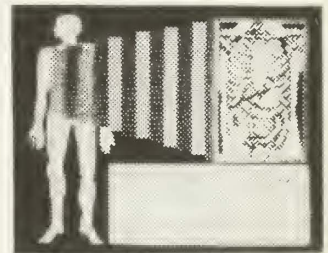s program would be an especially good choice for a family with school-age children. (Solo use; Keyboard; 2 48K-disks.) Reviewed on Apple II; available soon for C64 and IBM PC with graphics card.

Recommended. (MSR $39.95)

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feet while demonstrating Hacker to fascinated retailers and distributors. He thinks it's important for the designers to devote that time because "it shows we care."
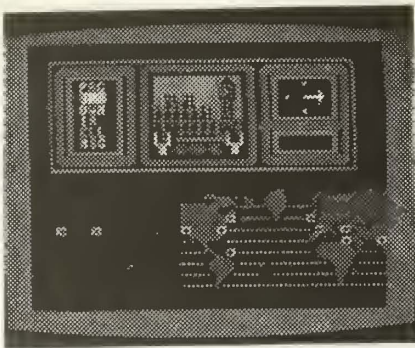
New Projects

We asked Steve if he's working on any new projects, and he admitted that he has an idea that's "really ambitious," but he's hesitating a little because "it takes a while to forget how much work the last program was." Let's hope that he forgets soon, so we can look forward to the results of Steve's new idea.

CRITICALLY SPEAKING..

HACKER (★★★1/2/★★★1/2) creates a dilemma for the reviewer. The reviewer's job is to evaluate and tell you about a program so you'll have some idea of whether or not you want to plunk down your hard-earned money for it. Usually, that means providing a description of the program's content, along with a subjective reaction to the entertainment value of the program. In this case, however, _Activision_ has distributed very few review copies and asked those of us who receive them to tell as little as possible about the program's content. Their hope is that everyone who purchases HACKER can discover all the surprises for himself or herself. Since we've agreed to go along with Steve Cartwright (the designer) and Activision on this one, we will not reveal much of the program's content in this review.

No Documentation

When you open your package, you'll find a disk and the instructions for loading it...period. No documentation, no hints, no explanations. After the program loads, you will see "LOGON PLEASE" and a blinking cursor. Of course, your experience tells you what that prompt means: the program expects you to enter something on the keyboard. But what? Try something--anything at all, and you're on your way to solving a mystery. When old-time pilots used their experience and intuition to handle the unexpected, they would say they were "flying by the seat of their pants." Finding your way through the mysteries of HACKER is seat-of-your-pants adventuring. As you get a little further into the program, you'll know that something sinister is happening. Anytime you see references to clandestine operations, world domination, spies, continental destruction, and security satellites, you can be sure that someone is up to no good. Just as in any other mystery, your job is to discover the who, what, where, and why of all the subterfuge. This is hacking for fun, and a whole lot of fun it is. Adventure gamers will find HACKERS a nice change of pace, and even those who aren't fond of adventure games will find plenty to like in this program. (Solo play; Keyboard & joystick; Disk.) Reviewed on C64; coming soon for Apple II ($39.95) and Atari computers. **Recommended.** (MSR $29.95)

BOUNTY BOB STRIKES BACK (★★★/★★★★) is Bill Hogue's 25-screen sequel to his enormously popular _Miner 2049er_. Like the first game, the sequel from _Big Five Software_ was designed originally for Atari computers, but this time Bill has done the translation to C64 himself rather than license the game to another company. As a result, the C64 version is every bit as lively and satisfying as the original.

In Nuclear Ned's Mines

In a reprise performance, the intrepid Bounty Bob enters the radioactive depths of Nuclear Ned's mines to claim every section by moving over its framework. The strange-looking little character runs and jumps, climbs and slides, and even gets shot out of a cannon. And Bounty Bob has quite an array of unusual conveyances in the different levels of the mine: transporters, suction tubes, utility hoists, and moving platforms, to name a few. Lots of options let you play the game any way you want. There are four difficulty levels, a choice of one to four lives, and bonus options. The secret messages are fun, too--hints that tell you how to warp up to higher levels. And for those who become frustrated at not being able to complete a particular screen, it's possible to choose any of the 25 screens immediately after the disk is booted,

using a special code sequence. (If you don't find a small piece of paper inside the program package with instructions for doing it just write to Big Five and ask for it. Be sure to include a cop of your sales receipt.)
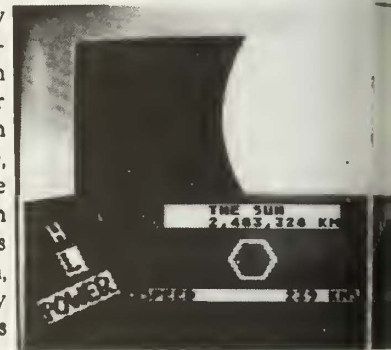
Lots of Play Value

Anyone who has enjoyed many hours of guiding Bounty through the perils of the ten screens in _Miner 2049er_ will the sequel to be a bigger and better challenge than the orig game. This is especially true for C64 owners, because they getting a much more faithful translation this time. You couldn't for more play value in a single game. And the program has both and colorful graphics, excellent original music, and an elabor crafted high-score sequence that beats any vanity board ever seen. (Too bad the high scores aren't saved to disk, thoug We think that BOUNTY BOB STRIKES BACK is one of the all-great action and strategy games, one that you'll enjoy playing very long time. (Solo play; 2-player alternating; Joystick; P Disk.) Reviewed on C64; also available on cartridge for computers and Atari 5200 at $49.95.
Recommended. (MSR $34.95)

THE HALLEY PROJECT (★★★/★★★1/2) by _Tom So_ _Productions_ for Mindscape is a very complex simulation involving a series of ten missions in our solar system. This is not an outer-space video game, nor is it a program to be considered lightly. Each of the ten missions is revealed to you in turn, after you've successfully completed the previous one, and all ten must be completed for you to become part of the Halley Project. (If send the secret code number received after completing the mission to Mindscape before Dec. 31, 1985, they will certify yo

qualification. They will also send you special instructions completing The Halley Project Final Challenge. All we can that anyone reaching that level ought to be applying to NASA job!)

Complex and Difficult

Leaving from Halley's Comet, the objective of each mission reach and land on a planet or moon. Your job is to use the R Screen and the "Simple Star Map" provided to figure out w your objective is and how to get there. (Navigation is one more difficult aspects of this program.) Once you land at objective, you will receive a new set of instructions for your destination. We found THE HALLEY PROJECT a bit more chall than we were up to, but its realism and complexity will a greatly to those fascinated by astronomy and space. Be prepar spend a lot of time with the program just to get the kna navigation. Also be prepared to do a little extra-curricular res to decipher clues in the higher-level mission orders. The pro is definitely not for everyone, but those interested in the star celestial navigation will be fascinated. (Solo play; Joystick; Reviewed on Atari and C64; coming soon for Apple II at $ MSR $39.95

Gemstone Warrior to Macintosh

SSI is adapting its popular GEMSTONE WARRIOR for Macin (128K and 512K) users for release later this Fall. In Gemstone player's goal is to find the 5 missing pieces of the stolen Gems

CRITICALLY SPEAKING..

EBSTER'S NEW WORLD SPELLING CHECKER from *Simon & huster* is certainly an appropriate piece of software to come m a book publisher. The program is essentially an electronic tionary (114,000 words) used to scan a document created with a rd processing program for spelling and typographical errors. The gram scans your text, and announces the number of "estionable words" it contains. Next, each questionable word is wn, highlighted, within the context of nine lines of your cument. The program suggests several correct alternatives: ose one, press <Return> and the offending word is replaced. If u want the original word left alone, it can be added to the gram's auxiliary dictionary, if desired. (Other words, names, or ms that you use frequently can also be added to the auxiliary tionary to personalize the program and make it more useful.) en your entire document has been corrected, it will be saved th the changes. A second file--your uncorrected document--is o saved under its original name with the suffix ".bak" added to t file name.

Little Bit More

is program does what other spelling checkers do, and a little bit re. And it's that little bit more that makes the program more rthwhile than most. It finds repeated words, so that "the the" esn't appear in your final draft. It notices missing punctuation rks in contractions and abbreviations, such as "doesnt" and rs", while it flags words run together by too-nimble fingers, such "correctspelling." This little gem can even recognize many words you spell them phonetically. For example, it will suggest that you place "terudactul" with "pterodactyl." (The program is based on th *Webster's New World Dictionary* and *Webster's New rld Misspeller's Dictionary*) And the program gets to know ur style after some experience with your work. Using a type of tificial intelligence system, its Automatic Scan mode becomes uned to the types of spelling and typographical errors you tend make, varying its level and type of checking accordingly.

Useful Program

This is a very useful program at a reasonable price, and it's not at ll difficult to use. The program itself is very straightforward, and e documentation is clear and concise. For those who need ssistance with their writing from time to time--don't we all?--the anual includes a guide to phonetic spelling and an excellent Writer's Guide to Punctuation and Manuscript Preparation." The riter's Guide covers rules for punctuation, capitalization, bbreviations, and those term-paper necessities, footnotes and ibliographies. If you're already using one of the supported ord-processing programs, this spelling checker will help you get tter results with your writing.

Requirements

Reviewed on Apple IIe. (Requires Apple 80-column or extended)-column text card; IIc requires no modification; II+ requires 64K AM and Videx Videoterm 80-column text card.) Also available for M PC/XT/AT/PCjr with minimum of 128K RAM and 80-column splay. Supports ASCII text file and the following word processors: or Apple) Apple Writer II, Bank Street Writer, HomeWord, Magic indow II, PIE:Writer, Screenwriter II; (for IBM) Bank Street riter, GetOrganized!, HomeWord, Perfect Writer, pfs:Write; iWriter, Textra, Volkswriter/Volkswriter Deluxe, WordStar, Write II/XyWrite II Plus. ecommended. (MSR $49.95)

Bust-A-Program

Creative Enterprises is releasing **BUST-A-PROGRAM** for ommodore with the object of the game being to Load, Save, copy nd gain entrance into the basic program listing by discovering and sing the secret programming clues. The further you get into the rogram, the more clues you will get. It will be available for $12.95 directly from Creative, PO Box 4253, Thousand Oaks, CA 91360.

FIELD OF FIRE (★★★1/2/★★★1/2) from *Strategic Simulations* is a tactical game of World War II combat which lets you command several types of forces on a variety of missions. There are eight scenarios, each a one- or two-hour game by itself, or you can play all eight scenarios for a full campaign. The scenarios feature company-level conflicts entitled Night Patrol (North Africa), Forever Road (Sicily), Omaha (D-Day invasion, France), Night of St. Anne, Up from the Beach, For Aachen, Ardennes Dawn, and Roeher Crossing (Germany). Each scenario has its own objective, with tactical situations taken from actual battles of the 1st Infantry Division during World War II. The weapons are appropriate to the historical period, and the terrain varies from beaches to buildings and hedgerows to bridges.

Variety of Battles

This is the kind of simulation that has made SSI games so popular with those who love tactical wargames. You must plan your way through the scenarios, learning the strengths and weaknesses of your units in order to succeed. The degree of variety in the eight battles makes this program especially attractive, since you can play a short game or a full-blown campaign. A lot of care is evident in the historical accuracy of the battles. Even the hi-res graphics and the sound effects add to the realism. FIELD OF FIRE is a good bet for wargamers looking for a new battle to analyze and win. (Solo play; Keyboard; Disk.) Reviewed on C64; also available for Atari. **Recommended.** (MSR $39.95)
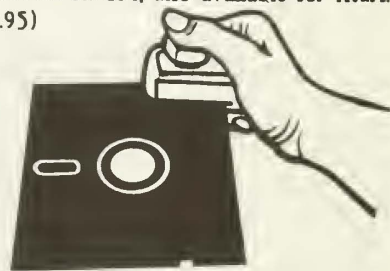
THE NOTCHER, the "Floppy Diskette Doubler" from *Suncom*, is a handy little tool for anyone who uses floppy disks. The device punches a write-enable notch that lets you use the back of a single-sided floppy. (In case you didn't know, the only difference between a double-sided and a single-sided, double density disk is that both sides of double-sided disks are certified error-free, while only one side of the single-sided disk is certified.) As Suncom wisely points out, placing your only copy of important data on the uncertified disk side is not a good idea. However, that side is perfectly good for temporary backups (not archival copies) and emergency storage. If you've ever run out of blank disks at two in the morning when you simply must save your position in an adventure game because you're about to attempt a crucial move, you'll appreciate the value of THE NOTCHER. By the way, it can also cut notches in the notchless program disks you no longer use. (Might as well get some utility out of that two-year-old game disk you never play anymore!)

Easy to Use

The device couldn't be easier to use. Simply slide the corner of your disk all the way into THE NOTCHER until it stops, then press the button until the punch bites through the plastic sleeve of the disk. Result: a perfectly positioned, square-cut notch that looks neat and professional. (The only other notching tool that we've tried cuts semi-circular notches, is difficult to position, and it costs $19.95.) THE NOTCHER is an economical, well designed product, and it comes with ten write-protect tabs and ten diskette labels. **Recommended.** (MSR $10.95)

7

CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

SUPER BOWL SUNDAY (★★1/2/★★★★) from Avalon Hill is the latest, and perhaps greatest, game for football fanatics. This program puts you squarely in the coach's shoes as you call the plays, the strategy, and manuever real-life players from twenty Super Bowl teams from the past. The program is packed with statistics of the players with names and positions, and strengths of the offensive vs. defensive match-ups based on seasonal performances. As you begin play, you have the choice of playing solo against the computer, playing against a friend, or letting the computer play itself (a good way to pick up pointers). As you team opens up on offense, it's up to you to choose the play. Pick one of three formations: Pro-Set, 3 Backs, or 4 Receivers. If you've chosen a running play, you will then have to choose which of four top running backs will carry the ball. Based on the team you've chosen to coach, the individual names and statistics will appear (statistics include a season summary for the top 4 ball carriers in carry attempts, total yards gained, average yards per carry, and number of touchdowns scored) and you can make your choice. If you continually go back to the same runner one of two things will happen: a built-in fatigue factor will come into play as well as the defense keying in on that player. In a pass play selection, you choose between two quarterbacks, again with the aid of statistics including completion percentage, and ten (!) receivers. Once you've entered your selections via the computer keyboard, the play is carried out right in front of you--with all 22 players on the screen at once going through the actual play!

Defense, Defense

You'll have plenty of choices once you play defense. You'll need to select Run, Pass, or Normal defense based on what you think the offense is going to do. You can also put several special defenses into play including linebacker blitzes, key in on running backs, short yardage defense, pass prevent, and double coverage on receivers. When choosing these defenses you must also choose which of your players are going to be involved (i.e. blitzing top and bottom outside or inside linebackers). In addition, the program allows for calling time outs, accepting and declining penalties, and injured players. Throughout the game, you can interrupt at any time to review the statistics of the game so far. Because it would be nearly impossible for two players to use the keyboard at once for a two-player game, joystick control of the defense is allowed.

Teams Included

As we mentioned earlier, there are 20 Super Bowl teams represented. From 1967 you have Green Bay and Kansas City; 1969 features New York and Baltimore; 1971 features Baltimore and Dallas; it's Miami and Minnesota in 1974; Pittsburgh and Dallas in 1979; Oakland and Philadelphia in 1981; San Francisco and Cincinnati play in 1982; Washington and Miami in 1983; LA Raiders and Washington in 1984; and it's San Francisco and Miami in 1985. And, in a feature becoming popular in sports games, additional season disks will be made available. The first, 1984 Season Disk, can be purchased from Avalon Hill with a $5.00 off coupon included in the game box.

Proud of the Game

In speaking with Avalon Hill, it was evident that they are very proud of this game and we can see why. For those who love action, you can see the teams enact your orders. The flexibility you have in the plays you can call, both on offense and defense, make this a great game for anyone who enjoys football. If you think you can coach better than some of those guys making all the bucks, this is your chance to find out! With all the variables involved, and match-ups you can call, it will be a long time before you tire of this one! (one or two-player; keyboard with joystick optional on 2-player mode)

Recommended (MSR $30.00)

Infocom Supports Atari ST

Infocom is the first third party software manufacturer to ship product for the brand new Atari ST. By the first of September, Infocom will ship all sixteen of its interactive titles in a price range of $39.95 to $49.95, depending on level of difficulty.

ACTIONAUTS (★★★1/2/★★★1/2) is the first entry from *Advanced Program Technology,* a company formed by designer, Rob Fulop, who is best known for his work at Atari and Imagic (*Missile Command, Night Driver,* and *Demon Attack* for the Atari 2600). It looks as if Rob is out to earn himself reputation as a maverick in the field of entertainment software because he has chosen an unorthodox way to distribute his program--as "freeware." Through an arrangement with Commodore, a copy of ACTIONAUTS is being sent to every registered Commodore 64 users' group in the U.S., a copy that can make endless copies of itself. Those who obtain a copy of the program from their users' group can send a $3.00 fee to the publisher to become registered owners and receive program documentation and a subscription to the "Actioneer" newsletter. Making the users into a distribution network saves the publisher the expense of disk duplication, packaging, advertising, and distribution. (Those who cannot obtain a copy through a users group or bulletin board may order a disk, including documentation and newsletter, directly from the publisher. Send $10.00 to Advanced Program Technology, P.O. Box 50246, Palo Alto, CA 94305.) By the way, freeware is NOT the same as public domain software; ACTIONAUTS is a copyrighted program.

Inspires and Rewards Creativity

ACTIONAUTS inspires and rewards creativity on the part of the user. It provides you with a set of eight programmable robots and a changeable playing field for nearly limitless possibilities. The concept of the program is somewhat similar to Chipwits by Brainpower for Epyx, but we found ACTIONAUTS much easier to learn and use. The simplest way to familiarize yourself with the program is to follow the tutorial in the program booklet to build a simple game of tag. You'll learn to build the playing field (called "gravity grid" because robots that move off the edge fall into oblivion), position figures on the grid, and then program the robots with your joystick. Programming--determining the movements of the robots--can be done manually by directing the robots with your joystick or in the Editor section, which allows for more complex commands. For example, you can program loops or let one robot call another robot into play. (Using the Editor also reinforces learning of basic concepts of computer programming.) Complete games can be saved and retrieved later. Best of all, ACTIONAUTS is the kind of program that encourages experimentation and can provide many hours of entertainment. The graphics are well drawn, with distinctive robot figures and even a white rabbit for a whimsical touch. Good sound effects add to the enjoyment of the program. It may be hard to believe that you can get a professionally designed piece of entertainment software for free, and then pay just $3.00 for documentation if you like it, but ACTIONAUTS is for real. (Solo use; Joystick; Disk; available for C64 only) **Recommended.**

"A Bold Departure for Infocom"

Advanced adventurers brace yourself... *Infocom* is readying A **MIND FOREVER VOYAGING**, written by Steve Meretzky, co-author of The Hitchhiker's Guide to the Galaxy, and author of Planetfall and Sorcerer. Promising a highly literary focus, A Mind Forever Voyaging is a departure from other Infocom stories. Instead of being puzzle-oriented, the story involves you in a highly-detailed, often chilling world of the future. The first in a new series of Interactive Fiction Plus titles, the series uses a new development system with expanded memory to eliminate some of the barriers that hinder the player's interaction with the story. The working vocabulary has been increasd to over 1,700 words. Infocom follows the direction of other software developers as this program will run on 128K only (Apple, IBM, Atari ST, Macintosh and Amiga) and will retail for $44.95. Watch for our in-depth review.

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The Amiga - Part Two
Details of the Machine Capability

We've been pouring over the material we have in-house on the Amiga and doing quite a bit of talking with software developers, retailers, and computer enthusiasts. There is a great deal of talk and speculation about this "new-generation" computer and how it will fair, in light of the soft computer market. We're pretty bullish on the concept of Amiga and, if the promised software makes an early debut, it could be a MAJOR competitor to the Apple family--from Macintosh on down to the aging Apple II family.

The Details While we gave you some of the most basic details of the Amiga last month, there are many more important features. The basic Amiga, at $1,295, will include three software programs--Amiga DOS, ABasiC, and Amiga Tutor (no details available yet on these programs). Several programs are promised at introduction; however, we will have to wait and see as we've yet to see a computer launch with the promised software.

The Amiga is expandable to 512K with a plug-in cartridge and can also be expanded externally up to 8M bytes of storage. All sorts of peripherals should run well on Amiga--from laser printers to color digitizers, music keyboars, MIDI interface, hard disks, and more. Commodore also announced an IBM PC interface which would allow Amiga owners to run all PC-compatible software! This could be a major selling point as home users could run their IBM software from the office at home, and still have the great graphics, sound, etc., that the home user wants more than a strictly business machine such as the IBM PC. This interface could retail under $500.00.

Plot Into Your VCR!

With the planned color digitizer and genlock interface, Amiga can connect to domestic video products and many professional video systems. You can then, potentially, reproduce and digitize video pictures of your family and much, much more! For those of you who like to do your own programming, the Amiga will run Amiga Assembler, Amiga C, Amiga Lisp, Amiga Pascal, and Amiga TLC Logo. The unit also features a professional quality 4-channel multi-voice music capability that can deliver a full orchestra of tones. There is also a bundled text-to-speech capability with unlimited vocabulary. The user can set the parameters for a range of pitches for both male and female voices.

Multitasking Possible

With the capability of displaying multiple windows (up to about 50 at a time), the Amiga is capable of working on several chores simultaneously.

Porting Flexibility

With both an RS232 serial port and a reconfigurable parallel port which is set up to the Centronics printer standard, you can use a variety of dot matrix, letter quality, color thermal, color ink jet, and laser printers.

Color is Awesome

The most immediately dazzling feature is, of course, the color capability of the machine. As we told you last month, the Amiga supports a "palette" of 4,096 possible colors which is mind-boggling! The following color modes are available: 320x200 32 colors; 320x400 32 colors; 620x200 16 colors; 640x400 16 colors; and the "hold and modify" mode that allows all 4,096 colors on screen simultaneously. With three video ports, you can hook up a RGB monitor in Port One which also supports the optional genlock unit for synchronizing the Amiga with an external video device such as a laser disk or VCR; the second port outputs standard NTSC signals for a TV via an RF modulator; and Port 3 is an NTSC composite video output. By the way, you cannot appreciate the color effect without seeing it for your own eyes. If you can find the premiere edition of "AmigaWorld" (published by CW Communications, the people who bring us InfoWorld, MacWorld, among others), on the newsstand, invest the $3.00 for a real visual treat.

Next Month...Part Three - Software Support Could Be Dazzling!

CRITICALLY SPEAKING...IBM
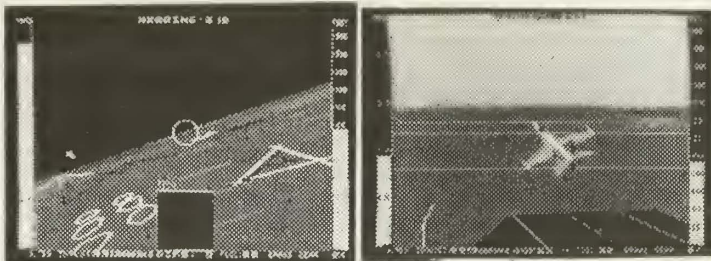
JET (★★★/★★★1/2) is from the author of Microsoft Flight Simulator, and if *SubLOGIC* has their way, this program will represent the new generation in high-performance jet flight simulators. JET simulates two fast and maneuverable supersonic jet fighters, the land-based F-16 Fighting Falcon and the carrier-based F-18 Hornet. Before you're ready to enter the cockpit of your sleek jet fighter, though, several pre-play options must be decided. First you must decide which of the two jets to fly, and then you must select from demo mode, free flight, dogfight, or target strike options. Then you set the keyboard layout (PC or PCjr), type of display (4- or 16-color RGB, composite, or monochrome monitor), difficulty level (0-9), and select your fighter's armament. After you've reached the end of the six pre-flight menus, you're finally clear for takeoff!

Simplified Commands

Included with JET is a command summary card for both PC and PCjr, which you'll probably want to take along on your first few flights. On the card you'll find useful information on how to fire your weapons, how to select your next target, selecting an active weapon, applying the airbrakes, lowering your landing gear, and answers to virtually all other questions you might have during your flight.

Graphic Edge on Jr/Control Edge on PC

If you're playing JET on the PCjr, why not add another half star to the graphics rating? I had the opportunity to play JET on both the PC and PCjr and found that the graphics are a little more believable on the Jr (because the Jr has 16 available colors instead of 4) and a little less jumpy. I also found that the controls on the PC are a little more straightforward than those on the Jr. After weighing the pluses and minuses, I've found this to be an enjoyable flight simulator and recommend it highly to those of you who enjoy this type of entertainment software. It should be noted that JET is compatible with all SubLOGIC Scenery Disks, allowing you to "fly" anywhere in the continental United States. JET can also load scenery directly from the Microsoft Flight Simulator disk. (Solo play; Keyboard or joystick; 128K minimum for IBM PC/PCjr/AT; Graphics card required for PC; Coming soon for other computers.) Recommended. (MSR $49.95)   --Patrick McGrath

Disposable Disk Head Cleaners

We've run across a product by *One-Step Ahead* which features a packet of 10 5-1/4" disposable head cleaning disks for your computer drive. They can be used with one and two-sided disk drives and have pre-measured and pre-applied cleaning solution. Everyone recommends that you clean your disk drives about every forty hours of use to avoid loss of data and this is a very easy way to do it. Because the cleaning solution is pre-measured, you won't make a mistake. You also do not risk putting dirt into the drive which a re-usable cleaner can do, if you don't take precautions. They come in bright turquoise and bright red colors --you'll never mistake them for regular disks!

(MSR $9.95 for 10-pack)

CLIP ART FOR MAC

Our fascination with Clip Art for Macintosh began when Simon & Schuster sent us MAC ART DEPT. for review (review this issue). There had been, of course, other programs which preceeded it but we had not covered them as our readers had not yet asked for Mac coverage. After looking at *MAC ART DEPT.* we realized that it could be difficult for our readers to know which clip art programs were right for their needs, especially as more and more programs come on the market. As a result, we decided to go back and look at several programs already on the market and also introduce you to new programs just becoming available.

The Basic Premise

All clip art programs work under the same basic premise as they are files which work within your MacPaint program. Individual graphic images can be removed from the file, saved into its own MacPaint file, and/or merged with a MacWrite file for the design of letterhead, flyers, and anything else your imagination can conjur up. Within MacWrite you can also shrink or expand the image and move it to various spots on the page.

Perfect for Finished Layout

We have, so often, been standing at the counter of one of the instant printer stores when someone walks in with a neighborhood notice, flyer, or such and they've cut things out of the newspaper for pictures, and typed on a typewriter that only produces text in one typestyle. The person behind the counter cringes and promises to do the "best they can." With ClipArt programs, font programs, MacPaint and MacWrite, you can walk in with that Garage Sale Notice that looks like you've had a professional typesetter lay it out for you!

Because the clip art programs all work in about the same fashion (not including special feature programs such as ClickArt Effects which will be covered separately within this article), our main thrust will be to point out the areas of strength of a given program, be it borders, fonts (new typestyles), graphic images, etc., along with samples of the art work offered.

One of the newest programs on the market is THE MAC ART DEPT., from *Simon & Schuster.* It's a marvelous collection of more than 150 graphic images which can be used as clip art in many facets of graphic preparation.
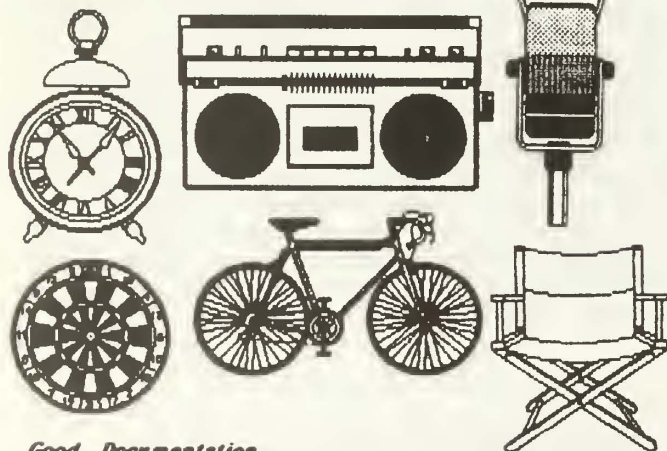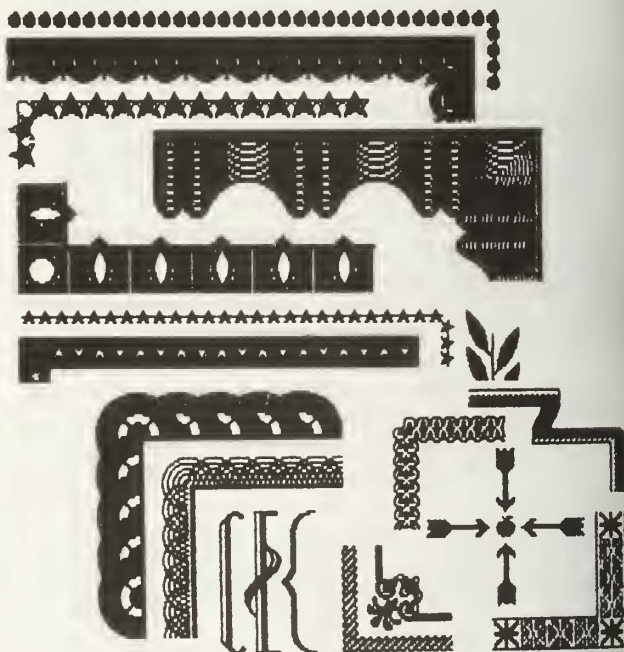

Good Documentation

Included with the software is a hardback book which gives you step-by-step instructions as well as guidelines on modifying the images, tips on good design, and much more. There are numerous illustrations which give you step-by-step guidance on how to add text to your image, re-shaping of objects, positioning, and more. The graphic library is broken down into eighteen subjects with a file devoted to each. The categories included are: Travel (two files), America, Borders, Food, Hands & Signs, Animals, Buildings, Desk, Household, Insects, Music, Objects, Plants, Personal, Seasonal, Tools, and Sports. We've reprinted just a few of the images but there are many very useful ones which can be used for a multitude of applications. You'll find such things as an old-time jukebox, Eiffel Tower, Director's Chair, the White House (for your letterhead,

perhaps??), the New York skyline, a bandaid, vacuum cleaner, all sorts of great-looking food, lawnmower, electrical outlet, ice skates, bowling ball and pins, Santa Claus, palm trees, hair dryer, comb, and the list goes on and on. This is a good, all-around clip art program offering a multitude of good, useable graphics. Recommended.(MSR $39.95)

Miles Computing has given us two Clip Art programs to date. MAC THE KNIFE Volume I is an interesting collection of images, borders, textures, and fonts. The strong point of this program is, without a doubt, the wide selection of borders, as well as a large compliment of textures available within various files. The textures can be moved about to either use as fill-in or they, themselves, can be used to paint a multitude of borders. You'll find film, computer disk, leaf, star, baroque, modern, simple, and complex borders to fill every need from designing contracts, guarantees, newsletters, PTA notices, and anything else you need. In addition to the borders, you'll also find world maps, animal outlines, international icons, and board game graphics for backgammon, checkers, and chess should you want to announce a local tournament for one of these popular games. The documentation is easy to read and gives you the basics you need to construct borders and work with the textures. This program is a must if you find yourself in need of a good border or two; however, the font selection is quite small, with only Hollywood, Cape Canaveral, and Manhattan available. This is *NOT* the program if you're looking for fonts. (MSR $39.00)

If you want fonts, a good choice is *Miles Computing's* MAC THE KNIFE Volume II. It's nothing but fonts--26 different typestyles with various point sizes for many of the styles. The documentation will take you, step by step, through the installation of various fonts onto your system disk. If you have the 512K Mac, you may be able to install all the fonts on your system disk; however, it won't leave you much room at all. You should limit your selections to those fonts you will most likely use. All the fonts have some "hidden" characters which you can access via your Option key. Within the Hollywood font you can print out the graphics for the famous Hollywood sign. Within Mos Eisley, Trekkies can print out a side view of the Starship Enterprise.
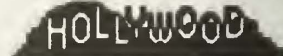

Note: all ClipArt graphics have been printed at 50% size in order to save space.

When buying font programs, obviously you want to gain as large and different a library as possible. As a result, following is a listing of fonts and supported point sizes that are included in this program: Babylon (9pt), Boise (18pt), Camelot (18pt), Carmel 24pt), Greenbay (18pt), Las Vegas (12 & 24pt), Liverpool (18pt), Rome (18pt), San Diego (24pt), Woodstock (12pt), Florence (12 & 24pt), Kawasaki (14pt), Tokyo (14pt), Cupertino (12 & 24pt), Sunnyvale (12 & 24pt), Hollywood (12,18, & 24pt), Manhattan (12 & 24pt), Mos Eisley (12 & 24pt), Saigon (12, 18, & 24pt), Sydney 12 & 24pt), Montreal (9,12,18, & 24pt), Paris (9,12,18, & 24pt), Stuttgart (9,12,18, & 24pt), Copenhagen (9,12,18 & 24pt), Dallas 12,18 & 24pt), and Washington DC (9,12,18 & 24pt). All in all, there is a good selection of varied fonts available in this program which greatly enhances the use of MacWrite. (MSR $49.00)

T/Maker has an entire series of Clip Art programs which they have dubbed their *ClickArt* series. (Their most innovative ClickArt aid, ClickArt Effects will be covered next month in Part Two of our Clip Art coverage.) All of the T/Maker ClickArt packages include simple, but very easy-to-understand documentation. T/Maker's **CLICKART PERSONAL GRAPHICS** is a interesting potpourri of contemporary images which covers everything from Michelangelo's David, Rodin's Thinker, to famous personalities such as Boy George, Albert Einstein, Edward G. Robinson, and Rev. Jesse Jackson. If you can't think of a use for these graphics or additional famous people such as Presidents Kennedy and Reagan, there are more mundane things included.
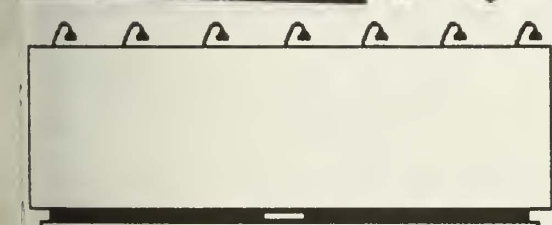

there's a nice collection of arrows as well as a few billboards, cars Porsche, Jaguar XKE), skylines, sports figures, cats, etc. The main thrust of this program are the "famous figures" for those of you who have need for this type of artwork. (MSR $49.95)

CLICKART LETTERS is a lettering system consisting of twenty-four large alphabets in various typestyles. The smaller fonts (24, 36, and 48 point) are installed through the FontMover and simply typed in using any application program. Fonts available are Basel (48pt), Boston (48pt), Calgary (48pt), Cambridge (36pt), Dallas (48pt), Fargo (48pt), Houston (36pt), New Haven (24 & 36pt), Oxford (24 & 36pt), Plymouth (36pt), Quebec (48pt), Sydney (24pt), and Vegas 48pt). Additional fonts which are giant size perfect for posters, overhead transparancies and the like) must be used within MacPaint as they are too large to "type". Within these sizes you actually "lay-out" your words on guide lines right in the program (an "electronic" version of the old rub-on letters). Most of the font styles are open letters which lend themselves very well to

fill-in with any of the many textures available to Mac owners. Fonts available in the extra-large size include Boston (1"), Tampico (60pt), and Stanford, New Haven italic, Rio, Berkeley, and Cambridge (all 72pt). (MSR $49.95)

CLICKART PUBLICATIONS is an extremely useful clip art program for anyone who has to lay-out newsletters, flyers, Little League announcements, Birthday greetings, memos, and more--with a flair! If you need a basic format for two- or three-column lay-out, it's included, as well as very snappy graphics for interesting design. You'll find everything you need here for your local flyers, book sale announcements, flowery borders and french manuscript for that fancy invitation, and even the Mastercard and Visa emblems! In addition, T/Maker has included maps of Europe and the USA, as well as a skeleton layout for a
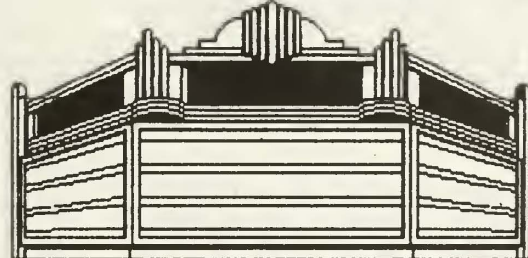
calendar. Chances are if you've got an event you want to announce--from a recital to an Open House invitation--you'll find the elements you need all in this one program. Don't let the name of the program scare you away--you'll definitely find all sorts of items in this one which will be useful for anyone wanting to put together a notice for the neighborhood or the whole town! (MSR $49.95)

Watch next month's issue for Part Two as we cover ClickArt Effects, Broderbund's Print Shop, Silicon Beach's Accessory Kit and more!

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New Adventure for Mac

Silicon Beach Software is working on **ENCHANTED SCEPTER**, an adventure game with text and graphics, featuring digitized sound (ala their program, *AIRBORNE*) for Macintosh. They have also told us they will develop programs for the Amiga, beginning with a stereo version of *AIRBORNE*.

Jigsaw Puzzles for Mac

Sabaki Corporation is putting the finishing touches on **MACPOLY**, a game consisting of one hundred jigsaw puzzles for Mac. While some puzzles are by the old masters, most are new and solutions are provided for all but the impossible ones (maybe it should be the other way around?). The program will retail for $29.95 and we'll be reviewing it shortly.

AIRBORNE (★★★/★★★) is a classic shoot-'em-up from
from *Silicon Beach Software* for Macintosh
owners and it's a great
deal of fun for fans of the
genre. As you begin
action, the first thing that
will astound you is the
opening music. A small
piece of the Wagner's Ride
of the Valkyries hits you
as you try to see where
the audio cassette deck is
hidden! As the action
opens up, you man a pair

of guns--anti-aircraft and a mortar. It begins simply enough as
helicopters make their way across the screen, dropping
paratroopers. Soon, there are transport planes dropping tanks and
more paratroopers. But wait, with deadly realistic sound, a MIG-21
jet goes screeching by with air-to-ground missiles that don't miss!

Paratroopers are making their way closer and closer to your
position, more helicopters, transports, and tanks move in and it
appears hopeless!

Just Good Fun

There's no doubt that Macintosh's main purpose in life is
productivity, business applications, and the like; however, we like
to take a break from that, EVEN on our Mac! Airborne is one of
those games that you load up when you want to unwind and first
thing you know it's two hours later and you're rationalizing that
"just 15 more minutes" should do the trick! The graphics are good,
but the real treat is the sound. You must hear it to believe it.
Whenever you want a "fix" of the opening anthem, you can click
"Play Song," and the sound during the game is just terrific. If you
like shoot-em-ups and you like to unwind after a day of "Mac-ing,"
this could fit the bill!

Recommended (MSR $34.95)

ULTIMA III: EXODUS (★★★★/★★★★) expands the
number of adventures available for Macintosh by just one, but this
game from *Origin Systems* is one that will keep you
entertained for quite a long time. The content of the Macintosh
game is the same as versions for other computers: a search for the
evil offspring of Mondrain and Minax through the lands of Sosaria,
undertaken with a party of one to four characters. You determine
the quality of the characters, choosing name, race, sex, profession,
and amounts of strength, dexterity, intelligence and wisdom. The
party travels to towns, over monster-infested lands, through
darkest dungeon mazes, over pirate-haunted seas, and even
through hidden Moon Gates. The graphics are finely detailed and
beautifully animated, the sound effects excellent, and the depth of
play superb. The game works smoothly with mouse control,
keeping commands handily on the screen. Use the keyboard if you
must, but the mouse is easier. If you love adventuring with your
Mac, ULTIMA III is a must. (Solo play; Mouse &/or keyboard.)
Reviewed on Macintosh; also available for Apple II, Atari, C64, IBM
PC/PCjr. **Recommended.** (MSR $59.95)

New Peripheral for MAC

Assimilation Inc. will ship **NUMERIC.TURBO**, the first full
function numeric keypad/high speed input device for Macintosh in
September. According to the manufacturer, the high speed
"trackball" cursor controller will reduce present Mac input time by
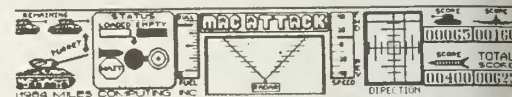more than 50%. Included in the device are cursor keys, direct
function keys, and a fully functional numeric keypad along with
the ball. It attaches to either side of the main keyboard with velcro
strips, allowing easy use for either left or right handed users. Retail
will be $149.00.

MAC ATTACK (★★★ 1/2/★★★) from *Miles Computing*
is another Mac entertainment program that's been available for a
short while. While you're still dealing with "the enemy," this game
is quite different than Airborne. You must pilot a Sherman tank
against enemy tankers and fighter aircraft capable of launching
heat-seeking missiles. Once the computer-guided missiles locate
your tank, it's all over unless you do some pretty fancy
out-maneuvering. Various status information is shown on a display
panel along the bottom of your screen including your direction,
radar, fuel, and weapon status. Your strategy is pretty
simple--keep moving, turning, twisting, and firing at the enemy.

3-D Battlefield

The graphics and sound in this game are quite nice and the 3-D
effect is excellent. Gameplay is quick, engrossing, and tough. We
thought we'd find ourselves "mastering" the game very quickly,
but found ourselves losing tank after tank. It's especially rough in
the higher levels when the enemy can shoot at you before you can
see him, other than on your radar. The enemy becomes very
aggressive as you reach the higher levels, and you'll find yourself
gripping the mouse for all you're worth as you attempt to save an
Alaskan city on the brink of World War III.

Recommended (MSR $49.95)

BOOK REVIEW

THE ADVENTURE COMPANION by Gary Borders (*Hayden Book Co.*) provides hints, maps and solutions to five popular
adventure games available for most personal computers. The
games covered are *The Wizard and the Princess* (Sierra), *Zork I* (Infocom), *Adventureland* (Adventure International), *Transylvania* (Penguin), and *Planetfall* (Infocom). The author, who
works days at Hewlett-Packard and nights at adventure gaming
has structured his book to allow you to receive as little or as much
help as you want for a particular game. The chapter for each game
is divided into sections providing progressively more answers.

Hints, Maps, Glossary & Tour

The first section lists questions, such as "What should I do with the
Jewelled Egg?". You are referred to a numbered answer in the
Appendix at the back of the book, where hints for all five games
are intermixed. This keeps you from learning more than you want
to know, because nearby hints in the Appendix apply to other
games. The question section is followed by maps of the game, a
glossary of terms in the game's parser which gives further hints
about the use of objects, a breakdown of the scoring for the game
(if applicable), and, finally, a "guided tour" that gives a complete
step-by-step solution for the entire game. Obviously, the tour can
spoil all the fun of solving the game, so it should be the hint of last
resort. The author suggests using the tour only when you're totally
frustrated, and then using just enough of it to get you out of a tight
spot so that you can proceed on your own.

As Much Help As You Need

THE ADVENTURE COMPANION does an excellent job of providing
just as much help as you need, without giving everything away
unless you take the guided tour of each game. If you already own
several of the games covered, or if you're thinking about buying
them, this book can help you over the inevitable rough spots in
those late-night gaming sessions. **Recommended.** (MSR $12.95)

ADAM-COMPATIBLE

THE ADDRESS BOOK FILER AND AUTODIALER is the latest and, perhaps, last??? ADAM datapack from *Coleco*. When the package arrived, we were excited to see something new for Adamites. Once we looked at the program, we couldn't believe that this is the only new product Adam owners have to purchase when they are aching for good and useful product. The package includes an autodialer expansion module (it plugs into the Expansion Port) which connects to your telephone and wall jack via a modular phone cord (included), as well as the software. Best described as an electronic phone book, you enter names, addresses, phone numbers, and notes. You can then search for a name later, or key phrase (for instance, you can notate "baseball" on everyone in your phone book who's on your Little League team for later recall), and the program will dial the phone number for you. The program can be merged with SmartWriter or Smart Letters and Forms if you wish to send a letter to any combination of people in your address book.

So What's The Point??
Address Book is nothing more than an abbreviated database program that can dial phone numbers. If you wish to keep track of friends, business associates, etc., SmartFiler will do the trick nicely. Frankly, the idea of going to your ADAM, loading the Address Book program, finding the name(s) you wish to call, and having ADAM dial the phone number (remember, you have to pick up the phone to talk--this program dials the number, NOTHING MORE), seems like an absolute waste of time to us. With all the types of programs NOT available for Adam, it seems a shame that time and money has been wasted on an electronic dialer, especially since it appears that Coleco may be planning NO NEW product shipments. Talk ADAM to them and they practically hang up the phone! Even if you're desperate for Adam software, restrain yourself on this one! (does NOT require modem)

Not Recommended (MSR approx $40.00)

Martin Consulting Rethinks ADAM
We understand, from reliable sources, that Martin Consulting has made the decision to scrap plans for the release of ADAM INKS. This is due to the fact that the company has experienced very disappointing sales on *FANTASY GAMER*

CRITICALLY SPEAKING..

IBM PCjr-COMPATIBLE

GHOSTBUSTERS (★★★★/★★★★) is finally here from *Activision* for those PCjr owners who may have felt deserted. Since "bustin' ghosts" is now a household phrase, and some of your friends may have been bustin' ghosts for several months on their Apples, Ataris, and Commodores, don't you think it's time you got even? Well, here's your chance! GHOSTBUSTERS is here, and you have your very own Ghostbusting franchise awaiting you. Borrow the money from the bank, purchase and outfit your vehicle, and start bustin'! Locate the trouble-making ghosts on the city map, take the shortest possible route to that location, and suck up those screamers on the way. Spring your trap, herd that Slimer, and watch that you don't cross the streams from your negative ionization backpacks!

Marshmallow Alert!!!
When "Marshmallow Alert" flashes at the bottom of the screen, you must act very quickly. Set out the bait to call the Marshmallow Man's attention away from wreaking havoc on the nearest building, and the mayor will award you $3,000 for saving the city! What more is there to say? It's a classic. Wait no longer. Pick up a copy and show 'em how they bust ghosts on the Jr. (Solo play; Joystick; Disk.) Reviewed on IBM PCjr; also runs on Tandy 1000; Versions available for Apple II ($39.95); for Atari and C64 ($34.95). Recommended. (MSR $39.95)   --Patrick McGrath

MINDSHADOW (★★★/★★★1/2) is a graphic and text adventure with tutorial that has just been released by *Activision* in a new version for 64K Atari computers. A help character, the Condor, can be queried three times during the game when you get stuck. This is a fairly difficult game, so you may have to restrain yourself to keep from using up the Condor's help too soon. The problem in this game is finding yourself on a desert island without an identity, and with no memory of the past. There are puzzles to solve as you move around the island and later as you travel through parts of Europe. The big puzzle, of course, is discovering your lost identity by uncovering bits and pieces of your past, thus restoring your memory in stages. It's definitely a challenge, and it may be a little too difficult for beginners, even with the Condor's help. Intermediate to advanced adventurers will enjoy the task, which is enhanced by good, colorful graphics. (Solo play; Keyboard; 64K disk.) Reviewed on Atari; also available for C64; for Apple II and IBM PC/PCjr at $39.95. Recommended. (MSR $29.95)

MASTER OF THE LAMPS (★★★★/★★★★) is a multiple treat from *Activision* for ears and eyes, a translation of the innovative musical game designed originally for C64 and available now for Atari. Enter the world of the Arabian Nights, where you are a young prince who tries to return renegade genies to their lamps. First you fly your magic carpet through twisting tunnels of diamond-shaped gates to reach the genies' dens. Effective graphics and different musical themes for each tunnel combine to give the flying sequences all the thrills of a roller-coaster ride. At the end of the ride, call out the genie and strike the correct gong to match the colors and/or musical tones he blows from his hookah. If you succeed, you gain one of seven pieces that make up a lamp and then move to the next tunnel of light and sound. Assemble three lamps, and you've won the game--no easy task. We loved this game on C64, and it's equally mesmerizing on Atari. (Solo play; Joystick; Disk.) Reviewed on Atari; also available for C64. Recommended. (MSR $29.95)

Progress Report: Little Computer People
The Activision team working on the "Little Computer People Research Project" is at it again. On August 9, 1985, David Crane and Sam Nelson released a report on their research data to date. For the first time, they have related their methods and findings to the larger context of classical anthropological techniques of "participant observation."

Computer People Can Play Games
The team has learned that the little people "show a remarkable aptitude for playing games," and, in fact, they have successfully played some card games with them. Members of the team believe that some of the aptitudes shown by these little people were acquired through years of exposure to our use of the computers in which they live. Thus, they could have learned English from our word processing programs, music from our many computer music programs, and of course, games from our entertainment software.

Domestic & Foreign Computer People?
The team is still working actively with little computer people living in Commodore and Apple computers, although they expect to apply their research techniques to other popular computers soon. Foreign computers will also be studied to determine what differences may exist in language, cultural styles, and habits. The first commercial product based on the little computer people research is slated for release this Fall. Atari (& others)

Data East for Martial Arts Fans
Coin-Op manufacturer Data East is working on versions of their games for you to take home. KARATE CHAMP will be their first game for C64, due to be released soon. They are also working on an Apple version of the game, plus KUNG FU MASTER for C64. Martial arts fans will be excited about this news!

ATARI COMPUTERS

AUGUST
Crimson Crown (PEN)
Essex (SYN)
Lode Runner's Rescue (SYN)
x-Mindwheel (SYN)
x-Temple of Apshai Tril(EPY)

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

OCTOBER
Championship Lode Runner (BRO)
Eidolon (EPY)
Elevator Action (DS)
Frank & Ernest's Adv(PEN)
Karateka (BRO)
Koronis Rift (EPY)
Oo-Topos (PEN)
Pole Position II (DS)
Raid Over Moscow (ACC)

THIRD QUARTER
Alternate Reality (DS)
Battalion Commander (SSI)
x-Colonial Conquest (SSI)
Hacker (ACT)
x-Master of the Lamps (ACT)
Music Studio (ACT)
Panzer Grenadier (SSI)
x-Print Shop Graphics #2 (BRO)
Zorro (DS)

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

ATARI ST

AUGUST
Gato (SIE)
Hitchhiker's Guide (INF)
Wishbringer (INF)
Zork Trilogy (INF)

SEPTEMBER
A Mind Forever Voyaging (INF)
Forbidden Quest (PRY)

JANUARY
Gateway (PRY)

COMMODORE 64

AUGUST
x-Ballblazer (EPY)
Crimson Crown (PEN)
Essex (SYN)
First Men in Moon Math (FP)
Flight Simulator Scenery
  Disks-Western Region (SUB)
x-Hot Wheels (EPX)
Jungle Book Reading (FP)
Lode Runner's Rescue (SYN)
Masters of Ledgerdemain (SUN)
The Works (PS)

SEPTEMBER
Boston Diet (SCAR)
Cave of Time (BAN)
Escape (BAN)
4th Protocol (BAN)
Goonies (DS)
Information Connection (GRO)
Jet (SUB)
Learning Guitar Overnight (CHIP)
Moebius ((ORI)
Nine Princes in Amber (TEL)
Note Card Maker (GRO)
Perry Mason:Case of Mandarin
  Murder (TEL)
World's Greatest Football (EPY)
Zorro (DS)

OCTOBER
Eidolon (EPYX)
Elevator Action (DS)
Forbidden Quest (PRY)
Frank & Ernest's Adv(PEN)
Koronis Rift (EPYX)
Oo-Topos (PEN)
Pole Position II (DS)

Star Trek:Kobayashi Altern(SS)
Winter Games (EPY)

THIRD QUARTER
Alternate Reality (DS)
Battalion Commander (SSI)
Beyond Forbidden Forest (COS)
Black Onyx (SIE)
Black Thunder (AH)
x-Bounty Bob Strikes Back (BIG5)
x-Colonial Conquest (SSI)
Dolphin's Rune (MIN)
Escape from Richelieu (SUN)
Great Intl Paper Airplane
  Construction Kit (SS)
Grypbon (AH)
x-Hacker (ACT)
Maxwell Manor (AH)
Mech Brigade (SSI)
Norway 1985 (SSI)
Panzer Grenadier (SSI)
Reach for the Stars (EA)
Spy vs. Spy Island Caper (FS)
Star Rk Boxing:Main Event (GAM)
Temple of Apshai Trilogy (EPY)
Wing of War (SSI)

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

FIRST QUARTER 1986
AutoDuel (ORI)
Gateway (PRY)

COMMODORE 128

THIRD QUARTER
Black Cauldron (SIE)
GATO (SIE)
PerfectCalc (COM)
PerfectFiler (COM)
PerfectWriter (COM)

AMIGA

SEPTEMBER
A Mind Forever Voyaging (INF)
Catalog Product from Infocom

OCTOBER
Archon (EA)
One on One (EA)
7 Cities of Gold (EA)
Skyfox (EA)

NOVEMBER
Deja Vu (MIN)
Deluxe Video Const. Set (EA)
Marble Madness (EA)
Print Shop (BRO)
Return to Atlantis (EA)

FOURTH QUARTER
Halley Project (MIN)
Keyboard Cadet (MIN)
Radar Raiders (SUB)

FIRST QUARTER 1986
Sargon III (HAY)

APPLE II

AUGUST
Black Cauldron (128K)(SIE)
Crimson Crown (PEN)
Essex (SYN)
Forbidden Castle (MIN)
x-Golden Oldies Vol 1 (EA)
Great American Road Race (ACT)
King's Quest II (SOL)
Master of the Lamps (ACT)
Mobius (ORI)
x-Print Shop Graphics Lib 2
Summer Games II (EPY)
Ultima 4 (ORI)

Voodoo Island (MIN)
Winter Games (EPY)

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

OCTOBER
Forbidden Quest (PRY)
Frank & Ernest's Adv(PEN)
Lode Runner's Rescue (SYN)
Ogre (ORI)
Oo-Topos (PEN)
Star Trek:Kobayashi Alternative
(SS)

THIRD QUARTER
Battalion Commander (SSI)
Beachhead (ACC)
Beachhead II (ACC)
Countdown to Shutdown (ACT)
x-Dr Seuss Fix-Up (CBS)
Escape from Richelieu (SUN)
Fantavision (BRO)
Goofy's Word Factory (SIE)
Great Intl Paper Airplane
  Construction Kit (SS)
Guitar Wizard (BAUD)
Hacker (ACT)
Home Connection (PEN)
Home Data Base (PEN)
x-I Damiano (BAN)
Masters of Ledgerdemain (SUN)
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 Caper (FS)
Temple of Apshai Trilogy (EPY)
x-Under Fire (AH)
Video Vegas (BAUD)
Wizardry Scenario 4 (SIR)
The Works (FS)

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

FIRST QUARTER 1986
Gateway (PRY)

MACINTOSH

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

SEPTEMBER
A Mind Forever Voyaging (INF)
Ancient Art of War (BRO)
Brimstone (SYN)
Essex (SYN)
King's Quest (SOL)
Letterbead (SYN)
Mindwheel (SYN)

OCTOBER
Enchanted Scepter (SIL)
Forbidden Castle (MIN)
Frank & Ernest's Adv(Pen)
Gemstone Warrior (SSI)
Luscher Profile (MIN)
The Mist (MIN)
Oo-Topos (PEN)
Print Shop (BRO)
View to Kill (MIN)
Voodoo Island (MIN)
Winter Games (EPY)

THIRD QUARTER
Calculator Construction Set (EA)
Championship Boxing (SIE)
Gemstone Warrior (SSI)
I Damiano (BAN)
MacFont 1 (SUN)
Pinball Construction Set (EA)
Temple of Apshai Trilogy (EPY)

FOURTH QUARTER
Ultima 4 (ORI)

IBM PCjr

AUGUST
Black Cauldron (SIE)
Essex (SYN)

SEPTEMBER
A Mind Forever Voyaging (INF)
Information Connection (GRO)
Nine Princes in Amber (TEL)
Perry Mason:Case of Mandarin
  Murder (TEL)

OCTOBER
Star Trek:Kobayashi Altern(SS)

THIRD QUARTER
Great Intl Paper Airplane
  Construction Kit (SS)
Homeword Money Mgr (SIE)
Horseracing (CHIP)
Temple of Apshai Trilogy (EPY)

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

ADAM

FOURTH QUARTER
Best of Electronic Arts (COL)
Family Feud (COL)
x-Jeopardy (COL)
2010 Strategy (COL)
Wrath of Quintana Roo (SUN)

VCR

THIRD QUARTER
Rich Little's Charades (PB)

AUGUST
Add Ventures of Time Taxi (SPN)
Readers of Lost Alphabet (SPN)
Search for Stolen Sentence (SPN)

COMPANY CODES:
ACT - Activision
AG - Avant Garde
AH - Avalon Hill
AT - Atari
BAN - Bantam
BI - Batteries Inc.
BRO - Broderbund
CBS - CBS Software
COL - Coleco
COM - Commodore
COS - Cosmi
CS - Creative
DES - DesignWare
DM - DataMost
DS - DataSoft
EA - Electronic Arts
EPY - Epyx
FP - Fisher-Price
FS - First Star
FUT - FutureVision
IMG - Imagic
INF - Infocom
LC - Learning Co
MAR - Martin Consulting
MIC - Microprose
MIN - Mindscape
ORI - Origin
SCR - Scarborough
SIE - Sierra
SPN - Spinnaker
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SSI - Strategic Simulation
SIR - SirTech
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VIC - Victory Software

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KID'S KORNER

HOT WHEELS (★★★/★★★) is the third in a series of "Computer Activity Toys" from *Epyx*, programs built around commercially successful toys. (The other two programs are *G.I. Joe* and *Barbie*, both reviewed in our June, 1985 issue.) HOT WHEELS begins with a trip to the showroom to choose a car, which can be painted any color you like, or you can build a
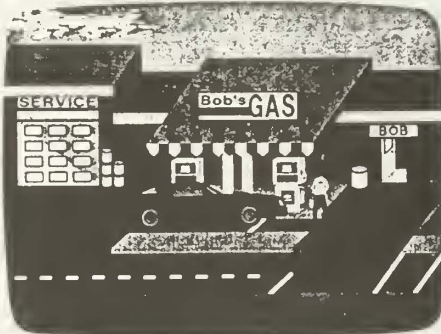
can build a custom car at the factory. Then it's time to hit the streets with your new wheels, perhaps stopping at the Speedway for a round of Demolition Derby (computerized bumper cars). Then you might run your dirty car through the Car Wash or head for the Parking Garage to choose a new vehicle. A trip on the Expressway takes you across town, where you can get a tune-up, an oil change, or visit the gas station. If you go to the Fire Station, you can take a bright red fire engine, sirens screaming, to the scene of a house fire. Can you douse the flames before your water tank runs dry?

Realistic Sounds

Kids will enjoy this program with its colorful, animated graphics and realistic sound effects. They'll love making tires screech, horns blare, and sirens wail as they move around town in their choice of cars. The program creates a play environment, encouraging make-believe games that let kids create a story to support a series of activities. We think the program is most suitable for youngsters under ten. Older kids may find it a little too tame. (Solo play; 2 players in Demolition Derby only; Joystick; Disk.) Reviewed on C64; versions for other computers to be released at a later time.
Recommended. (MSR $29.95)

SHOW DIRECTOR (★★★1/2/★★★) from *Mindscape* is a tool for creating animated shows and is suitable for ages eight and up. The program gives kids a little experience with word processing as they write the script for their show. The action portion of their show is created in stages: background, characters, action, music, and sound effects. There are 12 high-resolution background scenes, from haunted mansion to Egyptian pyramid; a custom background can be created from a series of options. Forty animated characters and a nice selection of music and sound effects

round out the choices. Three scenes can be cast and animated for each show, and the child has complete control over the movement of the animated characters. Completed shows can be saved to disk. This is a program that fosters creativity and promises to afford many hours of engrossing activity. (Solo use; Joystick &/or keyboard; Disk; Printer optional: Commodore 1525, 1526, MPS 801.) Reviewed on C64; coming for IBM PC/PCjr.
Recommended. (MSR $29.95)

COLORME (★★★/★★★) is a computerized drawing tool and coloring book for youngsters aged four and up from *Mindscape*. In its basic drawing mode, it operates much like other drawing programs, providing a blank drawing screen and a few simple menu options for choosing line width, color, fill, or erase functions. Text can also be added to pictures, and kids can have a great time adding pre-drawn characters from the ColorMe Kid's Picture Disk included in the package. Best of all, their favorite pictures can be printed for coloring with crayons or paints-- even printed in color with the Okimate 10 printer. With a little help from mom or dad to get things started, even the youngest kid can easily use this program to create and save all kinds of pictures. And additional Picture Disks are available from Mindscape at $9.95 each, featuring such favorites as Rainbow Brite and Shirt Tales characters. (Solo use; Joystick or KoalaPad; Disk; Printer optional: Okimate 10, Commodore 1525 or MPS 801.) Reviewed on C64; coming soon for Apple II.
Recommended. (MSR $29.95)

Boston Diet to Commodore

Due to the resounding success of Scarborough's ORIGINAL BOSTON COMPUTER DIET in the original Apple and IBM versions, a Commodore 64 version has just been released. The program features a personalized weight-loss plan developed from data supplied by the user.

Attention Game Collectors!

We've come up with more hard-to-find titles for Atari 2600, 5200, Intellivision, and ColecoVision. Most are in extremely small quantities. For a current listing, send a self-addressed, stamped envelope.

We're also working on collecting more good computer software in close-out sales from stores and hope to be able to offer another dynamite Software Sale shortly.