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TOP 10 SELLERS

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COMING NEXT MONTH

REVIEWS

including

on
for Apple & Atari
Miner 2049er II
Rescue Raiders
for Apple

... and a Complete C.E.S. Wrap-Up
That's New, What's Hot
That's Not!

C.E.S. Preview!

As we walk the miles of aisles at the Winter Consumer Electronics Show (C.E.S.), we can tell you of some pretty exciting things which are going on. Once again, several companies have leaked information to us early so you, our readers, can get a feeling of what's going on! Our February issue will be packed with more information, more details, and our impressions.

Activision Debuts Unifying Theme

All releases planned by Activision for the First Quarter will have one central theme—music. *ROCK N BOLT* is a strategy puzzle challenge with Louie as a hard-hat construction worker bolting moving girders together to match a blueprint set to rock and roll music. *WEB DIMENSION* rewards the player with music at the completion of each level of 8 kaleidoscopic webs with creatures roughly representing the stages of Darwinian evolution. The program features eleven original music compositions. *THE MUSIC STUDIO* allows the user to compose original music with a twist—a “paint box” option can and print out on to sheet music, an unusual feature. *MASTER OF THE LAMPS* features a young prince who has come of age to inherit his father's crown. In his test of manhood, he must fly through a 3-dimensional tunnel on a magic carpet which moves all over the screen. He's confronted by genies who give him the test of color and musical tone recognition.

We have learned that Activision plans NO introduction of software for either the Atari 5200 or ColecoVision, and will ONLY show *Ghostbusters* for the Atari computer.

Imagic To Show Varied Software

We expect to see finished versions of the Sherlock Holmes adventure, *ANOTHER BOW* (IBM PC and Apple) and *I, DAMIANO* (Apple), set in the 14th century combining strategy, adventure, and arcade action. Also on tap is *MACBETH* an adaptation of the Shakespeare classic in which you become Macbeth, Lady Macbeth, and a witches' minion. In a new *COMPUTER TALK* series, Imagic will initially introduce *SPEAK AND SEEK* (working title only), which is a children's educational program containing a 200-word-plus vocabulary. The program features animated letters which teach youngsters the alphabet.

ONE ON ONE for ColecoVision!!!

The big sneak from MicroLab, in a licensing agreement with Electronic Arts, is the Coleco-Vision version of the award-winning *Julius Erving/Larry Bird ONE ON ONE*. We'll be heading for the MicroLab booth to check graphics and gameplay, but this one sounds like a sure winner. Other MicroLab entertainment software to be shown will include *MINER 2049ER II* with ten new screens on 2 levels; *CARIBBEAN QUEST*, a sequel to *Death in the Caribbean*. A twist of this program is a simulated modem which forces the player to “break in” to system to get into the adventure and start the game. *JOURNEY TO THE CAVERNS OF DOOM* (C64, Apple, Atari) will be shown, although in an unfinished state, and is billed as a hi-res animated adventure which uses icons to advance play. This one sounds fascinating in that you can choose one of FIVE different languages to play the game (English, French, German, Spanish, or Italian!).

In education, MicroLab plans English SAT II, American History, and Barnaby Math. New home management programs will include a 1985 version of *TAX MANAGER*, as well as *BULLETIN BOARD* for leaving messages, and *DATA EXPRESS* for data communications.

Q*Bert Sequel

Parker Bros. will sneak-preview their sequel to the wildly successful *Q*Bert*. The new program, *Q*BERT'S QUBES*, features *Q*Bert* hopping from qube to qube, rotating them with his feet, while dodging menacing Meltniks, Shoobops, and the infamous Rat-A-Tat-Tat. Systems planned are Atari 2600, ColecoVision, C64, Atari, and, for the first time, PC/PCjr and Apple. A sequel to *MONTEZUMA'S REVENGE*, entitled *BARBADOS BOOTY* (C64 and Apple on one disk), will also be introduced, as well as a video version of the classic *CLUE*. Entitled *VCR MYSTERY GAME-CLUE*, the game contains a videotape made at the scene of the crime in which an assortment of prime suspects act out parts in various rooms of the mansion. There are 3 separate chapters with six individual mysteries to solve for each one: 18 games in all. The game/videotape will retail under \$40.00.

Trillium Plans “Years Ahead”

Although Trillium will not be showing any new titles at this show, they promise five top secret projects for the June show which are “at least ten years ahead of what they showed last June.” Hmm, sounds very interesting! Meanwhile, the Windham line of software will introduce children's adventures based on the classic books, *TREASURE ISLAND*, *ALICE IN WONDERLAND*, and *WIZARD OF OZ* (C64, Apple, IBM PC/PCjr, Mac).

CRITICALLY SPEAKING.. ATARI COMPUTERS

U.S. ADVENTURE (★★★/★★★½) applies some concepts of adventure gaming to a program designed to teach facts about



American history, geography, presidents, trivia, states, and capitals. The goal is to travel through all 50 states in order of their admission to the Union, collecting various events and placing them in the year of their occurrence. The game is suitable for all ages, providing skill levels labeled "Beginner," "High School," and "Tournament."

Points for States and Dates

The basic screen shows a map of the U.S., highlighting your current location. The game begins in Delaware, where you are automatically awarded points for starting in the first state admitted to the Union. From there, you must determine the direction to travel to reach the next state admitted, Pennsylvania. (At the Beginner level, you can ask for "help" an unlimited number of times. This option shows you the next state admitted, in case you're not sure.) One or more historical events can be added to your inventory at this point, such as "Declaration of Independence." If you think you know the correct date for an event, you can enter the time machine and travel to that date. If your choice is correct, points are awarded. If your date is wrong, all the events collected in your inventory so far will be shown as "past" or "future" in relation to the date where you stopped in the time machine. When you've pinpointed ten events correctly, you are rewarded with a "Trivia Break." Points are earned for states visited in the correct order and for events placed correctly in time. (Watch for occasional nonexistent events—adding them to your inventory causes everything in your inventory to vanish.) Games interrupted in progress can be saved to disk.

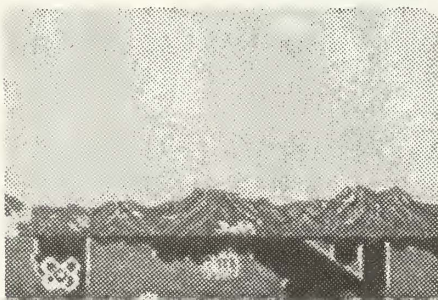
Great Learning Game

U.S. Adventure is a great learning game for family fun or classroom use. (Program aids for classroom use are available to teachers.) Although it's set up for a single player, there is nothing to prevent several people from working together as a team. The game encourages logical thinking and planning ahead. And it's absolutely impossible to play without learning something! (Solo play; Joystick or Keyboard; Dual-sided disk backed with C-64 version.) (Also available for Apple II series & IBM PC/PCjr at \$34.95.)

Recommended. (MSR \$29.95)

CHOPPER HUNT (★★/★★½) is a disappointing game that's

IMAGIC



not up to Imagic's usual high standards. The idea of this one is to drop "sod bombs" from your helicopter until you can uncover buried treasures. You must then retrieve the treasures and carry them back to your base, one at a time. Falling

clods of dirt get in the way, filling on the holes your chopper's bombs create. Touching the falling clods or any portion of the earth causes your helicopter to explode. Later in the game, passing aircraft will drop pods which shoot fireballs up toward your helicopter if they are allowed to reach the ground. Graphics are quite plain, especially for an Imagic game, and play action becomes boring all too quickly. The sky is a pretty blue, the helicopter sound effects are very good, and the price of the game is low. That's the best we can say for this one. (Solo play; 2-player alternating; Pause; Joystick; Dual-sided disk backed with C64 version.)

Not recommended. (MSR \$19.95)

WARGAMES (★★★/★★★) is the first game which Coleco has made for a "competing" system and they have chosen one of their favorite titles. For the first time, Atari and C64

COLECO

owners can attempt to save the world from Doomsday by preserving and protecting various sectors of the U.S. There are six sectors chosen by overlapping your cross hairs into a sector you wish to enter and pushing the joystick button. You can easily move between the Strategic Overview Map of the U.S. and the Sector Maps. You can choose various defenses via your "Weapons Selector." Among the defenses available to you are the Sub Patrol, Interceptor Jets, ABMs, and Satellites. You must use your defense to protect a sector. Once your defense is initiated, you should immediately choose another sector to protect as the NORAI computer will carry out your orders in the sector you have just left. Not all defenses are available in each sector (obviously, there aren't submarines near Iowa!) To the right of your map area is an indicator which displays the current Defense Condition (DEFCON) for each of the six sectors, as well as the TOTAL DEFCON for the entire U.S. It will be extremely important for you to monitor that display closely as it will let you know when a sector is under attack. The game is based on a timed clock. At the end of the allotted time, your points are totaled based on how many cities and military bases you've saved, as well as enemy craft eliminated.

Very Good Conversion

Coleco has done a fine job of converting their popular ColecoVision title to the computer version. It is very similar in graphic and gameplay to the original with all the sounds and graphics of the U.S. under attack. It's a close rendition of the popular movie of last year and something a little different for Atari and C64 owners to enjoy. (Atari/C64 version on one disk; joystick; one player)

THE SERPENT'S STAR (★★★½/★★★½) is nearly identical to the version for Apple II computers, which is reviewed elsewhere

Broderbund Software

in this issue. (Solo play; Keyboard; Dual-sided 48K disk; Format blank required for game-saving.) (Also available for Apple II series & C-64.)

Recommended. (MSR \$39.95)

Surfs Up

JAL Software is introducing *THE SURF*, an "environmental" program for your C64 which allows you to watch breakers on an animated hi-res coastal scene promising to soothe your eyes while the rest of your body relaxes to the "pink noise" sounds of rhythmic waves!

EXPLANATION OF RATING SYSTEM:

- ★★★★—EXCELLENT
- ★★★—GOOD First set of stars—Quality of Graphics
- ★★—FAIR Second set of stars—Quality of Play Action
- ★—POOR

N/A—Not Applicable (i.e. Adventure games are not rated for graphics)

Any game for a given system is compared only to other games for the same system. In other words, all Atari 2600-compatibles are judged separately from ColecoVision-compatibles, etc. The same system is used for computer software, except where noted (i.e. many Atari and C64 software is virtually identical)

COMPUTER ENTERTAINER AWARDS OF EXCELLENCE 1984

All awards are the sole discretion of COMPUTER ENTERTAINER and are based on creativity, imagination, sales, and our reader's input. A committee of reviewers of Computer Entertainer have considered all programs which we have had "hands-on" experience with only.

1 Seller of 1984 (all systems): **FLIGHT SIMULATOR II** (SubLogic)

Designer of the Year (all systems): **DAVID CRANE for GHOST-BUSTERS** Activision

Most Innovative Program: **RELAX STRESS REDUCTION** (Synapse)

PROGRAM OF THE YEAR

Atari Computer: **BOULDER DASH** (First Star)

Commodore 64: **RAID OVER MOSCOW** (Access Software)

Apple: **PRINT SHOP** (Broderbund)

Coleco ADAM: **SMARTLOGO** (Coleco)

ColecoVision: **FORTUNE BUILDER** (Coleco)

Atari 5200: **MONTEZUMA'S REVENGE** (Parker Bros)

Atari 2600: **PITFALL II** (Activision)

Best Overall Sports Program (all systems): **TIE: JULIUS ERVING/LARRY BIRD ONE ON ONE** (Electronic Arts—multi-systems) and **SUMMER GAMES** (Epyx—multi-systems)

Best Overall Educational Program (all systems): **CHARLES GOREN; LEARNING BRIDGE MADE EASY** (CBS—multi-systems)

Best Overall Action/Arcade Program (all systems): **TIE: SKYFOX** (Electronic Arts for Apple) and **IMPOSSIBLE MISSION** (Epyx for C64)

Best Overall Adventure/Strategy Program (all systems): **DRAGON-WORLD** (Trillium/Spinnaker for C64 & Apple)

Best Arcade Adaptation (all systems): **PENGO** (Atari for Atari computers and 5200)

Special Award of Merit: **BALL BLAZER & RESCUE ON FRACTALUS** (LucasFilm)

Although these titles have never been released, we felt they cannot go unnoticed due to their truly state-of-the-art graphics, sound, and gameplay!

This was the toughest year yet for us to single out outstanding programs due to the unusually strong field of contenders we had to choose from. The winners underscore the direction that home software as taken in the last year. Programs which involve the player, as well as expand the player's horizons, are the strongest indications that computer and game system owners want a challenge!

So You Want ADAM Software??

If you own an ADAM, that's a pretty silly question, right? Well, we spoke with a major third party supplier of software for various systems and a representative told us that they are just waiting for enough demand to go to the expense of printing documentation for software they have already developed for ADAM!! The reason this company, and others, are not rushing to provide packaged software is the simple reason that they are NOT getting a strong demand from the computer software retailers around the country. For financial reasons, they simply just have substantial orders before they will manufacture the software. His suggestion is that all you ADAM owners BADGER your local stores for ADAM software so, in turn, your local stores will badger their distributors and the software manufacturers. We suggest you take one step further—many of you belong to ADAM User's Groups. Start a campaign with all the ADAM owners in your groups. You have more power than you may realize! Get EVERYONE to visit at least 2-3 stores in their area, and re-visit, and re-visit again (a few phone calls wouldn't hurt either). It looks like it's going to be up to you to get the software ball rolling. You know we're on your side and we're doing everything possible when we talk with the various manufacturers. Let's start an avalanche!

CRITICALLY SPEAKING..

MACINTOSH COMPATIBLE

LODE RUNNER (★★★ 1/2 / ★★★ 1/2) is one of the most enjoyable and often frustrating games to date for Macintosh. The now-familiar story casts you as a highly trained galactic commando deep in enemy territory. Power-hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the peace-loving people, and you've just discovered their secret underground treasury. Your goal? Recover all the gold—and you've got 150 screens' worth of it! While attempting to grab the booty, you'll have to contend with the Bungeling guards: drill holes through the stone floor and lure them into the holes. On each screen, your commando runs and climbs ladders, all to recover the gold.

Create Your Own Games

In this version, as in previous ones for other systems, you have the option of creating and saving your own screens for future enjoyment. Make them as easy or difficult as you like—you're in control. Creating custom screens is fairly easy with the mouse; the game itself is controlled with either mouse or keyboard. As you might expect, using the mouse as a game controller takes some getting used to, mainly because very small movements are all that's required. We found the keyboard method a little more difficult. This is an outstanding game, and a must-have for Mac owners! (Solo play; 2-player alternating; Mouse or Keyboard; Pause.) (Also available on disk for Apple II series, Atari, C-64, IBM PC/PCjr at \$34.95; on cartridge for C-64 at \$39.95.) Recommended. (MSR \$39.95)

CYBORG (★★★ / ★★★) is a licensed adaptation by Broderbund of a game originally designed for Apple II by Sentient Software. It is a graphic/text adventure with an unknown goal. It seems that an extremely advanced computer has been implanted in your brain. Half of your body has been replaced with sophisticated bionics. Your machine half gives you heretofore undreamed-of powers, but you have paid for this gain with the loss of your humanity. Unlike most text adventures, this one lets you work with your computer, not against it. As you learn to work with your cybernetic half, the adventure unfolds smoothly.

Recognizes Many Commonly Used Words

As with more and more of the current crop of adventure games, this one has a surprisingly large vocabulary. As a result, it's relatively easy to communicate within the game. Other input can be made via the mouse and an interactive control panel on the screen. It's an extremely engulging adventure—definitely one that should be added to your Mac library. (Solo play; Keyboard & Mouse.) (Also available on disk for Apple II series, Atari, C-64 & IBM PC from Sentient Software.) Recommended. (MSR \$39.95)

C64 Print Shop Has Limits

Although the C64 version of Broderbund's PRINT SHOP has the same fine capabilities as the Apple version, be CERTAIN to check the program at your local store. For some reason, Broderbund has not built-in printer capabilities for the later model Commodore printers. You must own the earlier 1525 version, or some of the Commodore-compatible third party printers in order for the program to work. Models such as the Commodore 1526 printer will NOT work!

Back issues are available for most issues of COMPUTER ENTERTAINER/VIDEO GAME UPDATE (none left of Vol 1, #1,2, or 3). Send \$2.00 for each back issue you wish. Buy any four for \$6.00 and any six for \$9.00. Make certain you have a complete set!!

CRITICALLY SPEAKING..ADAM-COMPATIBLE

The first two Coleco programs for the ADAM disk drive have shipped. Both **EXPERTYPE** and **SMART LETTERS AND FORMS** are identical to their Datapak counterparts (see reviews in August and November issues). Obviously, the big difference is the loading time of the programs. We timed SMART LETTERS AND FORMS to get an idea of the difference in the loading times and found the difference major. While the datapak version took approximately 75 seconds to initially load, the disk version only took about 17 seconds. Working within the files is also speeded up considerably, although in the case of SMART LETTERS AND FORMS, the program is on two disks so there is some flipping of disks involved when searching for specific forms. Only you can make a judgement of whether you want to re-purchase a program just to load faster; however, if you do have the disk drive, you may want to wait in the future for any program which is also planned for a disk version.

ADAMCALC is billed as the affordable 2-sided Electronic Spreadsheet and, while this program obviously isn't for everyone, a retail of around \$50.00 does make it more affordable than many spreadsheets on the market. While this program is easier than most spreadsheets we've worked with, thanks to those marvelous Smart-Keys, it is still going to take a good deal of work to manipulate it well. Among the applications it accomplishes for the home are loan analysis with variable column widths, up to 255 columns, and the ability to search for formulas, words, or values. You can analyze rates of return on IRA's, savings accounts, and the like, while also providing a built-in "calculator" which helps you compute figures and allows you to enter them on a spreadsheet format. One feature we liked a lot which again is typical of ADAM programs, are the HELP screens which give you on-line help to explain all the various functions, commands, formulas, etc. For business applications, ADAMCalc provides a more useful purpose. You can calculate cash flows, payroll analysis, sales/profit bar charts, balance statements, investment analysis and the like. Coleco promises enough sophistication in the program to perform complex financial modeling, analysis, and forecasting.

While most households really do not have enough use for such a program, Coleco has come up with a very practical spreadsheet for those who wish to use their ADAM in that way. Currently available only in datapak (it does take a long time to load due to the complexity of the program), it is planned as a first quarter release on disk.

Recommended (MSR approx \$50.00)

DRAGON'S LAIR (★ ★ ★ 1/2 / ★ ★ 1/2) held great expectations for us after the phenomenal arcade game and while it's good, it left us feeling we wanted just a bit more. The premise, based on the arcade version, has Dirk the Daring entering the dragon's bewitched castle to rescue Princess Daphne. You enter through the same Falling Disk, attempting to enter the dungeons. If you're successful, you arrive in the Skull Hallway where you must fend off scary spectres with your sword. Timing is critical, as it is throughout the entire game. The next room is The Burning Ropes where Dirk must swing from rope to rope, barely reaching the higher platforms as the fire licks at his feet. The Weapons Room features flying anvils, disks, and the mindless clay golems which Dirk must behead. From that room, Dirk must maneuver around a series of ramps inhabited by Giddy Goons. The Tentacle Room is filled with slithery adversaries who crawl up through the floor. Dirk must be nimble to overcome this room. A second dish takes Dirk to the Deadly Checkboard where he must fight the Phantom Knight. On to the Dragon's Lair to fight the Dragon and rescue Daphne from her fate.

The obvious disadvantage here is the fact that the arcade version works from a laser disk, allowing almost infinite variations on scenes, sequences, etc. The data pack simply cannot allow the same variation. As you work through the various scenes, it can become a bit repetitive as you must continually start all over again when you lose all your lives (which we did quite a bit of). Once you get the moves down, you can move through the screens pretty rapidly, moving up in difficulty levels. The graphics are quite good, as well as the music. Our biggest reservation about this game is the repetitive nature, without the versatility of the arcade version. It's really not fair to compare... but ADAM is supposed to be the ultimate game machine! (one player; pause)

Apologies to ADAM Disk Drive!

In our last issue we reported on the new RF-1 disk drive for the ADAM Computer. Our original effort was to show if the drive was typical of all Adam Specific Products, which we consider about the best of the "Plug 'n' Play" devices on the market. One of the biggest problems with doing such reviews is making sure your first computer print-out evaluation never reaches the light of day. Just ask the author of the piece. The day of publication saw an otherwise near-normal face turned as pale as the driven snow. After all, it was supposed to be a half-page article. If you are one of the several thousand who read that review, you know it got through to print without being edited. Rather than take this opportunity to explain the various operating systems of Commodore, Coleco, Atari, Adam, Apple and IBM, we see a face full of egg.

We would first like to say that the disk drive is a good and sound one, and is highly recommended by our staff as a "good buy" and that Coleco has really outdone themselves.

One of the many, many important points brought to our attention by our readers (you know, all you guys with the industrial-strength magnifying glasses) was that of formatting two TYPES of disks. Well, seems as though you CAN mix combinations of text files and system files. The point we wanted to make was the DISK MANAGER program becomes the system disk if you choose it to be so. This is the primary foundation of almost everything we misled you to believe.

To the mail bag... George M. Knochel of Colorado sent a very nice letter outlining the our most blatant oversights and misrepresentations. The comment in our last issue about taking two minutes to save a one line program is wrong. We did not have a stopwatch with weak battery, we were doing it the improper way (one-thousand-one, one-thousand-two, tick, tick). The steps, as pointed out by Mr. Knochel is to load the SmartBASIC data EITHER from the datapak or Disk Manager diskette, then key-in the following, in order:

- Type: 10 PRINT "Hello:END
- Type: SAVE dumbpgm.d5
(the command "d5" in this case means we're saving to diskette, the command "d1" is save it to datapak. This process takes just a few seconds, NOT TWO MINUTES)
- Type: LOAD dumbpgm
(This file will now load from disk in 2.5 seconds)
- Type: DELETE dumbpgm
(This process will take just 2 seconds)

As Mr. Knochel points out, always use the time between pressing the return key, and observing the cursor on-screen (meaning Adam comes first) as the standard way of timing anything.

We counted about 400 to 500 words on the letter Mr. Knochel sent to us. His letter was on a standard piece of typing paper, which he saved (on his own disk) in less than 14 seconds.

Also, again we thank Mr. Knochel for pointing out the fact you need not even load DOS to access a disk, since the Adam knows it's there (if you follow procedure.)

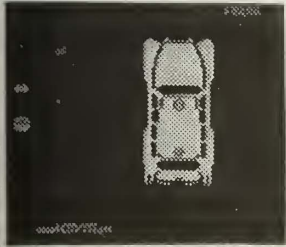
To again refer back to our article, we did say our main goal was to see if we could simply plug 'n' play without directions. The answer was yes, but YOU NEED TO READ THOSE INSTRUCTIONS. George Knochel read his directions... and caught us with our floppies down! In fact, about a thousand of you did! Thank you. We'd like to say that will never happen again, but as long as WE write the reviews, instead of the manufacturers writing them for us, you'll continue to tweek our ears every now and then. We have now read the manual.

So, please not only read the directions, but spend time working and reworking with it. It's a good idea to purchase several blank diskettes and continue to experiment, as well as saving all your early experiments. That way you'll be able to see what you did wrong at the beginning. And, you'll also notice some early habits you need to reacquaint yourself with.

If you intend to go beyond just entertainment software (which is what we are dedicated to doing,) then it is essential you join an Adam Users Group. The users groups are absolutely the best way to learn all there is to know on the Adam, since there are many people offering new ideas. Also, bulletin boards for Adam (sometimes a product of a users group) is a good thing to sign onto, should you have one. ADAMLINK MODEM, which we also recommend.

CRITICALLY SPEAKING.. APPLE-COMPATIBLE

GHOSTBUSTERS (★★★★/★★★½) is a translation of the original game for Commodore 64 created by David Crane, one of the most talented game designers in the business. We fell head-over-heels for the C-64 version but frankly had some doubts about how well the game might work on the Apple II series because of the importance of music and voice synthesis in the original. Thanks to the design team—it worked! The Apple version opens with a shout of “Ghostbusters!” and moves brightly into a singing version of the *Ghostbusters* musical theme, featuring better music than is usually heard emanating from Apple’s notoriously lousy sound system. We did miss the constant musical accompaniment that’s part of the C-64 version, but the game still plays very well without the background music.



Bustin' Ghosts

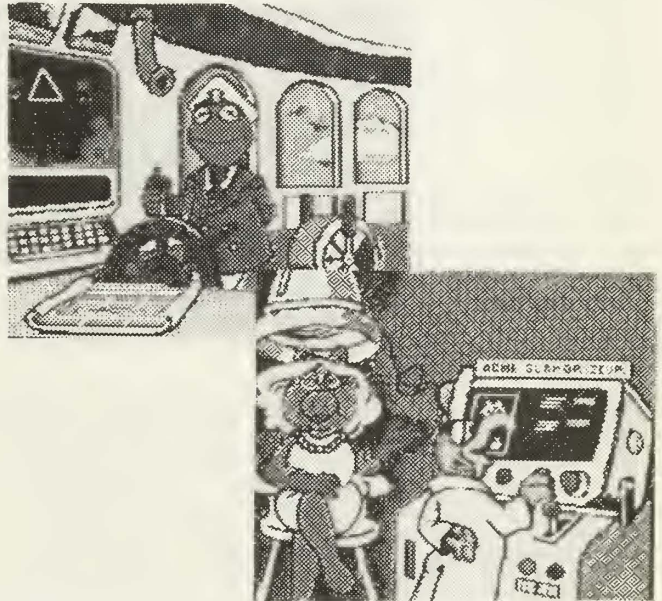
The premise of the game follows the movie plot, letting you set a Ghostbusters franchise with a \$10,000 bank loan in hopes of making a profit. First you must purchase a vehicle and necessary equipment, such as a PK (psychokinetic) Energy Detector, Marshmallow Sensor, Ghost Vacuum, Ghost Traps, and other items. You won't have enough money to buy the really hi-tech stuff until you've won a game or two and built up a bankroll. Then you head to the nearest ghost-infested building, spotted as the one that's blinking on an overview map of the city. Suck up “Roamers” with your Ghost Vacuum along the way. Once you arrive at a building, one of your men lay a trap and try to herd a “Slimer” into position to be caught. If they miss, the Slimer knocks one of them to the ground, but they both go into a little dance if they nab the apparition. (Bustin' makes them feel good!) As the PK energy of the city increases, you must watch out for the dreaded Marshmallow Man. He likes to stomp buildings to the ground, and your franchise will be charged for the damages! If you can earn enough money before the Gatekeeper and Keymaster join forces at the Temple of Zuul, you may be able to slip two of your guys past the Marshmallow Man and close the portal to the spirit world. If you fail, you'll hear the evil laughter of the spirits.

Who You Gonna Call? This game is a must-have for anyone who loved the movie, because it captures the zaniness of the film perfectly. Graphics are excellent—crisp, clean and colorful. The game is a highly entertaining blend of action and strategy that's easy to learn but difficult to master. For a gaming good time, who you gonna call? *GHOSTBUSTERS!!* (Solo play; Joystick; Pause.) Also available for C-64; coming soon for Atari computers.) Recommended. (MSR \$31.95)

WAYS TO RESPONSIBLE DRIVING (N/A/★★★) is billed as a guide to safe driving. Within the program are many sections which guide you through maneuvering and handling, signs and regulations, city street driving, with a special section which emphasizes the awareness of the dangers of driving under the influence of alcohol. You can work through the program at your own pace as it prompts you in such areas as the proper sequence in making turns, proper following distances, etc. With visual aid of intersections, and other appropriate pictures, the program will ask for the correct response to a given situation. At the end of the program, a test is given which points out areas needing improvement.

Excellent Tutorial

Once again CBS has come up with a program which makes a great deal of sense and truly puts the home computer to advantageous use. While it cannot replace (as also pointed out in the program's documentation) actual Driver's Education, it acts as a strong adjunct to that, as well as the opportunity for the young driver to work under the guide of concerned parents. The visuals are extremely clear and when you make your way through the various multiple choices, true and false, as well as putting situations in their proper sequences, you can be certain you have a good basic understanding of the “rules of the road.” In fact, if anyone needs to brush up on their driving rules, this program can prove to be a big help (we learned a little while we worked with it and we've been driving for years!) (2 disks; also available for IBM PC) Recommended (MSR \$79.95)



WELCOME ABOARD! A MUPPET CRUISE TO COMPUTER LITERACY (★★★★/★★★★)

Broderbund Software (★★★★) brings Miss Piggy, Kermit, and their Muppet friends to your computer to teach your child, in an exceedingly friendly manner, their way around computers. The opening menu is a cutaway picture of the SS Microship, the Muppet's cruise ship. Choose to go to the Bridge and Kermit will give you navigation lessons, which is actually some simple computer programming disguised as sailing around some islands. In the Message Center, your child will work with word processing and electronic mail as they send their personal messages to the Muppets. In the Joke Library, you and Fozzie Bear can share some pretty horrible jokes from his database (or you can add your own groaners). The Salon de Beaute allows you to try and glamorize Miss Piggy's outfit and hairdo in a perfectly silly game of mix and match. Finally, you can sneak down to the Game Room for some straight ahead arcade games. If your child is a complete computer novice, Kermit can take them through an animated tutorial which comforts anyone afraid of computers.

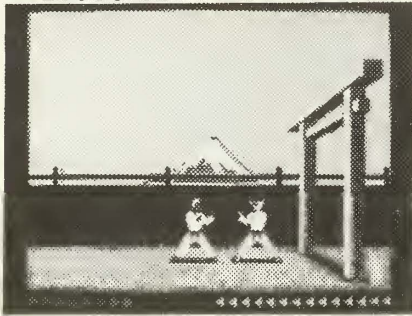
Terrific Program

The Muppet folks and Broderbund have come up with a perfectly delightful program which is extremely easy to use, as well as very educational—but LOADS of fun. The graphics are extremely crisp and colorful with all the characters very recognizable. Included with the program is “The Muppet Guide to Computerese” which is an extremely easy to read Glossary of computer terminology. It features cute cartoons throughout the booklet to help hold one's interest. All in all, this is a great program for children in the family; however, it's one that the whole family can gather around and enjoy. (Two disks; coming for C64) Recommended (MSR \$39.95)

CRITICALLY SPEAKING..APPLE-COMPATIBLE

KARATEKA (★★★★/★★★½) is scripted like a movie and

Broderbund Software



opens with an establishing shot, the banishment of the Princess Mariko into a dungeon in the fortress of the warlord, Akuma. She falls to the floor in a faint, and the game begins with a brief demonstration of a karate fight between one of Akuma's men and the young Karateka who means to rescue

his bride-to-be from the warlord. You play the role of the Karateka, fighting a series of successively meaner emissaries from the warlord with your arsenal of karate kicks and punches. To rescue Mariko, you must finally fight Akuma himself. You are able to aim your punches or kicks high, low, or toward the mid-section of each opponent. Each fighter can take a limited number of hits, and you can keep track of your relative progress by watching the number of arrows on the screen beneath each fighter. When your Karateka's arrow count gets dangerously low, it's time to let him retreat at least a little to recover. However, if his opponent's arrow count dwindles, the time is right for your Karateka to deliver the killing blow. No matter which fighter delivers the final blow, you'll hear a scream that was transferred to disk from a recording of an actual black belt fighter.

Breaks New Graphic Ground

KARATEKA breaks new graphic ground in a game for the Apple II series of computers. The visuals are absolutely breathtaking—brilliantly colorful and beautifully animated. Sound effects and music are equally good. Blending all this graphic beauty with authentic karate moves and a real story line makes for a very unusual game. Of course it will appeal to martial arts fans, and they will appreciate the subtlety of some of the sequences better than those who know little of karate. Even for players without a knowledge of karate, however, it's an enjoyable game to play, full of animated vignettes that further the story line and quite a few surprises. (Just wait 'til you encounter the spiked gate within the fortress!) However, we must ask one question: Why are the Karateka and his princess portrayed as blondes when this story is so obviously set in Japan? It's a jarring element in an otherwise beautifully conceived game. We can only assume it was done for reasons of color contrast because the designers wanted to use a black background. (Solo play; Joystick or Keyboard; Pause; 48K disk for Apple II + /Ile/Ilc.) (Coming soon for C-64.) Recommended. (MSR \$34.95)

THE SERPENT'S STAR (★★★½/★★★½) could be subtitled "the further adventures of Mac Steele," because this is a sequel



to *The Mask of the Sun*. In this second game licensed from Ultrasoft, the noted archaeologist and adventurer, Mac Steele, is in Tibet.

The ultimate object of his quest is the Serpent's Star, a fabulous gem, but first he must find its resting place. He has 10 of the 13 Lhasa Scrolls, and finding the other three may help him find the

gem. The tricky part of this is that the gem rests within the Monastery of Kara-Koram, which is under the spell of the Serpent's Star. The gem has caused the monastery to slip the bonds of time, so it appears in its valley only once a year. Along the way to finding the Serpent's Star, you and Steele will encounter mysterious strangers, rickety Tibetan bridges, an ice cave, assorted dangers and lots of puzzles. As in *The Mask of the Sun*, there are many animated graphic sequences that help bring the adventure to life. However, the sequel offers a "quick travel" mode that speeds the transitions between these sequences, making the game move more quickly. This is not an easy adventure to solve, but it's a fascinating one. (Solo play; Keyboard; Dual-sided 48K disk for Apple II + /Ile/Ilc; Formatted blank required for game-saving.) (Also available for Atari & C-64 computers.) Recommended. (MSR \$39.95)

NUTRI-BYTE is a comprehensive weight loss and nutrition program that incorporates the principles of behavior modification in an interactive setting. Its design makes it extremely easy to use even for those who are unfamiliar with computers. The program is guided by the character of Dan, a friendly little guy who asks questions (lots of them), makes gentle suggestions, and offers encouragement to the dieter, who responds by simply typing answers on the keyboard. Unlike several other diet programs available, **NUTRI-BYTE** does much more than simply keep track of your daily intake of calories or set food consumption goals. It helps the dieter become aware of behavioral patterns, such as overeating at certain times of the day or while under stress, and the program makes it easier for the dieter to establish new and less destructive eating patterns. Dieting takes will power, but this program can help sustain the dieter's motivation and take the drudgery out of record-keeping. The program may be obtained directly from the developers, **ISC Consultants, Inc.** at 14 E. Fourth St., Suite 602, New York, NY 10012. (Please mention that you read about the program in the *Computer Entertainer*.) ISC's toll-free phone number is 800-882-3438. (Solo use; Keyboard; 4 Disks for Apple II/II+ /Ile/Ilc with 2 disk drives; also available for IBM PC.) (An abbreviated form of the program without behavior modification aspects, **NUTRI-BYTE ANALYZER**, is available at \$49.95) Recommended. (MSR \$149.95)

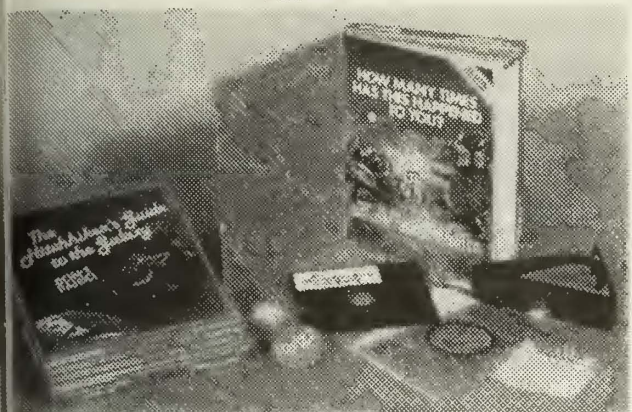
CROSSWORD MAGIC (NA/★★★½) from **L&S Software** and **Mindscape** is a very clever program for word fans. If you like working crossword puzzles, but have never tried designing one, this program makes it possible. Even with the help of a computer, building crossword puzzles isn't exactly easy, but it can be a lot of fun. Creating a puzzle begins by choosing words, one at a time. As you select a word, the program places it, if possible, with other words already positioned. (Words that cannot be used right now—up to 500 of them—are automatically saved in an Unused Word File. The computer may bring any of these into position on a future move.) You have the opportunity to delete the word or have a computer reposition it. If you have a spot in mind that the computer doesn't come up with, you can switch to "manual mode." (Soon or later, this becomes necessary to finish the puzzle.) Once a few words are set, you can add clues and print out your very own puzzle. It may not rival the commercial ones, but then again, you might just discover a hidden talent! This is a unique and enjoyable program for those who like playing with words. The designers suggest it for ages 12 and up. (Solo use; Keyboard; Disk for Apple II/II+ /Ile/Ilc; Disk.) (Also available for Atari & C-64; coming for IBM PC/PCjr.) Recommended. (MSR \$49.95)

King's Quest Bonus

Anyone purchasing Sierra's **KING'S QUEST** will be in for a bonus. Packaged with the game is a free copy of **WIZARD AND THE PRINCESS!**

CRITICALLY SPEAKING..

MULTI



THE HITCHHIKER'S GUIDE TO THE GALAXY (NA/★★★) may be the funniest game yet from a company that's known for its sense of humor. The game is the result of a collaboration between Douglas Adams, author of the best-selling book on which the game is based, and Steve Meretzky, author of two previous Infocom games, *Planetfall* and *Sorcerer*. *HITCHHIKER* is an inspired piece of madness that lets the player become Arthur Dent, the hapless human who awakens to find that his house is about to be bulldozed and the planet about to be destroyed. The first problem of the game is to avoid being conked by a loose brick unlodged by the great yellow bulldozer outside Dent's house. Once the bulldozer has been peeped in its tracks, Dent meets up with his old friend, Ford Prefect, who turns out to be a hitchhiker from Betelgeuse. With the help of an Electronic Sub-Etha Hitching Thumb, their only hope to escape the planet and stow away on a Vogon Constructor ship. The Vogon ship is not such a nice place to be. The hold is described as "a squalid room filled with grubby mattresses, washed cups, and unidentifiable bits of smelly alien underwear." At least it's a better fate than being blown up with the planet Earth!

Don't Forget Your Towel!

The adventure continues aboard another ship, the *Heart of Gold*, with lots of puzzles and snide remarks, as Dent and Prefect run into Zaphod Beeblebrox, President of the Imperial Galactic Government, his girlfriend Trillian, and Marvin, the paranoid android. The game is loaded with improbable creatures and impossible events—lots of laughs. Even when you're most frustrated by your inability to solve a puzzle for the moment, the game keeps tickling your sense of humor with totally outrageous situations. As it says on the button that comes with the game, DON'T PANIC! Just have fun with this zany game... and don't forget your towel! (Solo play; Keyboard; Disk; Formatted blank required for game-saving.) Available for Apple II/II+ /IIe/IIc, Atari, C-64, IBM PC/PCjr. Recommended. (MSR \$39.95 Apple or IBM; \$34.95 Atari or C-64)

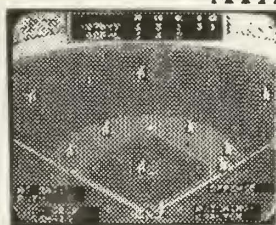
Game Screens and Reviews

Whenever possible, we obtain game screens from the manufacturers so that our readers can see how a game or other program looks, in addition to giving descriptions and evaluations in our reviews. Many of you have requested that we use screen art for reviews, even if it means using artwork that may not reproduce well. (This is often the case when we must work from a color slide or color print.) In a further effort to provide some idea of what programs look like, with this issue we have begun to use screens from the instruction booklets when nothing else is available. Though these are usually drawings, rather than actual screen reproductions, they do give an impression of a program's appearance. You, our readers, have told us that you would rather have some idea of a program's appearance than nothing at all. Fortunately, we still won't be able to provide artwork for all reviews. Some manufacturers use neither artwork nor photos on packaging or in the instruction booklets.

SUSPECT (NA/★★★★) carries the tradition of *Witness* and *Deadline* one step further, casting the player as both detective and primary suspect in an adventure for advanced level sleuths. The occasion is a Halloween costume party at a swanky Maryland estate, and you are a newspaper reporter and friend of the hostess. Veronica Ashcroft really knows how to throw a party—society orchestra, glitzy setting, and all the right people. As the evening wears on, the cast of characters grows. By talking with them, you learn about the deals, the alliances, the petty jealousies—and you begin to form a few theories about who among the moneyed horse set might be considering murder. When the crime is discovered, you'd better be prepared to move quickly, because all the evidence points to you as the murderer. To keep from being arrested at the end of the party, you must prove your innocence by discovering who committed the murder and why. The task is difficult, and there's no one to help you. The game is everything you've come to expect from Infocom—a superb mystery adventure. (Solo play; Keyboard; Disk; Formatted blank required for game-saving.) Available for Apple II/II+ /IIe/IIc, Atari, C-64, IBM PC/PCjr. Recommended. (MSR \$39.95 Apple or IBM; \$34.95 Atari or C-64)

CRITICALLY SPEAKING..

ATARI COMPUTERS



MICROLEAGUE
Baseball

MICROLEAGUE BASEBALL (★★★1/2★★★★) from Micro League Sports Association, is the latest in the statistical baseball

games, with a twist—great graphics in which to watch your managerial decisions. The disk includes over twenty Major League teams, from league champs, World Series winners to All-Star teams (other team diskettes are available which expand your choices dramatically). To begin the game, you choose the visiting and home team, and whether you want to manage either/or both teams (a friend can manage the opposing team), or play against the computer (the computer can also play against itself). You have a great deal of control over the players as you can choose to change the pitcher, change the starting line-ups, fielding positions, etc. There are player statistics available to help you make your decisions. As is the case with any good manager, you must be able to make changes during the game also. With this program, that is very easily accomplished. Once you begin the game (after a portion of the National Anthem is played), you will choose plays for your team. When you're up to bat, you can swing away, bunt, (with men on base) steal, hit and run, sacrifice bunt, etc. Once you choose your play, you can watch it take place on the field, and a scrolling board at the top of your screen tells you what you've chosen and the result. When your team takes the field, you can bring the corners in, the infield in, call for various pitches, as well as the intentional walk. At all times, the screen tells you who is at bat, who's pitching, and who's in the on-deck circle. There is a very nice Team Rosters and Highlights booklet included with the program which gives you an overview of the various teams which are included on the disk. The designers promise that no two games are ever the same since the program is not a fixed replay of a game or season.

One of the Best

While this is definitely for the statistical orientated player who wants to manage a team, the graphics and execution of your decisions take this program to the top of its class. We enjoyed pitting some of the great teams of yesteryear against each other and let the computer go at it. This program has more flexibility than many of the others of the genre. All in all, if you can't wait for Spring Training, MicroLeague Baseball will, undoubtedly keep you busy until the first ball is thrown out in April. By the way, this program is the only baseball strategy game endorsed by the major leagues! (solo play; two-player simultaneous; keyboard; also available for Apple, C64, IBM PC/PCjr) Recommended (MSR \$39.95; Additional Team Disks \$19.95 each)

CRITICALLY SPEAKING..
COMMODORE 64-COMPATIBLE

INDIANA JONES IN THE LOST KINGDOM (★★★/★★★½)



from **Mindscape** lets you fill the shoes of the intrepid Indy himself in an action adventure with a new twist: no rules! The game features six increasingly difficult screens, each with its own puzzles and internal set of rules to solve those puzzles. However, no one lets you in on these

rules. It's up to you to discover them for yourself. What works on one screen won't necessarily work on another, and some of the puzzles are fiendishly tough to crack. Of course, this is a guaranteed path to frustration. Fortunately, Mindscape has set up a "clue hot-line" for those moments when you're really stuck. Although it's not a toll-free call, it is accessible 24 hours a day. The hot-line is a clever idea that allows you to call the number and enter a 3-digit code via the touch-tone buttons on your telephone to request any of 22 different clues. There are three to four clues per screen, each giving a little more information than the last. (Maybe the folks at Mindscape own stock in A.T. & T.? At least you can lessen the bite of your phone bill by calling after 11 p.m.!)

Six Rooms, Three Difficulty Levels

This game opens with a very nice rendition of the Indiana Jones musical theme we all know so well from *Raiders of the Lost Ark*. You're shown a view of the Lost Kingdom, and all you know is that you must make your way through all six screens to reach the fabled artifact reputed to lie within. You may start in any of the six screens (rooms) at your choice of three difficulty levels. Only the most foolhardy will attempt the third level, and the second one is nearly as difficult. We had enough trouble with the first level! There are challenges to your coordination in these screens with their bats and monsters and tricky puzzles, but the challenges to your reasoning power are the greatest of all. The concept of a game without written rules is certainly unique, and we had a lot of fun with it. By the way, we had the clues, and they do help—a lot! (Solo play; 2-Player alternating; Pause; Disk.) Recommended. (MSR \$29.95)

CRITICALLY SPEAKING..

ATARI COMPUTERS

BEYOND CASTLE WOLFENSTEIN (★★½/★★★★)



is now available for Atari computers in a good translation of the original Apple version. Once again, you enter a German bunker and attempt to reach the secret conference room with a bomb that's been hidden in a closet within the bunker. As you enter on

the first level, you will run into several guards. When they speak to you in German, you had better be ready with your pass! There may be occasions when you must kill a guard and hide the body so you're not found out. Meanwhile, you must make your way through the bunker checking closets for that bomb. You have no time to lose!

Very Absorbing

This continues to be a highly absorbing game, taking many hours to master. The conversion is a good one as Muse has managed to keep the "voice synthesis" intact. The graphics are not quite as crisp as the Apple version; however, it still looks good. This is an excellent action/adventure game which should keep you occupied for many hours behind enemy lines. (joystick or keyboard; one player; also available for Apple and C64) Recommended (MSR \$34.95)

CRITICALLY SPEAKING..
APPLE-COMPATIBLE

Print Shop GRAPHICS LIBRARY

Disk I Graphics

DISK I (First 100 Graphics)



PRINT SHOP GRAPHICS LIBRARY

from Broderbund expands the graphics capabilities of PRINT SHOP and it makes a terrific program even better! Reviewed in November and *Word Program of the Year* for Apple by the editors of *Computer Entertainment*, PRINT SHOP has become a widely used program by home computer users everywhere. The Graphics Library brings you 20 new graphics which can be used in conjunction with the original program. Among the graphics included are the twelve zodiac signs, various sports, more Christmas and winter scenes, among many others. Broderbund promises additional disks for their Print Shop program, but this one will give you a greatly expanded library of pictures to use on your signs, cards, banners, etc. (Print Shop required)

Recommended (MSR \$24.95)



KEYBOARD CADET (★★★1/2/★★★★)



is a self-contained typing course for ages nine and up, part of the Folio series from **Mindscape**. It progresses logically through a series of lessons that teach the keyboard by having the user zap letters or groups of letters which appear in a space-ship window. (A set of hands at a keyboard below

the window shows the letter to be struck and the correct finger use.) Periodically, a Mother Ship appears that can be destroyed by hitting all eight keys of the "home row" in any order. (This encourages the beginning typist to keep the fingers where they belong!) Three basic speeds are available to challenge beginners through advanced typists, and there is a choice of standard QWERTY or newer Dvorak keyboard. Unlike several other typing tutorials we've seen, this one wastes no time in presenting the student with actual words instead of endless strings of nonsense syllables. We think this leads to a more rewarding experience, especially for beginners. Another excellent feature is the choice of "typewriter mode" or "word-processing mode" in the timed paragraph tests. (In the first, the user must hit RETURN at the end of each line; in the latter, a "word wrap" feature automatically breaks each line and starts a new one.) Most programs opt for one or the other of these modes, but **KEYBOARD CADET** lets the user develop the slightly different skills for both kinds of typing on a "real" typewriter or word processing on a computer. This is one of the best and most versatile typing programs we've tested. (Solo use; Keyboard; Disk.) (Also available for Apple II series & IBM PC/PCjr.) Recommended. (MSR \$39.95)

MR. PIXEL'S PROGRAMMING PAINT SET and MR. PIXEL'S CARTOON KIT

are two of a series of six programs aimed at children aged eight and up. The programs work with each other and with all other programs in the "Pixelwerks" series from **Mindscape** to give kids a creative play environment, encourage logical thinking, and help them to develop an intuitive understanding of computer programming techniques. In many ways, the Paint Set is a fairly typical art program, allowing a child to manipulate shapes, colors, and other drawing elements. However, each element actually builds part of a "program" for the drawing, and the set of commands for that program can be viewed at any time. Drawings can be saved to disk and retrieved to be used alone or in the Cartoon Kit.

Fun and Inspiration

The Cartoon Kit provides even more fun and inspiration to a child's native creativity. The kit includes a whole cast of cartoon characters that can be used "as is" or changed, or the child can create and save new characters. Experimentation is encouraged, since the child can choose from a menu of pictured commands across the bottom of the screen. Most youngsters will start by watching the three, ready-made cartoons on the disk, but they will soon begin manipulating the characters to create new cartoons and eventually build their own cartoon stories from scratch. Note: very young children will need parental guidance to get started. (Solo play; Joystick; Disk.) (Coming soon for Apple II series & IBM PC/PCjr.) Recommended. (MSR \$34.95 each)

BANK STREET MUSICWRITER

is another in the Folio series from **Mindscape** for ages nine to adult. This program was developed by Glen Clancy in conjunction with the Bank Street College of Education. It applies word processing principles to a music composing program and comes complete with a step-by-step tutorial. A nicely varied selection of pre-programmed musical pieces, from a bit of Tchaikovsky's "Nutcracker" to "On Top of Old Smokey," gives you a good idea of what can



be done with the program, and experimentation is encouraged. Unlike some composing programs that awkwardly attempt to turn the computer keyboard into an ersatz piano keyboard, this one presents you with blank staves on the screen, with a cursor for positioning notes, rests, bars, etc. on those staves. The program can handle four voices and anything from whole notes to 32nd notes, storing up to 75 music staves or 8000 notes. Handy features include the ability to copy phrases and repeat them elsewhere, and a time signature check that helps you edit your finished piece for timing accuracy. Results can be saved to disk and even printed, so you can create your own sheet music. Whether you're a budding Beethoven or Boy George, the **Bank Street MusicWriter** can help you learn music fundamentals and unleash creative potential. It's equally valuable for accomplished musicians. (Solo use; Keyboard; Disk.) (Also available for Atari computers; coming soon for Apple II series & IBM PC/PCjr.) Recommended. (MSR \$49.95)

CHOPPER HUNT (★★/★1/2) is essentially the same as the version for Atari computers, which is reviewed elsewhere in this issue. If you should pick this one up (or if Santa left one in your stocking), note that the instructions for loading are incorrect. We couldn't get ours to load until we entered LOAD""8,1. (Solo play; 2-player alternating; Pause; Joystick; Dual-sided disk backed with ver-



sion for Atari computers.) Not recommended. (MSR \$19.95)

U.S. ADVENTURE (★★★/★★★★1/2) is identical to the version for Atari computers, reviewed elsewhere in this issue. (Solo play; Joystick or Keyboard; Dual-sided disk backed with version for Atari Computers.) (Also available for Apple II series & IBM PC/PCjr at \$34.95.)



Recommended. (MSR \$29.95)

THE SERPENT'S STAR (★★★1/2/★★★★1/2) is nearly identical to the version for Apple II computers, which is reviewed elsewhere in this issue. (Solo play; Keyboard; Dual-sided disk; Formatted blank required for game-saving.) (Also available for Apple II series & Atari computers.) Recommended. (MSR \$39.95)



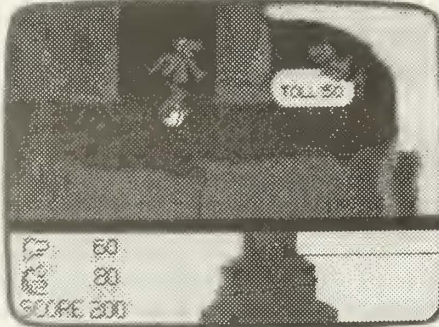
CRITICALLY SPEAKING..COMMODORE 64-COMPATIBLE

B.C. II: GROG'S REVENGE (★★★★/★★★★) is a challenging sequel to the delightful *B.C.'s Quest for Tires*. Like the original, the sequel was created by **Sydney Development Corporation** of Canada and is distributed in the U.S. by Sierra. In his second adventure, Thor of the stone wheel and silly grin searches for the Meaning of Life on the rock-ledge paths of a mountain maze. Here he gathers clams and tries to avoid that bellowing Neanderthal, Grog.



Gather Ye Clams While Ye May

You have a choice of three mountains to explore, each more difficult than the last. The idea is to keep Thor clinging to the narrow paths while gathering enough clams to pay the toll to the next level. The hazards are many, and they increase as Thor moves through the mountain maze: potholes, crevasses, rocks, wheel-eating Tiredactyls—and GROG. This is one of the few games in which you don't really mind losing a life, though, because Thor's antics are so funny! He may crash into the side of the mountain with a splat, have his wheel eaten by a Tiredactyl, lose it over the edge of a cliff, or have it stop in its tracks against a rock while he goes sailing through the air. And Thor has some wonderfully comical facial expressions when these disasters hit!



Clams in the Caves

The perils of the path are only part of the fun in this game. Thor can also duck into caves, where he can only see the area illuminated by his headlight. He must avoid stalagmites and gather clams, some of which are worth double because they're moving. (We were reminded of a B.C. comic strip we saw once: the normally stationary clams made the mistake of revealing their ability to walk. Thor commented, "Hey! Clams got legs!!") If Thor can avoid the dangers, especially Grog, and make it through all the levels, he'll eventually find the Meaning of Life. (No hints, folks—we haven't made it there yet!) Along the way, you'll have loads of fun with this game. This is one case in which the sequel outshines its predecessor in every way. Graphics are superb, featuring smooth animation and wry humor. Game play is highly challenging, requiring both mental and physical skill to get Thor through all the levels. Incidentally, this version of the game has more levels than the cartridge game for ColecoVision/Adam (as yet unreleased), which we reviewed in our October issue as a sneak preview. (Solo play; 2-Player alternating; Pause; Joystick; Disk.) (Planned for release on other computers later in '85 from Sierra. ColecoVision/Adam cartridge to be available from Coleco.) Recommended. (MSR \$39.95)

TOURNAMENT TENNIS (★★★★/★★★★) from Imagic is nearly identical to the version for ColecoVision/Adam, which is reviewed in the *Video Game Update* section of this issue. Animation is superb, and the game is a real challenge, especially when playing solo against the computer at the "Pro" level. Inevitably, it will be compared to Gamestar's recent release, *On-Court Tennis*. The Gamestar offering does a better job of capturing the flavor of real tennis strategy because of the wealth of different types of strokes available. The Imagic game is a very polished version of the classic video tennis game, emphasizing movement of your tennis player over selection of strokes. Both interpretations have their place, but we think real tennis players will prefer the Gamestar approach for its strategic possibilities. (Solo play; 2-player competitive; Joystick; Pause; Disk.) (Also available for ColecoVision/Adam.) Recommended. (MSR \$34.95)

FAST LOAD CARTRIDGE is a dream-come-true for any of you with a Commodore 64. Have you ever cursed your sluggish disk drive, fallen asleep waiting for your adventure game to load, secretly envied your friends' faster Apple, Atari, Coleco, or IBM drives, or stuck pins in a voodoo doll representing the designer of the Commodore 1541 Disk Drive? At last—it's Epyx to the rescue!

Advantages of FAST LOAD

The last load-speeding software for Commodore that we tested was Datamost's *Kwik-Load*, an excellent and inexpensive disk program that offers disk utilities and load speedup primarily for software which is not copy-protected. The **FAST LOAD** cartridge offers two advantages over *Kwik-Load*: it works with about 95% of the copy protected software available, and it doesn't have to be re-loaded each time you want to use a new program. Being in cartridge format, **FAST LOAD** can be left in the Commodore 64's cartridge slot more or less permanently. You will have to develop some new habits, though. Do you think you can learn to live with holding down the "Commodore" key and pressing "Run/Stop" instead of typing **LOAD"***",8,1** for most programs? Can you part with typing **LOAD"GERBILS",8,1** in favor of **%GERBILS** from now on? We'll manage quite nicely with the new system, thank you.

Faster Intermediate Loads

Every disk program for the Commodore 64 reviewed in this issue was loaded with less hassle and more speed, thanks to **FAST LOAD**. Not only was initial loading time decreased, but we also noticed faster intermediate loads in games such as Broderbund's *The Serpent's Star*. As is typical of many adventure games, this one accesses the disk many times during play, making you wait while the scenery changes. In two such changes that we monitored the waiting times were 35 and 45 seconds normally, cut to approximately 15 and 25 seconds with **FAST LOAD** installed.

Speed and Utilities

In addition to all the Commodore 64-compatible disk programs for reviews in this issue, we tried lots of other programs with **FAST LOAD**. Epyx claims 95% compatibility, and we did a little better than that with our sample. Only one program that we tried (Sierra *Ultima II*) failed to load. Some loaded as much as five times faster (matching Epyx's claimed maximum), while most loaded in the range of one-half to one-third the usual time. A few programs showed time savings of only about 10% (20 seconds lopped off a normal three minutes and fifteen seconds, for example). Loading speed is only part of the story, however. **FAST LOAD** also contains a whole tool kit full of goodies that may banish your 1541 Drive Manual to a dark corner of your desk forever. Without using difficult-to-remember commands, you can list a disk directory, format a disk, copy whatever non-copy-protected material you like (a file, whole disk, or just the DOS-allocated sectors on a disk), edit disk, read an error channel, lock or unlock a file, rename a file or even disable **FAST LOAD** until you turn the computer off and on again. The cartridge also contains a monitor, which can be used in debugging assembly language programs. Can you do without **FAST LOAD** now that you know what it can do for you? Probably not. Recommended. (MSR approx. \$40.00)

Commodore 64 Slump

With a shift towards higher-powered, more expensive home computers by the buying public, Commodore is feeling its first real slump with its mainstay, C64. In addition, although it's no surprise to us as we've printed our feelings about the new Commodore computers, the Plus/4 and Commodore 16 are not selling well, all in the U.S.—so poorly in fact that we wouldn't be surprised to see both units pulled from the domestic market (according to Commodore both units are doing well overseas so they would probably continue to sell them abroad).

BOOK REVIEW

WARGAMERS & SOLDIERS is an insightful book on computer wargaming and adventure gaming by Brian Murphy. From the viewpoint of a veteran wargamer (over 25 years of playing wargames in board and computer versions), Murphy covers the history and methods of wargaming, with particular emphasis on tactics and strategies. Using well illustrated examples from actual games such as *Tanktics*, *Germany 1985*, *Broadsides*, and *Fighter Command*, he offers tips that make these complex games more approachable for the beginning wargamer. His hints are less specific than the fantasies and adventures he covers—*Wizardry*, *Excalibur*, and the *Ultima* series—but only because he doesn't want to give away secrets and spoil the player's fun. The book is most valuable for the player just beginning to show an interest in computer wargames and adventures. Experienced players will have covered most of these things for themselves. Recommended. (Paperback; Creative Computing Press; MSR \$9.95)

CRITICALLY SPEAKING..

COMMODORE 64-COMPATIBLE

BELOW THE ROOT (★★★★/★★★★) is an exceptionally



pretty, nicely animated action adventure in the Windham Classics series from Spinnaker Software. It was designed as a sequel to Zilpha Snyder's *Green Sky Trilogy*. In the game, the player has a choice of becoming any of five on-screen heroes and heroines, each endowed with

different characteristics. The object is to explore the world of trees and tunnels beneath the roots in order to find the secret of Green Sky. The player's beautifully formed and animated on-screen character is controlled by joystick while climbing ladders, floating through the air, and generally exploring this fantasy place. Depending on the character's spirit skills, "mind touching" with other characters may be possible. Typical adventure game actions, such as using or examining objects, are accomplished by choosing from a menu of commands at the bottom of the screen. We found them delightfully different, and we really enjoyed the lush and gentle world of Green Sky. The blend of action and intellectual puzzles required makes this game ideal for all ages. (Solo play; Joystick; Disk; Formatted blank required for game-saving.) (Also available for Apple II+ /IIe/IIc; coming soon for IBM PC/PCjr.) Recommended. (MSR \$26.95)

CBS Expands Line

CBS continues to expand rapidly as they plan a total of twelve new titles at the C.E.S. In the School Time category *SUCCESS WITH GEBRA SERIES*, and *MASTERING THE ACT* (*American College Testing Assessment*) will be introduced. The Leisure Time category will expand with *FELONY!*, the second in the Mystery Master series which began with *MURDER BY THE DOZEN*, as well as *INTERPLANETARY PILOT*, *QUINK*, a multi-player game of knowledge and association, and *THE RAILROAD WORKS*, a program for model railroad buffs. In Fun and Learning Time category, *THE VOYAGERS*, an electronic learning game with EasyKey overlay, will be shown.

CBS will introduce their own graphics print program with *MANY WAYS TO SAY I LOVE YOU*. Picture-driven activity menus features a selection of backgrounds, borders, animated graphics, and electronic lessons. Delivery of the card is enhanced with animation and music from a selection of favorite childhood tunes.

SWISS FAMILY ROBINSON (★★★½/★★★½) brings the literary classic to life in an adventure designed for players aged

WINDHAM CLASSICS



ten and up. This is one of the first releases in a series of Windham Classics, a new division of Spinnaker Software. In this game, the player takes the role of young Fritz, eldest son of the shipwrecked family. The story begins on the deck of the derelict ship, where the first problem is figuring out how to get the family to the deserted island in the distance.

Once that is solved, the island must be explored in hopes of finding the quickest way to be rescued. There's lots more help than is usually found in an adventure: a map that fills in as Fritz explores, a nature guidebook to explain about the things and creatures Fritz discovers, and a "help" key for hints when you're not sure what to do next. Although the game is definitely aimed at youngsters, adults will enjoy it, too—especially if they're new to adventure gaming. Graphics are lovely, with nice animated touches. Best of all, it's a game that lets the player become immersed in a timeless childhood classic. (Solo Play; Keyboard; Disk.) (Also available for Apple II+ /IIe/IIc.) Recommended. (MSR \$26.95)

LONDON BLITZ (★★½/★★★½) is a mind-testing puzzle game set in the time of the Germans' World War II bombing raids

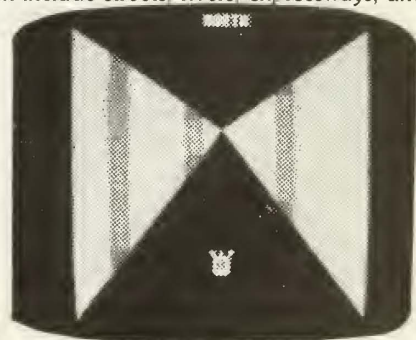
over London. Your job as a member of the British Army Royal Engineers involves finding and defusing the unexploded bombs (UXBs) before they detonate. You have a choice of starting rank in the game, and you may advance in rank if you are able to defuse enough UXBs. However, the higher your starting rank, the more difficult the bombs assigned to you. We suggest playing the game as a Lance Corporal once or twice to get a feel for the layout of the city and the defusing of bombs.



Totally Absorbing

Play begins on a scrolling map of London that covers four screens. Features shown include streets, rivers, expressways, and

bomb craters, along with your present location and that of the UXBs. To reach the bombs, you must move through a three-dimensional maze representing the streets and expressways, using the map as reference. Bombs whistle as they drop, so you'll always know when there's another to defuse, but you can only go after one at a time. Once you find the bomb, you must determine its type and check the timer to see how much time you have to disarm it. Many bombs require matching a three-digit combination, a fairly simple procedure once you get the hang of it. Others have more devious devices and built-in traps. (Obviously, the game ends if a bomb explodes in your face.) Altogether, there are four types of bombs described in the instruction booklet, and a fifth, mysterious one that may or may not appear at the highest levels of play. While the game is fairly simple graphically, it's totally absorbing to play. Requiring plenty of thought, it's one of those that can be played for hours without boredom ever setting in. (Solo play; Joystick; Pause; Disk or Cassette.) (Also available for Atari 2600.) Recommended. (MSR \$39.95)



YearEnd Index

It's that time again when we publish a listing of everything we have reviewed in 1984 (over 500 titles!!!)

| PROGRAM | SYSTEM | MONTH REVIEWED | PROGRAM | SYSTEM | MONTH REVIEWED | PROGRAM | SYSTEM | MONTH REVIEWED |
|---------------------------|--------|----------------|-------------------------|--------|----------------|------------------------|---------|----------------|
| ADAMLINK MODEM | ADAM | 12/84 | DESTRUCTOR | CV | 5/84 | JUPITER MISSION 1999 | ATCOMP | 4/84 |
| ADAM'S COMPANION | book | 5/84 | DICE PUZZLE | AT2600 | 2/84 | KEN USTON BLACKJACK | C64 | 3/84 |
| ADVENTURE PACK I | C64 | 9/84 | DIG DUG | C64 | 3/84 | KEN USTON BLACKJACK | ATCOMP | 3/84 |
| ADVENTURE PACK I | ADAM | 9/84 | DIG DUG | VIC20 | 3/84 | KEN USTON BLACKJACK | APPLE | 3/84 |
| ADVENTURE PACK II | C64 | 9/84 | DIG DUG | TI99 | 3/84 | KEYSTONE KAPERS | ATCOMP | 5/84 |
| ADVENTURE PACK II | ADAM | 9/84 | DIG DUG | APPLE | 3/84 | KEYSTONE KAPERS | CV | 5/84 |
| ADVENTURE MASTER | C64 | 10/84 | DIMENSION X | ATCOMP | 3/84 | KEYSTONE KAPERS | CV | 5/84 |
| ALPHABET ZOO | CV | 7/84 | DINO EGGS | APPLE | 1/84 | KIDS, BASIC & ADAM | book | 12/84 |
| AMAZON | APPLE | 12/84 | DINOSAUR DIG | APPLE | 8/84 | KIDS & IBM PC/PCjr | book | 2/84 |
| AMERICA COAST TO COAST | APPLE | 8/84 | DISK DRIVE | ADAM | 12/84 | KING'S QUEST | APPLE | 12/84 |
| APPLE ALMANAC | book | 2/84 | DONKEY KONG | VIC20 | 3/84 | K-RAZY SHOOTOUT | AT5200 | 1/84 |
| AQUATRON | ATCOMP | 4/84 | DONKEY KONG JR | ATCOMP | 5/84 | KRULL | AT2600 | 1/84 |
| AQUATACK | CV | 5/84 | DRAGONFIRE | CV | 3/84 | KWIK-LOAD | C64 | 9/84 |
| ARCHON | APPLE | 10/84 | DRAGONFIRE | APPLE | 12/84 | LABYRINTH OF THE | | |
| ARTILLERY DUEL | AT2600 | 1/84 | DRAGONFIRE | C64 | 12/84 | CREATOR | C64 | 8/84 |
| ATARI 7800 PROSYSTEM | | 7/84 | DRAGONHAWK | C64 | 4/84 | LEARNING BRIDGE | APPLE | 3/84 |
| ATARI GRAPHICS | book | 12/84 | DRAGONRIDERS OF PERN | C64 | 2/84 | LEARNING WITH LEEPER | CV | 5/84 |
| ATARI IN WONDERLAND | book | 6/84 | DRAGONRIDERS OF PERN | ATCOMP | 2/84 | LUNAR OUTPOST | C64 | 6/84 |
| ATARI PLAYGROUND | book | 6/84 | DRAGON'S KEEP | ATCOMP | 8/84 | MAGICARD | AT2600 | 6/84 |
| BALLBLAZER | AT5200 | 5/84 | DRAGONWORLD | C64 | 12/84 | MANCOPTER | C64 | 12/84 |
| BASEBALL'S BEST | ATCOMP | 7/84 | DREADNAUGHT FACTOR | ATCOMP | 5/84 | MARIO BROS | AT5200 | 2/84 |
| BASIC BUILDING BLOCKS | C64 | 3/84 | DREADNAUGHT FACTOR | CV | 5/84 | MASK OF THE SUN | C64 | 11/84 |
| BASIC BUILDING BLOCKS | APPLE | 3/84 | DREAM HOUSE | C64 | 11/84 | MASTERING COLLEGE | | |
| BASIC C64 BASIC | book | 4/84 | DR SEUSS FIX-UP | CV | 11/84 | BOARD | APPLE | 1/84 |
| BATTLEZONE | C64 | 5/84 | DUCKS AHOY | C64 | 6/84 | MASTERING THE SAT | APPLE | 3/84 |
| BATTLEZONE | VIC20 | 5/84 | DUKES OF HAZZARD | CV | 8/84 | MASTERING YOUR ATARI | book | 9/84 |
| BC GROGS REVENGE | CV | 10/84 | EASYDISK | C64 | 7/84 | MASTERPLAY INTERFACE | AT5200 | 2/84 |
| BC QUEST FOR TIRES | APPLE | 4/84 | ELEMENTARY C64 | Book | 2/84 | MASTERS OF UNIVERSE | INT | 1/84 |
| BEACH-HEAD | C64 | 7/84 | ELI'S LADDER | AT2600 | 8/84 | MATCH WITS | APPLE | 1/84 |
| BEACH-HEAD | ATCOMP | 9/84 | ENCOUNTER | ATCOMP | 2/84 | MATH MILEAGE | ATCOMP | 5/84 |
| BEAMRIDER | CV | 3/84 | ERVING/BIRD ONE ON ONE | C64 | 5/84 | METEORITES | AT5200 | 6/84 |
| BEAMRIDER | AT2600 | 4/84 | ERVING/BIRD ONE ON ONE | ATCOMP | 9/84 | MICROSOFT MULTIPLAN | C64 | 4/84 |
| BEAMRIDER | C64 | 6/84 | EXOCET | AT2600 | 2/84 | MICRO SPEEDREAD | APPLE | 5/84 |
| BEAMRIDER | AT5200 | 11/84 | EXODUS: ULTIMA III | APPLE | 5/84 | MICROSURGEON | PCjr | 4/84 |
| BEAT THE BEATLES | ATCOMP | 5/84 | EXPEDITION AMAZON | C64 | 11/84 | MICROSURGEON | TI99 | 4/84 |
| BERZERK | AT5200 | 1/84 | EXPERTYPE | ADAM | 11/84 | MILLIPEDE | AT2600 | 5/84 |
| BEYOND CASTLE | | | FACEMAKER | CV | 5/84 | MINER 2049er | TI99 | 1/84 |
| WOLFENSTEIN | ATCOMP | 7/84 | FACTACTICS TRIVIA | C64 | 9/84 | MONKEY ACADEMY | CV | 12/84 |
| BIG BIRD SPECIAL DELIVERY | C64 | 6/84 | FAHRENHEIT 451 | C64 | 12/84 | MONTEZUMA'S REVENGE | ATCOMP | 9/84 |
| BIG COMPUTER GAMES | book | 9/84 | FATHOM | CV | 3/84 | MONTEZUMA'S REVENGE | C64 | 9/84 |
| BLAZING PADDLES | APPLE | 11/84 | FATHOM | TI99 | 4/84 | MONTEZUMA'S REVENGE | CV | 9/84 |
| BLOCKADE RUNNER | C64 | 9/84 | 50 MISSION CRUNCH | C64 | 6/84 | MONTEZUMA'S REVENGE | AT5200 | 9/84 |
| BLUEPRINT | AT5200 | 1/84 | FINAL FLIGHT | ATCOMP | 1/84 | MONTEZUMA'S REVENGE | AT2600 | 9/84 |
| BOOK OF ADVENTURE | | | FINANCIAL COOKBOOK | C64 | 7/84 | MONTY PLAYS SCRABBLE | C64 | 12/84 |
| GAMES | book | 7/84 | FINANCIAL COOKBOOK | ATCOMP | 7/84 | MOON PATROL | TI99 | 6/84 |
| BOOK OF APPLE SOFTWARE | APPLE | 12/84 | FINANCIAL COOKBOOK | APPLE | 6/84 | MOON PATROL | VIC20 | 5/84 |
| BOOK OF ATARI SOFTWARE | ATARI | 12/84 | FIRE ANT | C64 | 10/84 | MOONSWEeper | CV | 3/84 |
| BOOK OF IBM SOFTWARE | IBM | 12/84 | FIRE ONE | ATCOMP | 1/84 | MOONSWEeper | C64 | 12/84 |
| BOULDER DASH | ATCOMP | 3/84 | FLASHCARD MAKER | ADAM | 8/84 | MOONSWEeper | TI99 | 4/84 |
| BOULDER DASH | C64 | 8/84 | FLEET FEET | C64 | 10/84 | MOUNTAIN KING | AT5200 | 1/84 |
| BOULDER DASH | APPLE | 10/84 | FIELD OF FIRE | ATCOMP | 12/84 | MOUNTAIN KING | CV | 9/84 |
| BOUNTY HUNTER | ADAM | 8/84 | FLIGHT SIMULATOR II | APPLE | 2/84 | MOVIE MUSICAL MADNESS | ATCOMP | 8/84 |
| BRAIN STRAINERS | CV | 11/84 | FLIGHT SIMULATOR II | ATCOMP | 10/84 | MR ROBOT & ROBOT | | |
| BREAKDANCE | C64 | 11/84 | FLIGHT SIMULATOR II | C64 | 5/84 | FACTORY | APPLE | 8/84 |
| BREAKTHROUGH THE | | | FLIP & FLOP | C64 | 4/84 | MS PAC-MAN | ATCOMP | 1/84 |
| ARDENNES | APPLE | 1/84 | FORTRESS OF WITCH KING | APPLE | 12/84 | MS PAC-MAN | C64 | 5/84 |
| BROADSIDES | C64 | 11/84 | FORTUNE BUILDERS | CV | 11/84 | MS PAC-MAN | VIC20 | 5/84 |
| BRUCE LEE | ATCOMP | 4/84 | FRACTION FEVER | CV | 5/84 | MS PAC-MAN | APPLE | 6/84 |
| BUCK ROGERS | CV | 4/84 | FRANTIC FREDDY | CV | 2/84 | MS PAC-MAN | TI99 | 6/84 |
| BUGABOO | C64 | 3/84 | FRENZY | CV | 2/84 | MURDER BY THE DOZEN | APPLE | 1/84 |
| BUMBLEBEE | C64 | 6/84 | FROGGER | MAC | 10/84 | MURDER ON ZINDERNEUF | C64 | 5/84 |
| BUMP N' JUMP | INT | 1/84 | FROGGER II | ATCOMP | 9/84 | MUSIC CONSTRUCTION SET | ATCOMP | 5/84 |
| BUMP N' JUMP | AT2600 | 2/84 | FROGGER II | AT5200 | 9/84 | 9-5 TYPING | C64 | 10/84 |
| BUMP N' JUMP | CV | 7/84 | FROGGER II | AT2600 | 9/84 | NOVA BLAST | CV | 1/84 |
| BURGERTIME | CV | 5/84 | FROGGER II | C64 | 9/84 | NOVA BLAST | C64 | 12/84 |
| C64 PROGRAMS FOR HOME | book | 5/84 | FROGGER II | CV | 9/84 | OIL BARONS | C64 | 6/84 |
| C64 TUTOR | C64 | 9/84 | FRONTLINE | CV | 1/84 | OIL'S WELL | APPLE | 4/84 |
| CABBAGE PATCH KIDS IN | | | FRONTLINE | AT2600 | 4/84 | OIL'S WELL | CV | 4/84 |
| PARK | CV | 5/84 | GALACTIC CONQUEST | C64 | 8/84 | ON COURT TENNIS | C64 | 11/84 |
| CAMPAIGN 84 | CV | 2/84 | GALAXIAN | CV | 4/84 | OMNIWRITER/OMNISPELL | C64 | 4/84 |
| CAPTAIN COSMOS | ATCOMP | 5/84 | GALAXIAN | VIC20 | 5/84 | OUT OF CONTROL | AT2600 | 3/84 |
| CAREER PLANNING | APPLE | 12/84 | GAMES ATARI PLAY | book | 2/84 | PAC-MAN | TI99 | 1/84 |
| CAVERN CREATURES | APPLE | 1/84 | GATEWAY TO APSHAI | C64 | 3/84 | PAC-MAN | INT | 2/84 |
| CAVERNS OF CALISTO | APPLE | 5/84 | GATEWAY TO APSHAI | CV | 4/84 | PAC-MAN | C64 | 3/84 |
| CELL DEFENSE | C64 | 8/84 | GHOSTBUSTERS | C64 | 11/84 | PANZER WAR | ATCOMP | 7/84 |
| CENTPEDE | AT7800 | 8/84 | GOLF | AT5200 | 1/84 | PARTY QUIZ | APPLE | 12/84 |
| CENTPEDE | INT | 2/84 | GRAND SLAM BASEBALL | PCjr | 12/84 | PASTFINDER | ATCOMP | 11/84 |
| CENTPEDE | C64 | 3/84 | GRAVE ROBBERS | C64 | 9/84 | PATHWORDS | C64 | 11/84 |
| C'EST LA VIE | APPLE | 5/84 | GUST BUSTER | CV | 3/84 | PEANUT BUTTER PANIC | C64 | 6/84 |
| CHINESE JUGGLER | C64 | 8/84 | GYRUSS | C64 | 7/84 | PENGO | AT5200 | 1/84 |
| CHOPFLIFTER | AT5200 | 2/84 | GYRUSS | ATCOMP | 7/84 | PENGO | ATCOMP | 5/84 |
| CHUCK NORRIS SUPERKICKS | AT2600 | 1/84 | GYRUSS | AT5200 | 7/84 | PERFECT SCORE | APPLE | 10/84 |
| COCONOTES | ATCOMP | 8/84 | HALFTIME BATTLIN' BANDS | ATCOMP | 8/84 | PHOENIX LAIR | ATCOMP | 1/84 |
| COLECO ADAM | | | THE HEIST | APPLE | 3/84 | PICNIC PARANOIA | TI99 | 4/84 |
| ENTERTAINER | book | 11/84 | HEIST | CV | 4/84 | PITFALL | CV | 2/84 |
| COLOR BAR GENERATOR | AT2600 | 1/84 | H.E.R.O. | C64 | 8/84 | PITFALL | C64 | 6/84 |
| COMMODORE 64 | | | H.E.R.O. | AT2600 | 2/84 | PITFALL | ATCOMP | 2/84 |
| EXPERIENCE | book | 2/84 | H.E.R.O. | CV | 9/84 | PITFALL | AT5200 | 3/84 |
| COMPUTERMATH MAGIC | book | 2/84 | HESGAMES | CV | 7/84 | PITFALL II | AT2600 | 2/84 |
| COMPUTER BASEBALL | ATCOMP | 11/84 | HIDEOUS BILL | C64 | 8/84 | PITFALL II | CV | 10/84 |
| COMPUTER PLAYGROUND | book | 2/84 | HOPPER | TI99 | 2/84 | PITFALL II | ATCOMP | 11/84 |
| COMPUTER QUARTERBACK | C64 | 12/84 | IMAGIC 1-2-3 | ATCOMP | 10/84 | PITSTOP | CV | 1/84 |
| COMPUTER TITLE BOUT | ATCOMP | 8/84 | INJURED ENGINE | C64 | 12/84 | PITSTOP II | C64 | 12/84 |
| CONGO BONGO | AT2600 | 3/84 | IMPOSSIBLE MISSION | C64 | 9/84 | PITSTOP II | AT5200 | 11/84 |
| CONGO BONGO | CV | 10/84 | INSTITUTE | ATCOMP | 6/84 | PITSTOP II | C64 | 2/84 |
| CRISIS MOUNTAIN | C64 | 1/84 | IN THE CHIPS | C64 | 6/84 | POGO JOE | ATCOMP | 2/84 |
| CRYSTAL CASTLES | AT2600 | 5/84 | IT'S ONLY ROCK N ROLL | C64 | 12/84 | POGO JOE | VECTREX | 1/84 |
| CUTTHROATS | MULTI | 11/84 | JAMES BOND 007 | ATCOMP | 5/84 | POLE POSITION | TI99 | 6/84 |
| DALLAS QUEST | C64 | 5/84 | JAMES BOND 007 | CV | 5/84 | POLE POSITION | C64 | 5/84 |
| DALLAS QUEST | ATCOMP | 9/84 | JAMES BOND 007 | C64 | 5/84 | POLE POSITION II | AT7800 | 7/84 |
| DAZZLE DRAW | APPLE | 12/84 | JAMES BOND 007 | AT2600 | 5/84 | POLE POSITION II | C64 | 8/84 |
| D.BUG | ATCOMP | 1/84 | JAMES BOND 007 | AT5200 | 5/84 | PRACTIFILE | C64 | 10/84 |
| D.BUG | C64 | 6/84 | JOUST | ATCOMP | 1/84 | PRESIDENT ELECT | APPLE | 11/84 |
| DEATH IN CARIBBEAN | C64 | 7/84 | JOUST | AT7800 | 8/84 | PRINT SHOP | AT2600 | 2/84 |
| DEATH IN CARIBBEAN | CV | 9/84 | JOY OF COMPUTER CHESS | book | 11/84 | PRIVATE EYE | AT2600 | 4/84 |
| DEFENDER | CV | 1/84 | JUMP MAN JR | CV | 4/84 | PROTECTOR II | TI99 | 2/84 |
| DEFENDER | VIC20 | 1/84 | JUNGLE HUNT | C64 | 5/84 | P-SOURCE | book | 9/84 |
| DEFENDER | C64 | 3/84 | JUNGLE HUNT | VIC20 | 5/84 | PUZZLEPANIC | ATCOMP | 9/84 |
| DEFENDER | TI99 | 3/84 | JUNGLE HUNT | CV | 6/84 | PUZZLEPANIC | C64 | 7/84 |
| DELTA SQUADRON | APPLE | 5/84 | JUNO FIRST | TI99 | 6/84 | QUEST QUINTANA ROO | CV | 2/84 |
| DEMON ATTACK | PCjr | 3/84 | JUNO FIRST | ATCOMP | 9/84 | QUESTRON | C64 | 10/84 |
| | | | | C64 | 9/84 | RAID OVER MOSCOW | C64 | 10/84 |

| PROGRAM | SYSTEM | MONTH REVIEWED | PROGRAM | SYSTEM | MONTH REVIEWED | PROGRAM | SYSTEM | MONTH REVIEWED |
|----------------------|--------|----------------|------------------------------|--------|----------------|-----------------------------|--------|----------------|
| ILS WEST | C64 | 10/84 | SOFTWARE AUTHOR'S GUIDE | book | 2/84 | TI PROGRAMS FOR HOME | book | 5/84 |
| INBOW WALKER | ATCOMP | 2/84 | SORCEROR'S APPRENTICE | AT2600 | 1/84 | TOMARC THE BARBARIAN | book | 12/84 |
| ALM OF IMPOSSIBILITY | ATCOMP | 10/84 | SPACE AMBUSH | C64 | 8/84 | TONK IN LAND OF | | |
| ALSPORTS FOOTBALL | ATCOMP | 4/84 | SPARE CHANGE | ATCOMP | 4/84 | BUDDY-BOTS | ATCOMP | 9/84 |
| LAX STRESS REDUCTION | MULTI | 9/84 | SPACE SHUTTLE | ATCOMP | 11/84 | TOTAL HEALTH | C64 | 8/84 |
| NDEZVOS WITH RAMA | C64 | 12/84 | SPACE SHUTTLE | C64 | 12/84 | TOY BIZARRE | C64 | 12/84 |
| SCUE ON FRACTALUS | AT5200 | 5/84 | SPECTRON | CV | 2/84 | TRACK & FIELD | AT2600 | 8/84 |
| TURN OF JEDI | AT5200 | 1/84 | SPY VS SPY | CV | 11/84 | TRANSYLVANIA | ATCOMP | 11/84 |
| HARD SCARRY ELEC | | | SQUISH 'EM | CV | 4/84 | TRANSYLVANIA | C64 | 11/84 |
| VORDBOOK | ADAM | 12/84 | STARFIRE | ATCOMP | 1/84 | TREK | ADAM | 10/84 |
| ER RAID | INT | 1/84 | STAR LEAGUE BASEBALL | APPLE | 11/84 | TRIVIA ARCADE | C64 | 9/84 |
| ER RAID | CV | 2/84 | STAR TREK | CV | 8/84 | TRIVIA FEVER | C64 | 10/84 |
| ER RAID | CV | 2/84 | STAR WARS | CV | 7/84 | TROLL'S TALE | ATCOMP | 8/84 |
| BOTRON | APPLE | 1/84 | STAR WARS | C64 | 7/84 | TUK GOES TO TOWN | ATCOMP | 11/84 |
| BOTRON | C64 | 3/84 | STEALTH | ATCOMP | 12/84 | TUNNEL RUNNER | AT2600 | 1/84 |
| BOTRON | AT7800 | 8/84 | STEALTH | C64 | 12/84 | TURBO | INT | 2/84 |
| BOTRON | AT5200 | 3/84 | STORY MAKER | APPLE | 8/84 | TYPE N WRITE | C64 | 8/84 |
| BOTS OF DAWN | C64 | 10/84 | STUNTMAN | AT2600 | 2/84 | ULTIMA II | C64 | 4/84 |
| C N ROPE | CV | 7/84 | SUBTERRANEA | AT2600 | 1/84 | UNOFFICIAL I HATE | | |
| C N ROPE | AT2600 | 7/84 | SUCCESS WITH MATH | APPLE | 1/84 | COMPUTERS | book | 4/84 |
| LOVERTURE | CV | 5/84 | SUCCESS WITH MATH | APPLE | 6/84 | UP 'N DOWN | ATCOMP | 11/84 |
| AMY LIGHTFOOT | CV | 4/84 | SUMMER GAMES | C64 | 5/84 | UP 'N DOWN | C64 | 11/84 |
| ENGLISH I | APPLE | 1/84 | SUMMER GAMES | ATCOMP | 9/84 | VIDEO LIFE | AT2600 | 6/84 |
| MATH I | APPLE | 1/84 | SUMMER GAMES | APPLE | 9/84 | VIKING RAIDER | C64 | 7/84 |
| INGS & LOAN | ADAM | 10/84 | SUPER ACTION FOOTBALL | CV | 7/84 | WARGAMES | CV | 5/84 |
| IBA DIVER | AT2600 | 2/84 | SUPER BUNNY | APPLE | 1/84 | WEATHER TAMERS | C64 | 10/84 |
| HAWK | AT2600 | 2/84 | SUPER COBRA | CV | 1/84 | WEBSTER WORD GAME | C64 | 6/84 |
| HORSE HIDE N SEEK | C64 | 6/84 | SUPER CROSS FORCE | CV | 2/84 | WHISTLER'S BROS | ATCOMP | 12/84 |
| EN CITIES OF GOLD | ATCOMP | 5/84 | SUPER DEMON ATTACK | T199 | 4/84 | WHISTLER'S BROS | C64 | 12/84 |
| EN CITIES OF GOLD | C64 | 8/84 | SUPER ZAXXON | ADAM | 12/84 | WING WAR | CV | 3/84 |
| ER SAM | CV | 7/84 | SYNCALC | ATCOMP | 8/84 | WIZARD OF ID WIZTYPE | C64 | 6/84 |
| DOWKEEP | APPLE | 12/84 | SYNFILE | ATCOMP | 8/84 | WIZARD OF ID WIZTYPE | APPLE | 6/84 |
| MUS | T199 | 1/84 | SYNTREND | ATCOMP | 8/84 | WIZARD OF WOR | AT5200 | 1/84 |
| TITLE ORBITER | AT2600 | 2/84 | TAKE I | APPLE | 11/84 | WORD FLYER | ATCOMP | 4/84 |
| CON WARRIOR | ATCOMP | 1/84 | TAPPER | C64 | 9/84 | WORD FLYER | C64 | 10/84 |
| CON WARRIOR | C64 | 8/84 | TAPPER | AT2600 | 11/84 | WORLD GREATEST | | |
| DOCTOR | C64 | 8/84 | TAPPER | C64 | 11/84 | BASEBALL GAME | C64 | 8/84 |
| AK | C64 | 8/84 | TAPPER | APPLE | 9/84 | ZAXXON | C64 | 5/84 |
| LANCELOT | 2600 | 12/84 | TARZAN | CV | 8/84 | ZAXXON | AT5200 | 9/84 |
| FOX | APPLE | 10/84 | TAZ | AT2600 | 2/84 | ZENJI | ATCOMP | 11/84 |
| WRITER | ATCOMP | 5/84 | TECH SKETCH PEN | ATCOMP | 6/84 | ZENJI | AT5200 | 11/84 |
| MBALL | C64 | 5/84 | TELLY TURTLE | CV | 10/84 | ZENJI | CV | 11/84 |
| RPY | C64 | 12/84 | THRESHOLD | CV | 5/84 | ZENJI | C64 | 11/84 |
| RTBASIC BONANZA | ADAM | 11/84 | TI IN WONDERLAND | book | 8/84 | ZETA-7 | C64 | 10/84 |
| RT FILER | ADAM | 8/84 | TIMEBOUND | C64 | 6/84 | ZONE RANGER | ATCOMP | 11/84 |
| RT LETTERS & FORMS | ADAM | 8/84 | TINK'S ADVENTURE | ATCOMP | 11/84 | ZONE RANGER | C64 | 12/84 |
| RT LOGO | ADAM | 10/84 | TI PLAYGROUND | book | 8/84 | ZONE RANGER | AT5200 | 11/84 |
| S RF PAINT N PLAY | CV | 8/84 | | | | | | |

Continued From Page 1

More Electronic Novels

Although they won't have a booth, Synapse will be sneak-previewing a series of electronic novels in a private suite. Planned for IBM, Apple, Atari and C64, they will be packaged in hardbound book form. The early chapters set the scenes, the story line, and introduce the characters and information relevant to the journey which the user completes on his computer. A section of blank pages is included in each novel for map-drawing. The first titles to be introduced will be *MINDWHEEL*, a journey into the minds of four deceased people of extraordinary power, and *ESSEX*, the story of an intergalactic search and rescue mission. Additional novels under development include *RIMSTONE*, a medieval adventure, *BREAKERS*, a science-fiction fantasy on the planet Borg, and *RONIN*, a samurai epic.

Sequel to Quintana Roo

Sunrise Software will be showing *WRATH OF QUINTANA ROO*, sequel to *Quest for Quintana Roo* which is a graphic adventure continuing the saga. Conceptually, it is designed for those who have played the first game as you'll need some information from the first game to solve the ultimate riddle of the second game. This sequel will be released for several computers, including ADAM in BOTH tapak and disk.

New ColecoVision Voice Game

Although it's not expected to be ready for C.E.S., Interphase, known for *SEWER SAME*, is working on a brand new ColecoVision title, again with voice synthesis. Interphase will be co-exhibiting at the show with a Japanese manufacturer to show MSX software.

BeachHead 2

Access Software will introduce *BeachHead 2*, the continuing saga and sequel to *BeachHead*. Access plans to move beyond WWII technology with more updated tanks, helicopters, and planes in a game which can be played head-to-head with two players on the screen at the same time. Voice synthesis is also promised for this C64 game. Meanwhile, Access plans their own C64 speedloader with *MACH* which includes disk utilities, BASIC worksheet, and cataloguer.

Finally, they will introduce *SPRITEMASTER 2*, an updated version of their earlier *Spritemaster*. The original handled 16 sprites and was used to create sprites used in *BeachHead* and *Raid Over Moscow*. The new program will handle 128 sprites.

New from SubLogic

Another award-winning company, SubLOGIC, does not plan to stop with *FLIGHT SIMULATOR II*. Instead, they will debut a "work in progress," *JET*, a new generation, high-performance simulation of an F-16 jet fighter with advanced graphics and animation.

Busy at Sierra

Sierra is working on *KINGS QUEST 2, ROMANCING THE THRONE*, as a sequel to the popular *Kings Quest*. Meanwhile, *STUNT FLYER* is in the final stages of preparation, as is *DAM-BUSTERS*, another flight simulation game which uses a WWII plane. In fact, Sierra is building in a Competition mode where the user can enter a competition (only after several dozen hours of flying will you have a chance at being proficient enough)—however, there's one major catch. If you enter the competition and crash your plane, you also crash your disk!!

Alternate Reality

Datasoft will use the show to introduce *ALTERNATE REALITY*, a fantasy role-playing game in which the player has been abducted by an alien spacecraft and transported to another time and place. The first in the series is *THE CITY* in which the player must learn basic survival skills. This first disk will have to be purchased in order to play the others. The other episodes which are planned are *THE DUNGEON, THE ARENA, THE PALACE, THE WILDERNESS, REVELATION, and DESTINY*.

Just a Small Taste

This is just a very small sampling of what's going on at C.E.S. We want to save more surprises for our February issue, along with a more detailed accounting of some of the things we've mentioned. Stay tuned for a jam-packed issue next month!!

THE VIDEO GAME UPDATE

CRITICALLY SPEAKING..COLECOVISION-COMPATIBLE

SNEAK PREVIEW

SPY HUNTER (★★★½/★★★★½) pits your Spy Hunter vehicle against an influx of enemy agents using all the weapons you can get hold of.

COLECO

You begin by sliding out the back of a Weapons Van. You pull out and travel up the road tracking down the foreign spies with only a machine gun and unlimited rounds of ammunition. There are Weapons Vans situated along the road. You must watch for them, and enter the backs of them to gain important additions to your arsenal, such as oil, smoke screens, and missiles. You must work your way through the roadways knocking off all the spies you can. The toughest is, without a doubt, the Mad Bomber who enters the scene in his helicopter. He'll hover over you and drop a bomb. Your only method of getting rid of him is to launch a missile. There are also spies in the waterways. Head for the boathouse, pick up the Spy Hunter speedboat, and head into the spy-infested waters. You'll meet some maniacal folks there, including the Barrel Dumper and Doctor Torpedo. Your mission, if you choose to take it, is to rid the world of the enemy spies!

To the Tune of Peter Gunn

Your adventure is set to the very familiar Peter Gunn theme which helps you get in the proper mood. While Coleco gives you the option of either using the regular ColecoVision controller or the Super Action Controller (packaged with Baseball), we would STRONGLY recommend the use of the Super Action Controller. We tried it both ways and found the regular controller very difficult to maneuver with the various actions you must take. The Super Action Controller, however, is ideal for the various weapons you must deploy. When we first plugged in the cartridge, this appeared to be a very simple game; however, we quickly learned that it's not for the faint of heart! There's lots of action with certain weapons only working on certain spies. When the Mad Bomber made his way onto the scene, we were dazzled with the graphics and sound effects of the helicopter. The view is one in which you are looking down on the roads, and the helicopter is also below your line of sight. Just watch those blades whirl! This is a very good action game with enough different things going on to hold your interest for quite a while. (solo play; two-player alternating; pause)
Recommended

2010 (★★★/★★) sounded very exciting as Coleco had accomplished such a fine rendition of WARGAMES. We sat down with the program the minute the copy arrived. After playing for a few minutes, we felt we would not be able to do it proper justice without seeing the film (how's that for rationalizing taking the afternoon off to go to the movies!). Fresh from the movie theatre (our hands still greasy from the buttered popcorn), we couldn't wait to get into the program as the movie seemed to provide endless story lines for a fantastic game. After playing for a couple of hours, we couldn't believe it. Is that ALL there is?? The premise of the game is very simple. You must power up and repair the circuits aboard the Discovery. Once you get HAL (the computer) up and running, he can help you in powering up other system's circuits. You work on an overview schematic of Discovery moving to priority-blue circuits which must be powered, and priority-red circuits which indicate a burned-out CTI (cryotronic interface) which must be repaired. Center your scanner window over the circuit you wish. Call the circuit up on your viewscreen, and move through the circuit path, avoiding the flickering MFFs (magnetic flux fields) while moving quickly through the path and CTIs. The trick is to find the path in which you move through the CTI's only ONCE before moving out through the other side of the screen. Each circuit path within the Discovery is a maze path—some very easy, some much harder. If you move through a CTI twice, or the flickering MFF "zaps" you, you must repair the CTI with your repair drone, Waldo. Once that is accomplished, you start your circuit path once

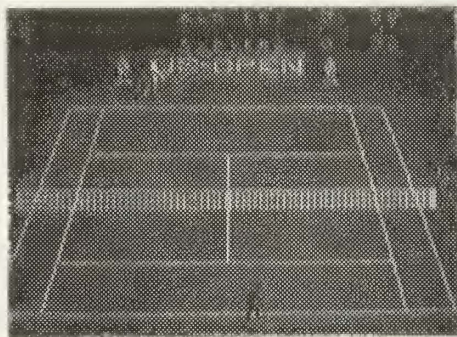
again. In higher levels, there are multiple MFF's as well as CT and CSI's (cryosynaptic interfaces.) CSIs are HAL's artificial intelligence components. The entire procedure is a race against time as Discovery is being pulled closer and closer to Io's volcanic surface. Once you get the Engine and Reactor systems up and running, you can attempt a partial orbital boost. If you're successful you will have saved Discovery and you can begin all over again.

Yes, That's All There Is

We kept hoping there was something more to it that just entering various circuits and running through circuit paths, not unlike connecting the dots. The game reminded us of BOMB SQUAD for Intellivision, but that game was, frankly, much more challenging. If this wasn't a game which obviously is tied in to the movie, we could just say it's a game which would bore you after a relatively short time. With the movie tie-in, the disappointment is even more distinct. There were so many possibilities from the storyline of the movie that one wonders if Coleco had this general game on the drawing board and decided to conform to it slightly to the movie take advantage of the big holiday advertising. Regardless, this is a definite PASS. (one player; pause)
Not Recommended

IMAGIC

TOURNAMENT TENNIS (★★★½/★★★★½) fills a need in the ColecoVision/Adam library for another sports game, and it's a good one. All the rules of the real game of tennis are observed



in this simulation, and there is a choice of three levels of expertise for the computer player (novice, amateur, and pro). Once the players' names are entered on the scoreboard, it's time to serve the first ball. Positioning of the joystick as you press the firing button determines both placement and speed of the serve. The video tennis player looks quite realistic as he stretches into the serving motion! Returning the ball requires that you move your player to the right spot and swing the racket at the right time. The speed of the return is set by the direction of your player's movement toward the ball. If either player hits the ball into the net, one of the two ball-boys will run onto the court to retrieve it before the next serve—an extra touch that adds a little bit of realism to the game. A shadow beneath the moving ball and the perspective of the court also make this seem more like a real tennis match than a glorified version of Pong. ColecoVision and Adam owners have wanted more sports games, and this one makes a nice addition to the collection. (Solo play; 2-player competitive; Pause.) (Also available for C-64.)
Recommended. (MSR \$34.95)

CRITICALLY SPEAKING..

ATARI 5200-COMPATIBLE

QUEST FOR QUINTANA ROO (★★½/★★½) is a wel-



come bit of refreshment in the drought of new releases for the Atari 5200—doubly so because it is unlike any other

game for the system. This is an action adventure that requires the player to guide Yucatan Sam through the mystical temple of the Mayan god, Quintana Roo, to search for treasures and the keys to open a ceremonial vault. The game begins outside the temple. Sam scales one of the side walls, avoiding poisonous snakes and the wrathful bolts of the Moon God, to reach a portal that leads inside. He slides down a chute into the first of a series of interconnecting chambers. Exploration time is limited by one and one-half minutes' worth of breathable air, and there are other dangers, too, such as snakes, spiders and mummies. Through the controller keypad, the player has access to a whole range of tools that Sam can use to defend himself and find the temple treasures, including a gun, flasks of acid, a chisel, and a Geiger counter. Keypad buttons are also used for dropping items and picking up map rocks, which are necessary to open the map vault. Solving the puzzles of the game at the first skill level reveals a secret code that can be used to enter upper levels of play which contain more temple chambers. Solving the puzzles will also prepare you for the sequel due later this year, *Wrath of Quintana Roo*.)

Fills a Need

QUEST FOR QUINTANA ROO is a great addition to the 5200 library because it fills a real need for an adventure game for the system. Graphics are colorful, but fairly plain, with all the emphasis on solving the puzzles of the quest. Until now, only ColecoVision or Adam owners have been able to enjoy this game, and it has built quite a loyal following among that group. It's time for 5200 owners to find out what they've been missing! (Solo play; Pause.) Also available on Cartridge, DataPak or Disk for ColecoVision & Adam.) Recommended. (MSR \$19.95)

Intellivision Inc. Folds?

It appears that Intellivision Inc., the company which planned to keep software for Intellivision alive, has gone out of business, perhaps selling its assets (existing Intellivision titles) to Revco Drugs for close-out. We have tried to reach Intellivision Inc. only to find their phones are disconnected. We know many readers are looking for *WORLD SERIES BASEBALL*; however, with this turn of events, it is extremely unlikely you will be able to find it. Now is the time to check various stores for stock on any title(s) you may wish for your unit as once the stock is gone, it's GONE! By the way, the Imagic titles for Intellivision are the ones which appear to be in greatest demand, as well as a few of the Activision titles, so GET BUSY!

Circus Charlie Dropped

Parker Bros. has quietly shelved its latest title *CIRCUS CHARLIE*. One reason was given; however, with the current problem Parker Bros. is having getting its titles into stores due to the high retail pricing, it's very likely they felt it wasn't a strong enough title to compete with some of the others out there.

Boulder Dash Bumped

We have learned that the ColecoVision version of *BOULDER DASH*, being developed by MicroLab, has been bumped. We have further information as to when this title could potentially ship. We pass any information on when we receive it.

Coleco To Release BC Sequel

We have learned that *BC Grog's Revenge*, which we Sneak Previewed in our November issue, will be released under the Coleco banner sometime in the First Quarter.

The Final Nail in the Coffin?

According to an interview in the January, issue of *ANALOG Magazine*, the Atari 7800 ProSystem is indeed dead! In response to a question posed by the magazine, Jack Tramiel indicated, "right now, we do not plan to release the 7800." He further stated that "at the present time, we (Atari) do not have any plans for it." If you have the opportunity, you should pick up a copy of the issue at your local newsstand as it's an eye-opener of an article.

Can we hope against hope that some other company will come along and purchase the rights to the unit?? Oh well, we all have to have our fantasies...

Notes on the Availability Update

We've had a number of our readers ask questions about how the Availability Update is compiled. We gather the information from the software companies themselves, and we do not alter it in any way, regardless of how unlikely the delivery dates appear to be.

You have also noted and commented on the fact that we break dates down by both month and quarter. When we first began the Availability Update, all companies gave us release dates by month; however, as many have found (in some cases, the hard way) that those dates have been difficult to live up to, some companies have moved to a quarterly release schedule. If a software program is given to us as a release in a particular month, we reflect that in the Update. If, however, the company only gives us a release date by quarter, that is what we print!

FLASH

COLECO SCRAPS ADAM!

Although strongly denied by Coleco officials for several months, ADAM has been relegated to the close-out bins, effective January 1, 1985. Stock in Coleco warehouses has been sold to an un-named, major retailer.

This move casts grave doubts on software support, although a Coleco spokesman assured us they will continue to produce new titles. However, Texas Instruments made the same commitment to the 99/4A, which fizzled after three months.

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AVAILABILITY UPDATE

ATARI COMPUTERS

FOURTH QUARTER

Barbie (EPYX)
 x-Beyond Castle Wolfenstein (MUSE)
 x-Breakthrough in Ardennes (SSI)
 BroadSides (SSI)
 Computer Ambush (SSI)
 x-Conan (DS)
 Dunzhi (SCRN)
 G.I. Joe (EPYX)
 Grammar Examiner (DES)
 x-Hitchhiker's Guide (INF)
 Hot Wheels (EPYX)
 Impossible Mission (EPYX)
 Kaiv (SCRN)
 London Blitz (AH)
 Lost Tomb (DS)
 Mr Do (DS)
 Pitstop II (EPYX)
 Quest for Quintana Roo (SUN)
 Rock N' Rhythm (SPN)
 Short Circuit (MF)
 Space Cowboy (AH)
 Reforger 88 (SSI)
 Seti (TRAP)
 Super Music Box (PPI)
 Twisted (TRAP)
 x-U.S. Adventure (FS)
 x-Wargames (COL)
 Wylde (SCRN)

DECEMBER

Breakdance (EPYX)
 Dig Dug (DS)
 Pac Man (DS)
 Pole Position (DS)
 Print Shop (BRO)
 Serpent Star (BRO)

JANUARY

Ghostbusters (ACT)
 Moreta. Dragonlady of Pern (EPYX)
 Suspect (INF)

FIRST QUARTER

Alternate Reality (DS)
 B.C. Grog Revenge (SOL)

FEBRUARY

Essex (SYN)
 Mindwheel (SYN)
 Q*Bert's Qubes (PB)

MARCH

Miner 2049er II (MF)
 Wrath of Quintana Roo (SUN)

APRIL

Raid Over Moscow (ACC)

COMMODORE 64

FOURTH QUARTER

Baltic 85 (SSI)
 x-B.C. Grog's Revenge (SOL)
 x-Chopper Hunt (IMGC)
 x-Conan (DS)
 Dunzhi (SCRN)
 Field of Fire (SSI)
 Heathcliff (DS)
 x-Hitchhiker's Guide (INF)
 x-Imperium Galactum (SSI)
 Kaiv (SCRN)
 x-Karateka (BRO)
 Lost Tomb (DS)
 Mr Do (DS)
 On Field Football (ACT)
 On Court Tennis (ACT)
 Rock N'Rhythm (SPN)
 Seti (TRAP)
 Short Circuit (MF)
 Sierra Championship Boxing (SOL)
 Stress Manager (BI)
 Stunt Flyer (SOL)
 Super Music Box (PPI)
 Super Pipeline (INT)
 x-Suspect (INF)
 Twisted (TRAP)
 x-U.S. Adventure (FS)
 Viking Raider (INT)
 x-Wargames (COL)
 Wylde (SCRN)
 Your Personal Net Worth (SCR)

DECEMBER

Adventure Construction Set (EA)
 Dig Dug (DS)
 x-Fast Load (EPYX)
 G.I. Joe (EPYX)
 Hot Wheels (EPYX)
 x-Indiana Jones/Lost Kingdom (MIND)
 Pac Man (DS)
 Pole Position (DS)
 x-Print Shop (BRO)
 Serpents Star (BRO)

JANUARY

Gemstone Warrior (SSI)
 Many Ways to say I Love You (CBS)
 Miner 2049er II (MF)
 Mystery Master-Felony (CBS)
 Quink (CBS)
 Railroad Works (CBS)

Speak & Seek (IMG)
 Wordfinder (CBS)

FEBRUARY

Barbados Booty (PB)
 Caribbean Quest (MF)
 Essex (SYN)
 Interplanetary Pilot (CBS)
 Macbeth (IMG)

Mindwheel (SYN)

Music Studio (ACT)

Q*Bert's Qubes (PB)

Rock N Bolt (ACT)

Sea Voyager (CBS)

Spritemaster 2 (ACC)

Web Dimension (ACT)

MARCH

Master of Lamps (ACT)

Time Machine (IMG)

MAY

Mastering the ACT (CBS)

FIRST QUARTER

Alternate Reality (DS)
 Mindshadow (ACT)
 Muppet Welcome Aboard (BRO)
 Surf (JAL)
 Tracer Sanction (ACT)

APPLE II/IIe

FOURTH QUARTER

Beamrider (ACT)
 x-Championship Lode Runner (BRO)
 Computer Baseball (SSI)
 Computer Quarterback (SSI)
 x-Conan (DS)

x-Crime & Punishment (IMGC)

Dunzhi (SCRN)

Graphics Exhibitor (KOALA)

x-Hitchhiker's Guide (INF)

x-Karateka (BRO)

Mabel's Mansion (DM)

x-Miner 2049er II (MF)

President's Choice (SPN)

x-Robot Odyssey I (LC)

Seti (TRAP)

Short Circuit (MF)

x-Spy Vs. Spy (FS)

Station 5 (MF)

x-Suspect (INF)

Twisted (TRAP)

x-U.S. Adventure (FS)

Your Personal Net Worth (SCR)

War in Russia (SSI)

Wylde (SCRN)

DECEMBER

Another Bow (IMGC)

Barbie (EPYX)

Dig Dug (DS)

x-Ghostbusters (ACT)

G.I. Joe (EPYX)

H.E.R.O. (ACT)

Hot Wheels (EPYX)

Injured Engine (IMGC)

Pac Man (DS)

x-Pitfall II (ACT)

Pitstop II (EPYX)

Wizardry Scenario 4 (SIR)

FIRST QUARTER

Adventure Construction Set (EA)

Alternate Reality (DS)

B.C. Grog's Revenge (SOL)

Damiano (IMGC)

Kings Quest II (SOL)

Mindshadow (ACT)

Mr Do (DS)

Pole Position (DS)

Stunt Flyer (SOL)

Tracer Sanction (ACT)

JANUARY

Mystery Master-Felony (CBS)

Railroad Works (CBS)

Sea Voyager (CBS)

Word Finder (CBS)

FEBRUARY

Barbados Booty (PB)

Caribbean Quest (MF)

Essex (SYN)

Interplanetary Pilot (CBS)

Many Ways to say I Love You (CBS)

Mastering the ACT (CBS)

Mindwheel (SYN)

Q*Bert's Qubes (PB)

Quink (CBS)

Space Shuttle (ACT)

MARCH

Beach Head (ACC)

Raid Over Moscow (ACC)

IBM PCjr

FOURTH QUARTER

Barbie (EPYX)
 Bruce Lee (DS)
 Conan (DS)
 Decathlon (ACT)
 G.I. Joe (EPYX)
 Hot Wheels (EPYX)

In The Chips (CS)

Lost Tomb (DS)

Match Wits (CBS)

Miner 2049er II (MF)

Murder by the Dozen (CBS)

Pipes (CS)

River Raid (ACT)

Short Circuit (MF)

Stress Manager (BI)

Summer Games (EPYX)

DECEMBER

Dig Dug (DS)

Mindshadow (ACT)

Pac Man (DS)

Print Shop (BRO)

Tracer Sanction (ACT)

FIRST QUARTER

Alternate Reality (DS)

Ancient Art of War (BRO)

Mr Do (DS)

BC Grog's Revenge (SOL)

Pole Position (DS)

Stunt Flyer (SOL)

JANUARY

Quink (CBS)

Word Finder (CBS)

FEBRUARY

Essex (SYN)

Mindwheel (SYN)

Mystery Master-Felony (CBS)

Q*Bert's Qubes (PB)

Railroad Works (CBS)

MARCH

Interplanetary Pilot (CBS)

Wrath of Quintana Roo (SUN)

MAY

Mastering the ACT (CBS)

ADAM

FOURTH QUARTER

x-ADAMCalc (COL)
 Address Book Filer (COL) *
 Best of Broderbund (COL)
 Cabbage Patch Adv in Park (COL) *

CPM 2.2 (COL) *

CPM 2.2 (COL) *

x-Dragons Lair (COL)

Dragons Lair (COL) *

x-Expertise (COL) *

Home Software Library (COL)

Recipe Filer (COL) *

Recipe Filer (COL) *

Smart Filer (COL) *

x Smart Letters/Forms (COL) *

Sub Roc (COL)

MARCH

Wrath of Quintana Roo (SUN)

Wrath of Quintana Roo (SUN) *

* floppy disk format

ATARI 2600

FOURTH QUARTER

Mr Do's Castle (PB)

FEBRUARY

Q*Bert's Qubes (PB)

COLECOVISION

FOURTH QUARTER

Cabbage Patch Picture Show (COL)

Choplifter (COL)

Crisis Mountain (MF)

Lunar Lopper (SOL)

Short Circuit (MF)

Tapper (COL)

x-Tournament Tennis (IMGC)

DECEMBER

Summer Games (EPYX)

JANUARY

One on One (MF)

Pastfinder (ACT)

Q*Bert's Cubes (PB)

MARCH

Wrath of Quintana Roo (SUN)

FIRST QUARTER

BC Grog's Revenge (COL)

Number Bumper (SUN)

Spy Hunter (COL)

Stunt Flyer (SOL)

2010 (COL)

ATARI 5200

FOURTH QUARTER

x-Quest for Quintana Roo (SUN)

MARCH

Wrath of Quintana Roo (SUN)

COMPANY NAME CODES:

ACTV - Activision
 AH - Avalon Hill
 ART - Artwork
 AT - Atari
 BI - Batteries Included
 BRO - Broderbund
 CBS - CBS Electronics
 COL - Coleco
 COMM - Commodore
 CS - Creative Software
 DES - DesignWare
 DM - DataMost
 DS - DataSoft
 EA - Electronic Arts
 ELE - Electra Concepts
 EPYX - Epyx
 FS - First Star
 II - Intellivision Inc
 IMGC - Imagic
 INAC - Interactive
 INF - Infocom
 INT - Interphase
 LC - Learning Co.
 MF - Microfun
 MICP - Microprose
 MMG - MMG Micro Software
 PB - Parker Bros
 PDI - Program Design Inc
 PS - Professional Software
 SCR - Scarborough
 SCRN - Screenplay
 SOL - Sierra
 SPN - Spinnaker
 SSI - Strategic Simulations
 ST - SirTech
 STRSIM - Strategic Simulations
 SUB - SubLogic
 SUN - Sunrise
 SYN - Synapse
 TRAP - Trapeze
 TRO - Tronix
 TS - TechSketch
 TYM - Tymac
 XON - Xonox
 VIC - Victory Software

(x - indicates shipped to retailers by our press date (may not be in national distribution, however.)
 (Editor's Note: We feel, in some cases, dates given us by the manufacturers are simply not realistic. However, we feel it is our responsibility to give you the projected release dates as they are given to us, without any alteration.)