

Computer Entertainer

the newsletter

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THIS ISSUE...

Interview With Brian Moriarty,
Designer of Wishbringer & Trinity

News Include:

Commando

Space Cycle

Cr II

for C64

for Multi Systems

Ending Story

for Atari

Works

for Macintosh

the C128

for Commodore 128

Music

for Amiga

Championship Tennis

for Intellivision

only Kong series

for Bros

for Nintendo

rac & Field

for Atari 2600

for Asteroids

for Atari 7800

...and more!!

HIT TOP TWENTY

Sent Service (Mic/Co)

Life (Fir/Co)

Uima IV (Ori/Ap)

Under Board (Acc/Co)

Football (Acc/Co)

Ed's Tale (EA/Ap)

Life (Sub/I)

Lo N' Wrestle (Min/Co)

CA Basketball 2on2 (Gam/Co)

Light Simulator II (Sub/Ap)

(Sub/Co)

Filtrator (Min/Co)

Inter Ego:Male (Act/Ap)

Commando (DE/Co)

Turn. Disk:Leader Board (Acc/Co)

Inter Ego:Male (Act/I)

Fantasie II (SSI/Co)

Chessmaster 2000 (SC/EA/Co)

Infinity Machine (Master/Co)

Rogue (Epy/ST)

Twenty is the result of telephone

with a selected group of retailers

contributors throughout the country

GOING...

NEWS Including...

Early Madness

Video

for Amiga

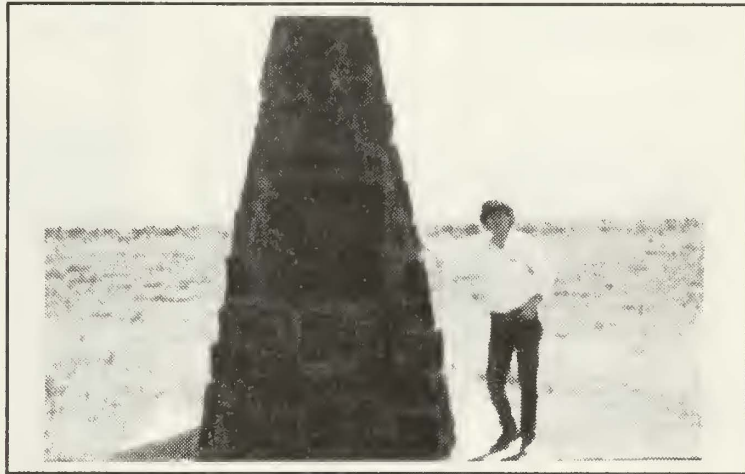
Games

for IBM

Games for the 7800

Brian Moriarty Visits Computer Entertainer

We always enjoy taking time out from our usual routines to meet designers and programmers. Last month, Brian Moriarty of Infocom visited us during a press tour of Southern California on behalf of his new Interactive Fiction Plus program, TRINITY (reviewed in this issue). This is Brian's second Infocom program. (His first, WISHBRINGER, holds the record as Infocom's fastest-selling program.) The 29-year-old author has been with Infocom since 1984. Before that, he was Technical Editor of *Analog Computing Magazine*. Brian earned his B.A. in English Literature from Southeastern Massachusetts University.



Brian Moriarty at the Trinity Site, where the world's first nuclear explosion took place on July 16, 1945.

A Confirmed Game Player

When we ushered Brian into the hub of our workplace, we sat him in front of one of our Apples where a game of TRINITY was in progress. Ignoring that for the moment, he glanced around the room, taking in the clutter of machines and software packages. His survey stopped at a shelf of recent adventure games, when he exclaimed, "Oh! You've got my current favorite computer game, 'Rogue.' I love that game!" Now here's a guy who is on tour specifically to promote his own latest work, and the first thing he wants to talk about is some other company's game that has him totally fascinated. You can't help but like someone who is such a confirmed game player, someone whose ego doesn't demand that everyone focus completely on him and his latest creation.

Origins of TRINITY

We really did want to know more about TRINITY, so we asked Brian where he got the idea of writing a game involving the history of atomic weaponry. (The name of the program comes from the Trinity Site at White Sands Missile Range in New Mexico, where the world's first nuclear explosion took place on July 16, 1945. The name also refers to the three-part construction of the game itself.) Brian told us that he had been especially fascinated by this bit of history ever since he read Lansing Lamont's book, *Day of Trinity*, when he was in high school. "I was very impressed by that book," he said, "and I always wanted to visit the Trinity site." He went on to tell us that the idea of writing an adventure based on that historical event, the beginning of the atomic age, occurred to him while he was working at *Analog Computing Magazine* in 1983. "We're always making up worlds," he added. "Our games are simulations, and I thought it would be interesting to try to simulate a real place, and explore that possibility, and especially a place where your actions could be significant. It seemed to me that the Trinity Site was a really charged location to do that."

TRINITY Was Meant for Infocom

Brian's first two adventures were published in *Analog*, "Adventure in the Fifth Dimension" and "Crap Shot." About that time he started thinking about working at Infocom, because he "had always been a fan of the Infocom games." He thought about

...continued on Page 10

Critically Speaking...Macintosh-Compatible

SKYFOX (♦♦♦1/2♦♦♦) has just been converted for the Macintosh by Electronic Arts and, unfortunately, it loses some of its graphics luster going from color to black and white; however, the gameplay capabilities more than compensate for the graphics (still very good on Mac—we were simply spoiled by the beauty of the Commodore version).

Good Gameplay Options

Your job is to defend your home base from an invasion of one more enemy Motherships, as well as planes and tanks. You'll be flying your Skyfox fighter at high levels as you go after plans, and low to the ground as you fight enemy tanks. The game offers a number of ways to play, beginning with two tank training missions and three plane training missions. You can also practice a combo high/low mission prior to really entering the fray of battle. In the small invasion, there's one Mothership to defeat while the full invasion finds you against three Motherships, and the Massive Onslaught is a terrifying six Motherships. Your cockpit is an array of gauges, dials, and tactical map. You can easily toggle to the various status and tactical charts, as well as engaging automatic pilot in order to more easily find the enemy.

This is a fast-paced, quick-thinking action game which will challenge you for many, many hours (one player; also available for Commodore and Apple)

Recommended (MSR \$40.00)

COMICWORKS becomes the latest in the line of graphics/clip art/draw your own software for the Macintosh. Mindscape has come up with a superb program which is a powerful tool for designing text and graphics anywhere on your page with tremendous page layout capabilities. Unlike graphics programs in the past for this machine, ComicWorks™ allows you to independently move graphics objects, as well as text around your page, creating cartoons, storyboards, greeting cards, and more. Included in the program are special comic book fonts, custom panels, as well as an entire library of "voice balloons" to give your masterpiece its own character.



Wealth of Options

It goes without saying that anyone who can create their own drawings can have a ball with this program. The real beauty of the program is what the "non-creative artist" can do (like us!). Included in the package are two disks full of original art, most highly detailed with fancy backgrounds (lots of space stuff). More importantly, you can import any of your clip art from any MacPaint file (as well as the myriad of clip art programs on the market) which can then be integrated into your masterpiece (This is done via Art Grabber™ which is included within the Program disk.). The novice can quickly master the art of creating a background and bringing in that perfect piece of clip art. You can place your image anywhere on the background, as well as shrink or expand its size. Then click a balloon in place and customize the dialogue within the balloon. Voila! You've got customized artwork without ever struggling to create something from scratch. You can even have your piece of clip art "explode" out from the background for a dynamic image (for instance, you've got a background depicting space. You can place your space ship so it appears to be flying right out of the panel!). The possibilities are as vast as your imagination.

Extra Added Attraction

Also integrated within this 3-disk program **PosterMaker™**, a scaling tool which allows you to red and expand pages and portions of pages up to 3200% or down to 1% or its original size (only limited by the size of your paper). Before printing your selected item(s), you can choose border from a Borders menu. You can save from within PosterMaker™ to any MacPaint file.

Tremendous Program

We were excited about this one when we briefly saw it in C.E.S. Now that we've had "hands-on," we can highly recommend it. Mindscape has done a terrific job of making it easy to use, while offering features that the advanced user will appreciate. The documentation is clear and does a great job of getting you through all the things you have to know to use the program to its capabilities. By the way, if you're a LaserWriter owner and you've been frustrated by the fact that some of your MacPaint-generated clip art will not convert to print, you'll be thrilled to know that you can take it through ComicWorks™ and this program will allow it to print (there are certain restrictions and problems with fonts and graphics with LaserWriter even with ComicWorks™, which is detailed in the documentation).

If you buy just one graphics-type program for your Macintosh, this should be it! (works on 400K, 800K, and 1000K Disk 512K Macintosh)

Recommended (MSR \$79.95)

Compatibility Update on Alternate Reality

IntelliCreations, Inc. (formerly Datasoft) has been keeping us apprised on the Alternate Reality compatibility issue which was raised a few issues ago by some of our readers.

For Atari owners, the scurvy problem has been corrected and your recut disks will be going out within the next few days to those who have sent their games into IntelliCreations. The problem has also been fixed so that it will run on the Atari with a Percom drive. If a player using a Percom experiences a disk lock-up, they should: 1) remove the diskette from the drive, 2) turn the drive off, wait a few seconds and turn it on again, 3) re-insert the correct diskette and press START.

The Commodore 1571 drive compatibility issue is being addressed at the current time.

We thank Intellicreations for keeping us informed and for their time and effort in solving the problems!

Professional Football Handicapping

Software Exchange plans a professional football handicapping software program for most home computer systems. With it you can enter information found in the newspaper sports section in order to perform the statistical analysis to predict the winner. Software Exchange indicates the program can predict winners 65%-70% of the time. Retailing for \$39.95, you can get more information by contacting the manufacturer at PO Box 5382, West Bloomfield, MI 48033.

THE RATING SYSTEM:

4 SYMBOLS = EXCELLENT

2 SYMBOLS = FAIR

3 SYMBOLS = GOOD

1 SYMBOL = POOR

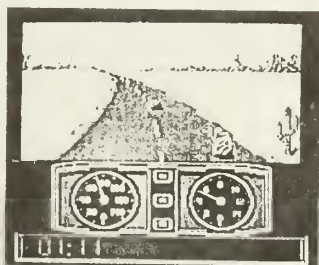
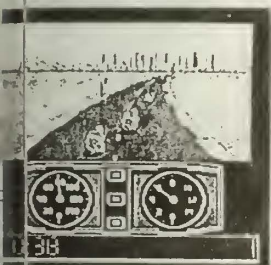
♦ = ENTERTAINMENT PROGRAMS (1st set=stars=quality of graphics; 2nd set=quality of game play and entertainment value)

◇ = APPLICATION PROGRAMS (1st set=diamonds=quality of graphics; 2nd set=quality of performance and suitability of use in home)

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

Critically Speaking...C64/128-Compatible

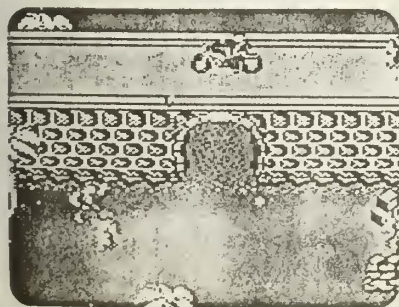
SUPER CYCLE (◆◆◆◆/◆◆◆◆) is *Epyx's* latest entry and takes you back to the wild world of motorcycle racing. You begin by choosing your level of expertise, as well as choosing the color of your cycle, as well as jacket colors. It's on the starting line with two other cycles on the line with you. When the green light hits, you've got to move out in first gear, shifting to second and third as you scream around corners, leaning precariously, bumping your competitors, and avoiding all the hazards. Not only must you avoid crashes with other drivers and the hazards such as ice, oil on the road, etc., you must finish each course within a prescribed amount of time. If you don't cross the finish line before the clock runs out, it's all over. By the way, if you crash, you merely waste time as you must begin from a dead start where you are in the course. Upon finishing the course within the time limit you move on to another course, more difficult, and with different scenery. If you make it through a few courses, you'll receive a special bonus course, running over flags for points.



Great Fun and Challenge

From the beginning roar, we were hooked on this one! As we tried to take the curves too fast, we squealed out of control, occasionally hitting a tree. As we practiced, we found ourselves leaning in our chair to get the right body english to be a rider through a touch curve. As we sped along, we got a feeling of incredible speed. The joystick movement needs only to be miniscule as our rider responded to our lightest touch. The graphics are excellent, with our rider and the competition cycles very detailed. The scenery changed from area to screen, moving from desolate areas, to cityscapes, etc. There are a total of nine different screens, with day and night screens and three bonus screens. Anyone who enjoys racing games will be totally hooked on Super Cycle! (one player; joystick required)
Recommended (MSR \$39.95)

COMMANDO (◆◆◆1/2/◆◆◆1/2) from *Data East*, features lots of combat action as you must battle the enemy and their base. All you have at your disposal is your machine gun and hand grenades. There are enemy forces coming at you from all angles - behind trees and rocks, trenches and from the blind right of the screen. They'll shoot at you and hurl grenades. They will also send trucks and tanks after you. You're on your own here so you must move with lightning speed, kill off the enemy, picking up grenades, and supplies from abandoned outposts, killing off enemy leaders and, ultimately, destroying their base.



Frantic Action

From the beginning, you'll be moving at a frantic pace, shooting, dodging, and attempting to stay alive. We spent a good deal of time getting through certain portions where the enemy was highly concentrated as the ability to use the grenades is hampered in the program (the only reason we marked the program at less than 4 stars). While you shoot your gun with the firing button on your joystick, you must use the spacebar on your keyboard to launch a grenade. We don't know about you, but when we're playing a joystick-controlled game, we are holding the joystick in one hand (usually balanced in our lap), while maneuvering the stick with the other hand. The keyboard is not usually easily accessible and we found it exceedingly awkward to reach over to launch grenades. As a result, there were more than a few times our man was killed because we couldn't wipe out the enemy force in time. It would have been great if the game was programmed in such a way that the grenade launching was accomplished by, perhaps, pushing the joystick up (or down) while pushing the firing button. Would have made a world of difference!

Great Music

By the way, throughout the game, there is terrific music synthesized for a great effect and the graphics are quite nice. All in all, this is a very fine action game with all the challenge needed for you action addicts out there! (solo play; joystick required)

Recommended (MSR \$34.95)

I AM THE C128 continues in the tradition of Commodore tutorials on disk from *Personal Choice Software* (now a part of *Activision*), and features a quick-start way to get right into your C128. The program is made up of nine volumes beginning with a very simple overview of your computer. The first volume is an easy introduction and overview while the second volume contains tutorials on the keyboard, TV/monitor, disk drives, and peripherals. The third and fourth volumes contain a thorough journey through BASIC, both beginning and advanced. Within the pages of Volume 5 you'll be taken through the easy steps of making the best usage of your disks as you learn how to save, load, and format—an area which can be confusing to the novice! You'll have the opportunity to learn all about screen and sprite graphics, as well as sound effects and music as you work your way through the next three volumes of the program. There are very detailed diagrams, as well as short programs in BASIC which show you how to accomplish drawing circles, squares, ellipses, as well as "paint" features, how to get movement in your graphics, etc.

On To Programming

Once you feel comfortable with a general knowledge of BASIC, you can move on to Volume 9. Here you can run examples of a screen graphics program, sprite graphics program, and a sound program. More importantly, you can "list" the programs on your screen so you can get a much clearer understanding of what's involved in the three examples.

Easy Way To Learn

With this program, Personal Choice Software continues with their fine disk tutorials (I Am the C64 was a very good program). Certainly, you could pick up a C128 tutorial in book form for less money. The fact that the computer can animate some of the examples as they are being shown is a major plus, as well as the colors used to highlight a part of the C128 when describing a certain function. Also included are points where you are asked to try out something that has just been explained. That's a big plus when you're confused about certain commands or the like. The program appears to address all areas of concern for the novice, as well as some advanced programming hints for the user who doesn't need to go through a tutorial explaining the various uses of the keyboard characters. All in all, if you are just starting out in computers with a C128, or you want to learn more about BASIC programming, this is a good, functional program which should be one of the first purchases for your software library.

Recommended (MSR \$34.95)

VIDEO GAMES ON YOUR CD!!

Being computer, electronic, game, and gadget junkies, it's inevitable that we'd own a couple of CD players (we even have one in our office to calm our frazzled nerves). Obviously, you think we've taken leave of our senses to be talking about CD's in these pages unless it's CD ROM or CDI (Interactive CD that's in development). Well, gamers...we've just found the ultimate fix for us gaming fanatics!

We were innocently walking around one of the Los Angeles music superstores looking for CD's to feed our hungry machines and came across one lonely CD that looked a little out of place. It caught our eye because of the rather electronic looking graphics on the cover, as well as an insert picture of the Pole Position game screen. What's this, we asked? It can't be CDI. We picked it up, blew some dust off it and noted a hand-written label stuck on the shrink-wrap indicating "real video game sounds!" No, it couldn't be, could it? We took a closer look. The title was **THE BEST OF VIDEO GAME MUSIC!** "Good grief," we cried, as we turned the packaging over and discovered most of the writing was in Japanese (we think), but there was a big **NAMCO** written in the corner, and a listing of 17 - count 'em - 17 different video game sounds. So what that it was \$21.95--after all, it was an import and we may never see the likes of it again. We ran to our car (yes, we have a CD in the car--isn't that what being a "techie" is all about?), ripped open the packaging and plopped the little silver disk inside. We rolled down the windows, headed out to Sunset Boulevard to a stop light and the opening strains of **POLE POSITION** came wafting through our system! This is too good to be true! The countdown began (we could even imagine seeing the red - yellow - and then green light as we put the pedal to the metal. We couldn't resist. The green light hit as our video game music came to a crescendo. The guy in the Rolls Royce next to use looked over quizzically. We turned and smiled--we were in videogame heaven! We left him in the dust and pulled up next to a Porsche (this is Southern California, after all). Our Pole Position music had ended and the familiar opening sounds of **PAC-MAN** began. As Pac-Man began eating the dots, our curious onlooker in the Porsche thought he was going crazy! Our smiles became broader as the sounds came blasting through in sensurround stereo from all the speakers in the car. There were even a few videogame sounds we weren't familiar with. Why, they must be arcade games which haven't made their way to the U.S. yet. From Sunset Boulevard, through Hollywood, past the Hollywood Bowl and Universal City (where sightseers can be eaten by **JAWS** or blasted into outer space), we got everything from curious stares to shock to a couple of folks in a BMW (Yuppies, perhaps?) who put the "thumbs up" sign and yelled after us..."we have to have whatever it is you have..." (we couldn't hear the rest--we were busy with Pole Position again as we hit the Hollywood Freeway).

The Ultimate Fix

So, we've found the ultimate fix for those long car trips when we can't play our games while driving, or in the serenity of the den at home when we're going through videogame withdrawals. This is it! And, for those of you keeping track, the games represented on this rare disk are (in addition to those we mentioned: *Xevious*, *Bosconian*, *Phozon*, *Mappy*, *Libble Rabble*, *New Rally-X*, *Dig Dug* and *Dig Dug II*, *Galaga*, *Grobda*, *Dragon Buster*, *Metro Cross Part I*, *Gaplus*, *The Tower of Druaga*, and even the *Fanfare from Pole Position III!* We'd pass along the address of the CD manufacturer, but we can't figure out the Japanese! However, the disk is made by **ALFA RECORDS** of Tokyo, Japan and the catalog number is 32XA-66. And you thought rare games were hard to find--this could be even harder to find! Good luck on your quest to add this to your videogame library!

BACK ISSUES AVAILABLE...

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

Critically Speaking...Amiga-Compatible

INSTANT MUSIC (♦♦♦/♦♦♦1/2) is a different from the more typical music composition programs because it requires absolutely no knowledge of music. Using a technique which *Electronic Arts* refers to as "mousejamming," you can play along with the computer's three voices, providing your own fourth voice as you play music in real time with the mouse. Artificial intelligence creates guidelines that keep your sounds musical--in proper key and tempo--even if you can't read a note of music.

Complex Program

There is lots to explore in this complex program with disk and whopping 55-page manual. The designers have generously included more than 80 musical selections on disk from pop to folk and from classical to jazz. And there are over a dozen digitized instrument sounds to choose from--surely you won't get tired of this program for quite a while! After you load a song and the computer begins to play it, you can select one of four instruments to "mousejam" along with your Amiga. Simply hold down the left mouse button while moving the cursor up and down the screen. Presto: **INSTANT MUSIC**. And you can adjust the amount of rhythm and tone control you have during mousejamming. In fact, the number of options seems immense. You can select Chord Control (to make your own creations), Draw Menu (to modify pitch, rhythm, etc.), select song size, load instruments from another disk, save your compositions to disk for later play-back, and lots more.

Good Graphics, Great Sound This is not a program that shows off the graphics of your Amiga. The visuals aren't bad, but they're not breath-taking, either. But the sound...yes...**SOUND!** To truly benefit from this program, you simply need to have stereo speakers. (I can't imagine anyone listening to music through a 3-inch speaker anyway.) With few exceptions, you'll swear you were in front of a real musical instrument.

Lots of Fun

If you love music, you'll love this program. The combinations of different songs and instruments to experiment with are endless. I loved the "Drum Kit" with bass, tom, snare drums plus high-hat cymbal and woodblock. (Eat your heart out, Buddy Rich!) Another fun instrument is the "Voice," which sounds like a jazz singer. By the way, this program is a must if you own "DeluxeVideo." Anything that you create or any of the songs on the disk can easily be transferred to your DeluxeVideo creations. **INSTANT MUSIC** files can also be printed in standard sheet music form if they are transferred to the upcoming "Deluxe Music Construction Set." Incidentally, *Electronic Arts* has struck something of a compromise between their need to protect this program against piracy and your need for backup copies. Although the program is not copy-protected, booting a backup copy causes the program to ask the user to insert the original disk for verification of registration numbers--not a bad compromise. (Solo use; Mouse.) Available for 512K Amiga only.

Recommended. (MSR \$49.95)

--Cal Chen

Electronic Arts Lowers Some Prices

Following the lead of several other companies, *Electronic Arts* has just lowered suggested retail pricing on several titles (does NOT include any software for Amiga or Macintosh) to \$14.95. The titles effected are: *Archon* (Commodore, Atari, Apple, IBM); *Cut and Paste* (Commodore, Atari, Apple, IBM); *Dr J One on One* (Commodore, Atari, Apple, IBM); *Hard Hat Mack* (Commodore, Atari); *Heart of Africa* (Commodore); *Order Monsters* (Commodore); *M.U.L.E.* (Commodore, Atari); *Murder on the Zindeneuf* (Atari, Commodore, Apple, IBM); *Music Construction Set* (Commodore, Atari, Apple, IBM); *Pinball Construction Set* (Commodore, Atari, Apple, IBM); *Racing Destruction Set* (Commodore, Atari); *Realm of Impossibility* (Commodore, Atari); *7 Cities of Gold* (Commodore, Atari, Apple, IBM); *Super Boulder* (Commodore, Atari, Apple); and *Touchdown Football* (Commodore, Atari, Apple, IBM).

Critically Speaking...Apple-Compatible

GITTSBURG THE TURNING POINT (◆◆◆/◆◆◆) becomes the newest war simulation from the designers of *Battle of Antictam* for *Strategic Simulations Inc.* and covers the 3-day battle beginning on July 1, 1863. There are versions built-in for introductory, intermediate, and advanced players, as well as a tutorial for the novice player. The introductory game has very simple rules and options while the more advanced levels allow you to make more complex decisions and follow more involved rules. While typical of all SS games where it's historically accurate, the designers have taken some liberties "for the sake of a more interesting game." The game features a fatigue factor, as well as ammunition replenishments, twelve weapon types, and three different levels of terrain. The proficiency of the unit leaders will also enter into the factoring.

There's a tremendous amount of detail for the player to be aware of with several tables to be referred to, such as Weapon/Range Casualty, Fire and Strength, Melee, Fatigue, and Operation Costs. Most of the information you need throughout is on the other side of the plastic map card included. You are constantly updated on the screen as well with all the current information on terrain, number of men in your territory, weapon type, effectiveness, and more. There is a rather complete Command Menu by which you plot and move, as well as checking out the approximate strength of an enemy unit. The estimated playing time is 11 to 40 hours. You can play against the computer, a friend, or sit back and watch the computer play itself. (one-player; two-player alternating; coding for IBM, Atari, Commodore)

LUNAR EXPLORER (◆◆◆/◆◆◆) is an exciting simulation from *Electric Transit*, a peek into the future that lets you experience aspects of space colonization that could easily come to pass. And it's a future that will spark the imagination of anyone interested in the possibilities of living and traveling in space. The program itself centers around learning to pilot a lunar landing vehicle in real time. The activities involved in this learning process are placed in the context of future space colonization by means of the well-researched and extensive manual (over 80 pages) which accompanies the program.

First Space Colony
Much of the material in the manual is based on NASA studies of space colonization, and it's presented in a way that makes it seem quite real. The descriptions and illustrations of the "Lkota" Space Habitat, the first space colony at the Lagrangian libration point L5, include details about residential areas in the wheel-shaped space station, along with information about the colony's agriculture, industry, and many other aspects. This colony's purpose is to use the environment of space for economic development and scientific progress. To that end, the population of the colony operates a Lunar Mining Facility at Tranquility Base on the Moon and manufactures satellite solar power stations to be placed in Earth orbit.

Your Place in Space
Where you fit into all of this is as a candidate for the Lunar Landing Vehicle (LLV) Pilot Corps. The LLV is an important link in the chain of transport vehicles critical to the success of the mining and colonization mission. The LLVs carry supplies from low lunar orbit to the Tranquility Base Mining Facility. The early stages of the program involve completing a series of eight exercises in your LLV: soft landing, hovering, maneuvering during hover, landing from approach, base landing from approach, descent to base from orbit, liftoff, and flight to emergency landing pad. The exercises become progressively more difficult, requiring mastery of the systems of your craft and knowledge of the effects of gravity and motion in space. Once you have mastered the exercises in the section of the manual covering the physics of space flight, you're finally ready to try the Cargo Run Mission. The mission involves locating and recovering canisters of lunar ore in the vicinity of Tranquility Base. Earning a maximum

score on the mission requires using all of your newly acquired skills of flight and physics to gather as many canisters as possible without running out of fuel before you can return to your base.

Very Believable

The biggest appeal of this program is its simulation of a very believable future scenario. It's easy to imagine yourself really flying above the lunar surface and being an important part of a future space mining and colonization project. The graphics are simply drawn but realistic enough to keep the simulation life-like. Suggested by the designers for ages 13 to adult, LUNAR EXPLORER is a satisfying and involving program that incorporates adventure, role-playing, and learning. And beyond the clear-cut goals of learning to pilot the LLV and run cargo missions, there's additional fun to be had in the exploration of the lunar surface on sight-seeing missions of your own design. You can visit the site of the Apollo 11 landing, check out the lunar landscape, and even do a little star-gazing and view an earth-rise over the the moon's horizon. This is heady stuff for anyone with a little adventuring blood in them! (Solo play; Joystick and/or keyboard; Pause; 48K disk.) Reviewed on Apple II; also available for 128K IBM PC/PCjr with color graphics card. Recommended. (MSR \$40.00)

BREAKERS (NA/◆◆◆) is the latest in a series of electronic novels from *Broderbund*. (The first three were released under the names of both Synapse and Broderbund.) The text adventure takes place in a VERY alien world, where you find yourself plunged into the midst of a fast-changing series of events on the planet Borg and the nearby Nimbus Colony. The "Breakers" referred to in the title of the game are a group of intergalactic pirates and misfits running a smuggling operation from Borg, although many of their number are perennially holed up in a sleazy bar in the Nimbus Colony. Even worse than the the Breakers are the Gaks, the mutant security police of the Nimbus Colony, who are as stupid as they are brutal.

Crisis on Borg

A power struggle is brewing between the two master criminals who control the smuggling of slaves, narcotics, and who knows what other kinds of contraband from Borg. The serenity of Borg's gentle, golden people, the Lau, has been disturbed by these outside events and by their own internal crisis. Their deity, the Creator they call "Garbo," resides in a constellation which is masked with a shadow every few thousand years or so. The shadow has appeared, foretelling doom unless a Lau shaman can assemble the four elements for a special ritual which will dispel the shadow, unmask the Creator, and save Borg. In this seething mass of controversy, violence, and impending destruction, you seem to be the one Lau shaman not yet imprisoned by Gaks or sold into slavery by the Breakers. That means it's going to be up to you to perform the magic ritual of the four elements to unmask Garbo—that is, if you can stay alive long enough to do it in this savage setting of humanoid and alien flotsam and jetsam.

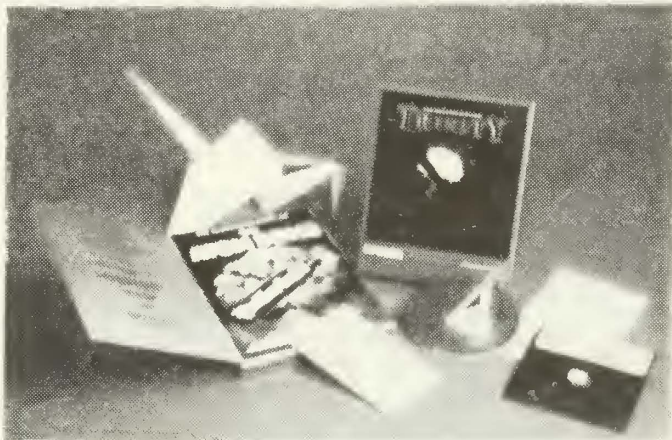
Superb Writing

BREAKERS is just the sort of story to appeal to fans of text adventures—plenty of crises, myriads of strange beings, and a wonderful sense of immediacy that comes from constantly changing situations that shift in real time—even if you do nothing. The parser is extensive, allowing lots of interaction with the strange characters. The quality of the writing is superb, helping to create vivid mind-pictures that bring the story to life. And there are some marvelously humorous touches, such as the comment about a character's imitation noogahide vest: "Funny—imitation noogas are extinct in most of their original habitats." BREAKERS is a must for fans of text adventures. And, as a group, the Synapse/Broderbund electronic novels are the first text adventures that really offer serious competition for Infocom's interactive fiction. (Solo play; Keyboard; 48K disk.) Reviewed on Apple II. Also available for IBM PC/XT/PCjr; coming soon for Commodore 64/128.

Recommended. (MSR \$44.95, except C64 at \$39.95)

Critically Speaking...Multi-Systems

TRINITY (NA/◆◆◆◆) is the second piece of Interactive Fiction Plus, the new line of text adventures that features an expansion of *Infocom's* original development system, allowing for larger program size and more extensive vocabulary. The world of TRINITY, a standard-level fantasy, is indeed vast--larger than all three of the "Zork" programs combined, according to author Brian Moriarty. And it is a rich world that combines fantasy with real, historical events for the first time ever in a work of interactive fiction. TRINITY takes place in the near future and centers around what is probably the single most significant scientific development of our time: the unleashing of the power of the atom and subsequent development of atomic weaponry. While that sounds like pretty serious stuff for an entertainment program--and it is--the game contains enough magic, puzzles, humor,



and downright absurdity to keep it from being heavy or depressing.

Sightseeing in London

The game begins on a pleasant day in London, where you are a tourist who is spending the final afternoon of your \$599 package tour wandering through Kensington Gardens. As you soak up the atmosphere, British nannies push their perambulators through the park, pigeons flutter around an old woman feeding them bread crumbs, and children sail boats in a pond. You come across a sundial in one section of the park. (It looks rather like the sundial in your TRINITY package. If that isn't enough to tell you that the sundial is a very important element in the story, then you just can't take a hint!) Everything seems the picture of sunlit serenity, but it's not. The superpowers are about to start World War III, and a hydrogen bomb will soon be dropped on the city. Your only escape is through a mysterious white door that appears if you reach the right place at the right time. Enter that door, and you will step into a very strange realm where fact and fantasy intermingle, a field of giant toadstools with more white doors. This place, described by Moriarty as a "Grand Central Station of the universe," is a sort of mystical network where all the atomic explosions that have ever occurred are connected.

Atomic Explosion Sites

If you can solve the puzzle of how to open and close the white doors in the toadstools, you will be able to travel to the sites of a variety of different atomic explosions, and even live to return and tell about your experience! This is your chance to step into history at a number of critical points and influence the outcome of real events. The sites you can visit include Nagasaki, Japan, the steppes of Russia, an underground test site, a tropical atoll, the outer space "Star Wars" of the Strategic Defense Initiative, and, finally, the TRINITY site itself. You will arrive at the TRINITY site on the White Sands Missile Range in New Mexico at 5:00 a.m. on July 16, 1945. It is 30 minutes before the explosion of the first atomic bomb in history, and what happens next is up to you.

Exceptionally Well Written

Like WISHBRINGER, Brian Moriarty's first effort for

Infocom, TRINITY is exceptionally well written. It's satisfying from a literary standpoint as it is from a role-playing gamer's view. (Moriarty acknowledges intention parallels to Lewis Carroll's *Alice in Wonderland* in his story and he underlines them with appropriate quotes scattered through the game.) The concept of TRINITY is unusual, daring, and Moriarty manages a delicate balance between seriousness of his subject and the need to keep the player entertained. He has written a game that draws the player into the action beautifully. The prologue of the game, Kensington Gardens is somewhat easier to master than some standard-level programs from Infocom. By the time the game becomes more difficult, you are hopelessly involved in the story and couldn't possibly think of giving up. We recommend this one without reservation to anyone looking for something truly original in interactive fiction. (Solo play; Keyboard; 128K; 128, IBM PC/PCjr, and 512K Macintosh. Available for Amiga, 128K Apple II, Atari ST, Commodore 64/128, IBM PC/PCjr, and 512K Macintosh. Recommended. (MSR \$39.95)

THE NEVERENDING STORY (◆◆◆◆/◆◆◆◆) is a graphics and text adventure from *Datasoft* which is based on the fantasy movie of the same name. As text adventures go, this one is relatively easy to play, making it most suitable for youngsters who enjoyed the movie. The game lets you play the role of Atreyu, warrior of Fantasia, in a quest to rid the land of the All-Consuming Nothing. It's up to you to find out what will stop the advance of the Nothing through Fantasia. Part of what you must do is to find the gold and silver medallion, Auryn (easily done), and return it to the Empress in the Ivory Tower (not so easily done). Familiar characters from the movie appear throughout the story and can contribute to your quest. Some of the characters include Rockbr, Teenyweeny, Nighthob, Artax the horse, and Falkor the Luckdragon. You dare not dawdle, for Gmork the werewolf, servant of the Nothing, is never far away. The game has three separate sections, and each one must be solved to move on to the next. As Atreyu, your ultimate goal is to make contact with someone from the Real World and make them believe in Fantasia. If you cannot accomplish this goal, Fantasia will ultimately be destroyed by the Nothing.

Very Pretty Pictures

THE NEVERENDING STORY has some of the prettiest pictures we've seen in a graphics and text adventure. The pictures are presented in panels at the top of the screen that portray the characters and settings of the game. The text occupies the lower portion of the screen and is set in a very attractive typestyle that fits with the fantasy theme of the game. Throughout the entire game, which passes in real time whether you do anything or not, the theme music from the movie provides accompaniment to your efforts. As good as the music sounds at first, we found that it became annoying after a while. Fortunately, it is possible to turn the music off if it bothers you. The game itself is charming, particularly if you enjoyed the movie. We feel that the game is most likely to appeal to children who are fans of the movie. Adults and teens, particularly those who are experienced players of text adventures, are likely to find the game a little too simple. It has a fairly limited vocabulary which does not support some commands that are fairly typical of such games. For example, it is not possible to "examine" objects in the game. There is a partial word list provided in the instruction leaflet, which will be of help to inexperienced players. This one is not for advanced players, but children will appreciate it. (Solo play; Keyboard; Pause; Disk; Blank, formatted disk required for game-saving.) Atari XL/XE and Commodore 64/128 versions reviewed; also available for Apple II. (MSR \$29.95)

MOVED???

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest!

Commodore 64/128-Compatible

SPELL OF DESTRUCTION (◆◆◆/◆◆◆) is a very fast-moving action/adventure from *Mindscape* which involves mystery and spell-casting. Your role is that of Drinn, formerly the apprentice to the sorcerer, who is about to face the challenge of a young apprentice's lifetime. This is the biggest test in order to become the youngest Lore-Adept in the history of the land, you must enter and conquer the dreaded Castle of Illusions. Your ultimate goal is to destroy the Prime Elemental with a single spell, but you'll have to dispatch a great number of its very deadly Guardians before you can even approach the hidden location of the Prime Elemental deep within the castle.

Weapons and Spells

The rooms and corridors within the Castle of Illusions are portrayed in diagonal perspective, which gives them a three-dimensional appearance. (Turning the base of your joystick 1/8 to the left seems to make it easier to control Drinn in the settings.) You enter the first corridor with a supply of a few weapons and spells. You soon learn that both are precious commodities, not easily renewable, and therefore not to be squandered. Your initial weapons are your sword and a few fireballs. Spells include "Tell Tale" (magical assistance that may give you valuable information about your current location or way to destroy an enemy); and "Find It" and "Heal" (just what they sound like). The game is full of unknowns and hidden items that can only be discovered through lots of trial and error. The requisite number of nasty creatures makes your task all the more difficult. Repeated trips through the game and judicious use of the "Tell Tale" spells gradually make things clearer, at least in the earlier stages. Paying close attention to changes in the musical score can also give you clues about what may happen next. As nearly as we can tell, the Castle of Illusions is very large. (We never found the Prime Elemental.)

Entertaining

We found **SPELL OF DESTRUCTION** an entertaining game that should provide many, many hours of exploration and strategic play. There are so many things to learn about the hundreds of chambers in the Castle of Illusions that we found it helpful to take a few notes. (The only problem is that you can't wait until you reach some neutral area without monsters to make your notes because there is no "pause" feature in the game.) The combination of very fast action and strategic thinking will appeal to gamers looking for equal challenge to the reflexes and wits. Graphic quality is mixed--excellent backgrounds, but only average portrayal of most characters. However, game play is definitely the emphasis in this game, and it's an entertaining one that will keep you exploring, fighting, and casting spells for hours. (Solo play; Joystick or keyboard; Disk.) Available for Commodore 64/128 only. Recommended. (MSR \$29.95)

HACKER II: THE DOOMSDAY PAPERS

(◆◆◆1/2/◆◆◆) from *Activision* continues the fun and intrigue of **HACKER**, one of last year's most popular programs. In the sequel, Steve Cartwright has surpassed the ingenuity of his original program, making the new game an absolute must-have for everyone who puzzled their way through the first one.

A Assignment

HACKER II begins innocuously enough by asking you to "LOG ON PLEASE." Your inevitable response to that prompt leads you into a typical bulletin board menu, which is suddenly interrupted by a communication from the CIA. They are referring to you as the "world's leading authority on computer security systems"--they must remember your outstanding service to the government in **HACKER**! And they need your help, but they're telling you that they will "disavow any knowledge of your participation" if you fail. Sounds as if Mr. Phelps is in charge! (For any of you too young to remember, Mr. Phelps was the voice on the tapes that outlined assignments for TV's "Mission Impossible" team in the late 1960s and early 70s.) The CIA has uncovered a diabolical plot

to destroy the United States government, and the details are to be found in the Doomsday Papers. One little problem: the papers are hidden in a foreign country, in a complex guarded by heavy electronic surveillance. This time you do get a little help in the form of a top secret operations document, but this mission will still take every bit of cunning strategy you can muster.

Compelling

The mystery to be solved in **HACKER II: THE DOOMSDAY PAPERS** is every bit as compelling as the first game. It combines crisp graphics, sleuthing, strategy, and the high-tech allure of electronic trickery in a game that's definitely top-10 material. Don't miss this one! (Solo play; Joystick & keyboard.) Commodore 64/128 version reviewed. Coming soon for Apple II, IBM PC/PCjr at \$39.95; also coming for Atari ST, Amiga, Macintosh at \$49.95. Recommended. (MSR \$34.95)

THE PERSONAL CHOICE COLLECTION is an easy-to-use yet powerful set of the most useful kinds of programs any computer owner can have. The programs from *Personal Choice Software*, one of the *Activision* labels, include a word processor (**WRITER'S CHOICE**), a filing and record-keeping program (**FILER'S CHOICE**), and a spreadsheet program for financial applications (**PLANNER'S CHOICE**). These three programs are considerably updated and improved versions of the series from Creative Software, which was acquired by Activision last year. For a partial list of the features of the Personal Choice programs, please refer to the chart in this issue, which was prepared from information provided by Activision.

Simple to Master

While charts of features provide useful information when you're trying to make a decision about which productivity software to buy, there's no substitute for trying out the programs yourself. But the next best thing is letting us try them out for you, so that we can give you our reactions to them. In working with all three of these programs, making our way through the manuals and learning with the tutorials, we were especially impressed with the utter simplicity of mastering the program basics. Without ever talking down to you, the manuals take you through every step in the simplest and most straightforward way possible. Nothing is assumed, and everything is explained clearly. You're even told that "your computer cannot use blank diskettes as they come from the store. You must initialize new diskettes before you can use them." And you're given a menu option that allows disk initialization from within the program. If you bought your first computer yesterday and this set of software today, we'd bet you could be up and running confidently with your first program in no more than 15 or 20 minutes. That's no big deal for extremely limited, beginner-oriented software, but these are full-featured programs with enough flexibility to be really useful in the home or in a small business. If you are a fairly experienced computer user, getting to know these programs is even easier. One time through the tutorial for each, and you'll rarely need more than an occasional glance at the Quick Reference Card. When you need to do something a little out of the ordinary, you might need to consult the Reference Guide in the manual, which explains every feature in detail.

The Programs

WRITER'S CHOICE (NA/◆◆◆) includes full writing and editing capabilities, a preview feature to let you see what your work will look like when it's printed, a 50,000-word spelling checker, and lots of printing options. **FILER'S CHOICE** (NA/◆◆◆1/2) is more flexible than many filing programs we've seen in its price range, with the ability to file, retrieve, sort, and print your data in many ways. It also has the clearest explanation we've seen of the sometimes confusing differences between files, records, and fields. **PLANNER'S CHOICE** (NA/◆◆◆1/2) is easier to understand than most spreadsheet programs, again thanks to excellent documentation. (Few programs are more intimidating to the inexperienced computer user than a badly documented spreadsheet.) There's plenty of room in the spreadsheet and more advanced arithmetic applications than you may ever need. The only improvement we would suggest here is the

inclusion of a few spreadsheet templates. All three programs can share information with each other. Although the versions we tested work on both the Commodore 128 and 64, owners of the C-128 will have the benefit of a few extra features, including 80-column capability. Back-up disks are available at \$10 (\$15 for Apple and IBM versions), and registered owners can receive support on a toll-free hotline. The programs are a very good value individually, but the full set really qualifies as a "best buy" in home productivity. (Commodore 128/64 version reviewed; available soon for Apple II and IBM PC/PCjr/Tandy 1000 at \$49.95 per program or \$119.95 for the set.) Recommended. (MSR \$39.95 each program; Collection \$99.95)

Microsoft Write for Atari ST

Microsoft is planning the release of MICROSOFT WRITE for the Atari ST through Atari. It is based on the Macintosh version of MICROSOFT WORD

New Fantasy Game from SSI

Shard of Spring will ship shortly and is SSI's sixth fantasy game. It's a multi-player fantasy adventure where the player's goal is to rescue the Shard of Spring from its captor, the evil enchantress Siriadne, and restore it to its home on the stricken island of Ymros.

New for Commodore 128

Abacus Software plans three productivity software packages specifically made for the Commodore 128. SpeedTerm 128 is a command driven terminal software package; TAS-128 is an enhanced version of Abacus' technical analysis system for stock market charting. PPM-128 is the upgraded 128 version of Personal Portfolio Manager for tracking the performance of stocks, bonds or options. All three programs will retail for \$59.95 and will ship in the fall.

CHESSMASTER 2000 Available for IBM

A full-featured chess program for beginners to experts, CHESSMASTER 2000 from Software Country (distributed by Electronic Arts) is now available for IBM PC/XT/AT and compatibles (256K minimum). Also on sale in versions for Commodore 64/128 and Atari XL/XE, CHESSMASTER's Apple II version was reviewed last month. (MSR \$39.95 all versions.) Not intending to leave any computer-owning chess fan in the cold, Software Country will soon release versions for Amiga, Atari ST, and Macintosh.

Partial List of Program Features: Personal Choice Collection

Features:	C128/64	Apple II	IBM PC/jr/Tand
Features: Filer's Choice			
HELP screens (context sensitive)	x	x	x
Record retrieval (avg # seconds)	2 sec.	2 sec.	under 1 sec.
List file directory to screen	x	x	x
Change forms w/o rewriting file	x	x	x
Quick reference card	x	x	x
Tutorial in documentation	x	x	x
Design own search	x	x	x
Sort records alphabetically or numerically	x	x	x
Multiple files per disk	x	x	x
Maximum files per record	99	99	*
Maximum records per file	no limit*	no limit*	no limit*
Maximum characters per field	6399	6399	513**
Maximum characters per record	6399	6399	7900
Design form w/ color & graphic characters	x	x	x
Performs calendar/date arithmetic	x	x	x
Integrates fields & report w/ word processor	x	x	x
Field formats			x
Create summary report			x
Includes report writer	x	x	x
Sort selected records	x	x	x
Calculated fields in form & report	x	x	x
User-defined column headings	x	x	x
Mail merge	x	x	x
ISAM file (for fast retrieval)	x	x	x
Select records to print	x	x	x
Totals & averages	x	x	x
Print date & page number	x	x	x
Load/save sequential file			x
* limited only by computer memory			
** field size allows fastest retrieval for system configuration			
Features: Writer's Choice			
Vary margin settings	x	x	x
Preview document on screen before printing	x	x	x
Spelling checker on program disk	x	x	x
HELP screens	x	x	x
List directory of files on screen	x	x	x
Include comments/notes not to be printed	x	x	x
MACROS	x	x	x
Use function keys	x	x	x
Quick reference card	x	x	x
Number of lines of text displayed on-screen	24	23	24
Special print capabilities (italic, bold, underline)	x	x	x
Justify text	x	x	x
Works w/ spreadsheet/planner	x	x	x
Works w/ file manager	x	x	x
Allows headers & footers	x	x	x
Can save partial document	x	x	x
Copy, move, delete, insert blocks of copy	x	x	x
Word search & replace (incl. global)	x	x	x
Set up own dictionary or use pgm. dictionary	x	x	x
Cursor movement by character/word/line/screen	x	x	x
Undelete block	x	x	x
Imbedded print attribute commands	x	x	x
Center text	x	x	x
Page numbering	x	x	x
Features: Planner's Choice			
Full word menus	x	x	x
Cite area (cell) by pointing	x	x	x
Automatically adjusts when insert/delete column or row	x	x	x
Quick reference guide	x	x	x
List directory/catalog on screen	x	x	x
Use pre-set format or design own	x	x	x
HELP screens			x
Adjust all column widths	x	x	x
Number of built-in financial functions	3	3	3
Number of arithmetic & other built-in functions	11	11	12
Use planner info w/ word processor	x	x	x
Use planner info w/ file manager			x
Notepad			x
Print formulas			x
Free memory for data (bytes)	61,000*	71,900**	over 100K***
Number of rows	255*	255	255
Number of columns	255*	64	64
Maximum formula length (characters)	120*	119	127
Windowing	x	x	x
Title lock			x
Sort function			x
Floppy text			x
Load/save partial spreadsheet			x
Use function keys	x	x	x
Automatic recalc	x	x	x
Dynamic memory allocation	x	x	x
Within cell editing	x	x	x
Boolean functions	x	x	x
Conditional functions			x
Look-up function			x
12-digit accuracy	x	x	x
Set-up print attributes	x	x	x
* C128 system			
** 128K system			
*** 256K system			

NOTE: Features on all 3 programs may vary by system configuration.

Adam's Successor?

Even before Coleco scuttled the Adam computer over a year and a half ago, there were rumors floating around to the effect that the company was secretly working on another computer. Believe it or not, those rumors are stirring again! Our initial reaction was total disbelief, but we had to pay attention because the source of the rumor claims to be involved directly in the project. According to what we were told, the new computer from Coleco is to be something like a color Macintosh. The inner electronic workings of the new machine are said to be coming from somewhere in the Orient (presumably Taiwan, Japan, or possibly Korea), with the outer case to be made in the United States. We were not given any details of projected release date or price. We attempted to get confirmation or denial of this information from Coleco, but our telephone calls to the company were not returned.

Sceptical Reaction Likely

We are to believe this story--and we admit having our doubts about this one--it's difficult to imagine anyone taking a Coleco computer seriously after the great Adam fiasco. And it's not just Adam, because Coleco has not been all that successful in its other forays into the field of personal electronics, either. Coleco is a toy company, and the marketing of toys is where they have always done best. (Mattel learned a similar hard lesson in computers and electronic games.) So if Coleco really plans to spring a new computer on the world, they'd better be prepared for plenty of skepticism on the part of the computer industry, the press, and the computer-buying public.

Electric Dreams Coming

Just what might Electric Dreams be? Robotic reveries, computer games? Or something you might see on MTV? Actually, Electric Dreams is a brand of software, a new Activision label which is an outgrowth of the company's overseas division. Electric Dreams will be devoted to bringing you imported software titles, "the hottest hits from around the world," according to the company. Something must be coming soon from Electric Dreams, because we just received a sort of "Christmas in July" package from them. Designed to call attention to the existence of the new label and its imported software titles, the package contained a variety of imported software titles, along with a single blank disk representing "most of the outstanding entertainment software being enjoyed by millions of people all over the world, (which) hasn't yet been imported into this country." While we're waiting for the software, we'll sit back and enjoy a cup of Colombian coffee and a few bites of Swiss chocolate while we look at the pictures in our Paris fashion magazine. (No one here reads *Vogue*.) And then we'll probably play with our Japanese ancestor, a tiny toy robot that converts to a nasty beetle!

Adventuring Titles for Macintosh

The designers at Silicon Beach Software are putting the finishing touches on two new titles for Macintosh, *DARK MALE* and *WORLD BUILDER*. The first is an action-adventure with twelve different scenes. We've seen some of the artwork on this one, and it certainly looks good.

WORLD BUILDER is a development system which can be used to design your own graphic adventures. In fact, it is the same tool that Silicon Beach designers used to create *Enchanted Scepters*, which we reviewed in December, 1985. The program allows the user to draw the adventure scenes or to incorporate digitized images from devices such as Thunderscan. We love about digitizing individual photos of family and friends, and then making them the stars of your adventure! We expect to be able to review both programs next month.

BACK ISSUE CAPSULES--1983

JANUARY

New Atari products announced, including 1200XL. New product also from US Games, Telesys, Vectrex. Reviews include Turbo, Vanguard, River Raid, Spider Fighter, Dragonfire, Star Raiders, Journey/Escape.

FEBRUARY

Review of January CES. New product from Activision, Starpath, M Network, Apollo, Imagic. Sneak Preview of Intellivision II & computer keyboard. Coverage of Super Action Controller & Expansion Module 3 from Coleco. Computer coverage debuts.

MARCH

Atari new computer add-on for 2600. Reviews include new Zimag titles, Ms Pac-Man, Centipede, Imagic for Intellivision

APRIL

Computer & Video Game comparison charts. Interview with designer of Enduro. Review of Atari 1200, Realsports games, Imagic for Intellivision.

MAY

Update on all companies and product. Sneak preview of June CES. Results of our questionnaire and interview with Coleco Quality Controller. Reviews include accessories, Jumpman, Miner 2049er.

JUNE

Interview with Rob Fulop. First sneak of Coleco ADAM and CES news. Reviews include BurgerTime, Fox games.

JULY

Complete details on unveiling of ADAM. New Atari computers, update on new controllers. Nolan Bushnell introduces robots for the home. CES Review

AUGUST

Atari computer comparison chart. What's wrong with the videogame industry? First negatives crop up on ADAM. Interview with Randy Glover. Reviews include Q*Bert

SEPTEMBER

Mattel has cutbacks. Sneak on new Atari titles. Reviews include Super Action Controllers, BC Quest for Tires, Pole Position.

OCTOBER

Atarisoft announces titles for other systems. Interview with Carol Shaw, River Raid designer. Reviews of Wico accessories, Donkey Kong Jr, Beamrider, Star League Baseball, Zeppelin

NOVEMBER

Interview with Steve Kitchen, Space Shuttle designer. Rumors of Odyssey quitting business. TI leaves home computer business. Reviews include Dig Dug, Joust, Rocky, Warroom, Gateway to Apshei

DECEMBER

First look at secret project from Apple, known as IIc. Year-End index of all programs reviewed in 1983. More shake-ups & more negative reports on ADAM. Reviews include Roller Controller, details on PCjr.

writing TRINITY on his Atari and submitting it to Infocom. "I was very naive," he admits. "Now that I work there, I know that we get dozens of submissions every month like that. Basically, they don't take outside submissions, so I would have failed." But, Brian didn't fail, because he managed to get himself hired. He presented the TRINITY concept when asked what game he would like to do. While the Infocom staff appreciated the innovation of his concept, they felt it was a little too ambitious for a first game. And the marketing people at Infocom were looking for an introductory-level fantasy, so Brian wrote WISHBRINGER. That turned out to be a hit, and Infocom gave him the freedom to work on his pet project, TRINITY.

TRINITY Takes Shape

The development cycle for TRINITY, from research to finished product, took about 13 months. (The typical interactive fiction program from Infocom takes about 9 months.) Brian began his research at the University of Chicago, site of the first atomic chain reaction in 1942, and then went on to White Sands Missile Range in New Mexico. There he saw Trinity, site of the first atomic explosion on July 16, 1945. (The photograph of Brian next to the Trinity monument, which accompanies this article, was taken on the 40th anniversary of that historic event.) As the game began to take shape, it was pure science fiction, but Brian wasn't happy with its direction because it seemed "too serious and unimaginative." He threw it all away and said, "How can I do this in a way that will be interesting and entertaining? Then I came up with this bizarre concept of a Zork-like world, a fantasy world which is like a Grand Central Station." Here science fiction, history, and fantasy came together in a place where all the atomic explosions that had ever occurred were somehow connected to each other. With a little of Zork, a bit of Alice in Wonderland, some Peter Pan, and quite a lot of Brian's own finely developed sense of fantasy, TRINITY finally came to become what he wanted: a piece of interactive fiction about a serious subject that still manages to be entertaining and full of gentle humor. Brian describes it as "a rather weird game that defies one-sentence descriptions."

Symbolism of the Paper Crane

As for the moral implications of pro and anti-nuclear sentiments, Brian felt strongly that the game should be as neutral as possible. As a result, he avoided taking a strong stand within the game that would clearly point out his personal feelings. He does make a subtle statement, however, which will be clear to those who understand the symbolism of the folded paper crane that becomes a major character in the story. For the benefit of our readers, Brian told us the story of a young Japanese girl who contracted leukemia as a result of radiation poisoning after the atomic bomb was dropped on Hiroshima by the U.S. in 1945. As she lay dying in a hospital, she began folding the one thousand origami cranes that would enable her to get her wish, according to a Japanese custom. The Japanese people took the young girl to their hearts, and thus began the anti-nuclear movement in Japan. Though she didn't finish the cranes before she died, her school friends completed the task and buried the paper cranes with her. Today a statue of a young girl holding a paper crane is the central figure in the Peace Park at Hiroshima, and the Folding Crane Society is an international children's organization devoted to peace. That is the message behind the paper crane in TRINITY.

Serious But Not Solemn

Brian Moriarty is obviously concerned that the message of TRINITY as a whole be understood: "This is not a funeral," he says. "Although this is a serious game, it's not a solemn game." (Having played quite a bit of the game, we can assure you that it is anything but solemn.) Infocom views TRINITY as something of an experiment and an example of the kind of ground-breaking program they feel almost obligated to produce from time to time because of their position of leadership in text games. It will be interesting to see if the experiment succeeds, to see if game players will take to a piece of interactive fiction with a serious theme and historical elements

mixed with fantasy and science fiction. The experiment certainly a success as far as we are concerned, because we found the game both entertaining and thought-provoking. We look forward to many more works of interactive fiction from Brian Moriarty in the future.

Critically Speaking...

Atari Computer-Compatible

WIZARD'S CROWN (♦♦♦1/2♦♦♦1/2) is now available for Atari computers from *Strategic Simulations*. This version is essentially the same as the ones for Apple and Commodore 64/128 (reviewed in the April and May, 1986 issues, respectively). With each new version we see, we are more convinced than ever that this is the best of SSI's series of fantasy role-playing games. The player controls a party of eight adventurers, whose characteristics can be chosen entirely by the player. Having chosen a member of the party to be "point," or acting as an advance scout, the player sends adventurers on a quest to recover a magic crown which was stolen by a renegade wizard.

Two Combat Systems

What really sets this game apart from other fantasy role-playing quests is the ability to choose different kinds of combat in the monster encounters. The quick combat system is more typical of other games, in which battles are resolved automatically by the computer, based on the attributes of the adventurers and the monsters when they clash. Full tactical combat will appeal to many fantasy gamers, especially those who enjoy strategic wargaming, because the battles are fought in the step-by-step fashion of most wargames. As far as more seasoned fantasy gamers are concerned, the more control you have over every aspect of the game, the better. They would rather lose the battle or the game based on their own decisions than on the seemingly whimsical decisions of the program. Strategic Simulations has a real winner in WIZARD'S CROWN. (Solo play; Keyboard; Disk.) Atari XL/XE version reviewed (supports two disk drives). Also available for Apple II, Commodore 64/128; planned for Amiga, Atari ST. Recommended. (MSR \$39.95)

Guitar Picks from Tonetown

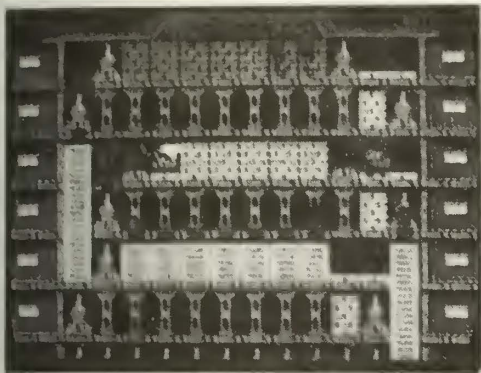
In the course of producing a monthly newsletter for nearly five years, we've had some pretty strange things show up in our office in the name of promoting the latest piece of software design. We've received everything from chocolate golf balls ("Mean 18," Accolade) to a spring-loaded snake (a can of peanuts ("Wishbringer," Infocom). Well, we just received a pair of guitar picks with very little in the way of explanation. Inevitably, this means we can expect to receive more hints over the next few days or weeks, and then we (and you) will know what Activision's *TASS TIMES IN TONETOWN* is all about. Seems you can't go anywhere without getting anything in Tonetown without picks, and the trip is promised to be "truly bizarre." Stay tuned!

Frequent Buyer Program

It was inevitable...someone would launch a Frequent Buyer Program, ala the successful Frequent Flyer programs run by the airlines. IntelliCreations (formerly Datasoft) kicks off the program, dubbed "Loyalty Pays," on August 1st. As you buy any of their current product (such as *Goonies*, *Never Ending Story*, *Mind Pursuit*, etc), you collect coupons. When you collect seven coupons, you'll receive a gift catalog containing over 100 items from which you can choose a gift worth up to \$20. For ten coupons, the gifts are valued at up to \$25, and fourteen coupons entitles you to a catalog featuring gifts with values up to \$50.

THE VIDEO GAME UPDATE

Critically Speaking...Nintendo-Compatible



DEMOLITION CREW (◆◆◆/◆◆◆) is part of the first group of games shipped by Nintendo for its game system. You can choose to play with the screens which are built-in to the game or you can design your own buildings, place barriers where you want them and then demolish them.

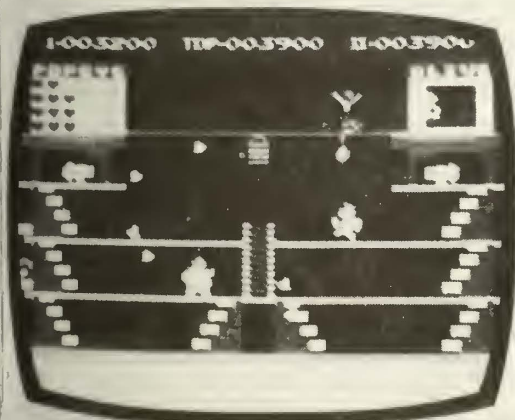
Premise

Mario, a familiar character to game players, works his way through ever-increasing levels of difficulty as he (or his brother, Luigi, who is controlled with Controller 2) must knock down walls. Naturally, there are obstacles in Mario's way, including monsters Gotchawrench and Eggplant Man, as well as the preman Spike. You can use dynamite to blast several walls at once, but it must be used carefully to avoid hurting yourself. If you stay too long on one floor, a fireball will come whizzing out at you. There are several "secret weapons" you can employ which are described in the instructions.

Good Arcade Fun

The graphics are up to the typical Nintendo quality, with lots of attention to hold the attention of arcade lovers. You have the choice of picking any building between one and one hundred to start with (the higher the number, the more difficult). The design function is one we're seeing in a great number of games and it adds a great deal of dimension to the game. There are quite a few things you can do to customize the design of your own building which will add hours of enjoyment. (One player; 2-player alternating)

Recommended (MSR \$34.95)



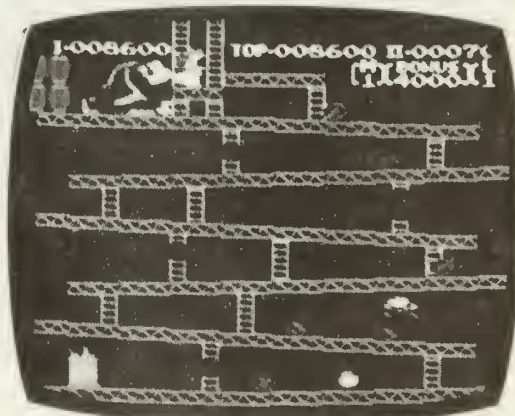
POPEYE (◆◆◆/◆◆◆1/2) is part of a group of games just released by Nintendo. Featuring the famous spinach-eating character, it's a contest between Brutus and Popeye to win Olive Oyl's affection. Popeye must race up and down stairs, saving Brutus, as he catches everything thrown by Olive, who is imprisoned at the top of the screen. In the first level, she throws hearts; she throws musical notes in round two, and letters spelling out "HELP" in round three. Popeye must catch these items before they sink in the water at the bottom of the screen. While Popeye races up and down stairs, Brutus

and others attempt to attack Popeye. If Popeye can punch the spinach which appears, he gains extra strength for a time.

Similar to Others

Of course it can be said that most arcade games are similar to others out there. This one reminds us in some ways to Activision's Kaboom, as Popeye races from side to side catching Olive's items. The difference here, of course, is the vertical, as well as horizontal aspect of his movement, as well as his enemies coming after him. While it's a cute game, we're not sure if it's one that will keep you satisfied hour after hour. If possible, you should probably take a look at it before purchase.

(MSR 24.95)



DONKEY KONG (◆◆◆1/2/◆◆◆) is Nintendo's own version of their well-loved coin-op. The classic climbing game needs little description, for who hasn't controlled the running and jumping of the carpenter, Mario, as he tries to save his girl from the menacing ape? Nintendo has three screens in this version: barrels, elevators, and girders. Though the cement factory screen isn't here, little else is missing from the original. The look of this version is true to the arcade game, with very detailed graphics and lots of animation. (One of our staff criticized this **DONKEY KONG** for not having the captive girlfriend crying "Help," a nit-picking complaint, in our opinion.) Sound in this version is closer to the original than any previous adaptation--Mario's shoes even squeak as he climbs the ramps and ladders of the first screen. Most important of all, this version plays well. Control is smooth, quick, and precise throughout. This is the grand-daddy of all climbing and jumping games, a true videogame classic. (Solo or 2-player alternating; Pause.)

Recommended. (MSR \$24.95)

DONKEY KONG JR. (◆◆◆1/2/◆◆◆1/2) remains our favorite of the ape games because of the variety of its challenging screens. Nintendo gives us four screens, two difficulty levels, and loads of gaming fun in this version. Mario becomes the villain, having caged papa Donkey Kong. The gamer controls Donkey Kong Jr., a youngster not yet out of diapers, on a rescue mission full of vines, moving platforms, snapjaws, and nitpicker birds. The poor baby ape is harassed every step of the way, and it takes a fine sense of timing and quick fingers on the controls to help him liberate his papa. Nintendo has done a fine job of replicating the look and feel of their lively and amusing coin-op game. This version of **DONKEY KONG JR.** is another classic that belongs in the collection of anyone who enjoys the challenge of climbing-style games. (Solo or 2-player alternating; Pause.)

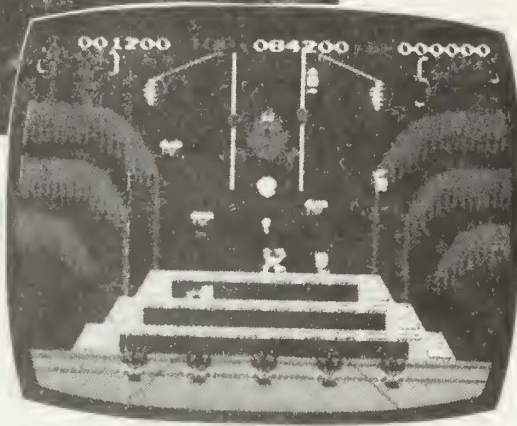
Recommended. (MSR \$24.95)

DONKEY KONG 3 (◆◆◆1/2/◆◆◆) is the latest in the ape series from Nintendo, and it introduces a new character, Stanley the gardener, to replace Mario in the battle against Donkey Kong. This time the big guy is running amok in the greenhouse, threatening to stomp on the flowers. Stanley does his best to keep the beast in check by spraying him with bug repellent. But poor Stanley is as beset with problems as Mario

Critically Speaking...Nintendo-Compatible



Donkey
Kong Jr.

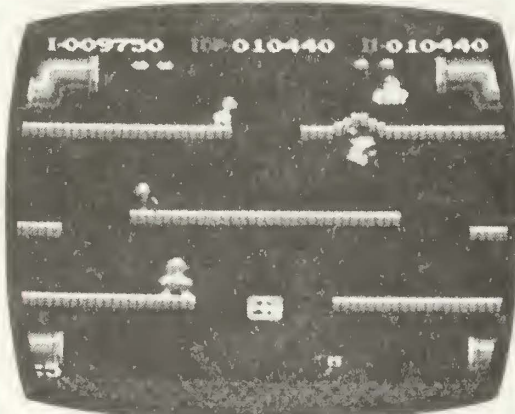


Donkey
Kong 3

ever was, because there are swarms of bees and creepy snakes to avoid and spray. And some bees throw darts, while the ape tosses coconuts. But Stanley can use his special can of power spray for super spurts of bug-killer--if only he can cause Donkey Kong to knock it within Stanley's reach. DONKEY KONG 3 is a delightfully silly game that's especially fun to play because it's not as familiar as the first two games in the series. The play action is simple and straightforward--dodging and shooting--but involving nonetheless.

Graphic detail is up to Nintendo's usual high standards, with especially amusing facial expressions on the beleaguered ape. If you've enjoyed the earlier DONKEY KONG games, you won't be able to resist the whimsical charm of this one. (Solo or 2-player alternating; Pause.)

Recommended. (MSR \$24.95)



MARIO BROS. (♦♦♦1/2/♦♦♦1/2) is a very lively adaptation of *Nintendo's* own coin-op game, which stars Mario (of the first two "Donkey Kong" games) and his brother, Luigi. In the solo game, Mario works alone in a pest-infested sewer. He is joined by his brother in the two-player variations for some great possibilities in cooperative and competitive play. Deadly pests (turtles, crabs, fighter flies) emerge from the pipes, crawling or flying along the floors in the sewer. The pests can't be touched directly, but they can be stunned temporarily when Mario or Luigi punches one from below the floor. While stunned, a pest can be kicked out of the sewer for good, but it gets faster and angrier if allowed to awaken. Better kick it while it's down! Bouncing gold coins

are the reward for kicking a stunned pest--if Mario or Luigi catch them--and more coins appear in the bonus route between groups of screens. Get through a few screens, and action really gets wild. Fireballs appear, and Freezies can lay a coat of ice on the floors. Lots of action in this game, and a terrific two-player contest. The music is bright and bouncy, the graphics are colorful, and the game is just plain fun. (Solo or 2-player simultaneous; Pause.)

Recommended. (MSR \$24.95)

Critically Speaking.Atari 2600-Compatible

TRACK & FIELD (♦♦♦1/2/♦♦♦1/2) from *Atari* to have been the "Official Home Video Game of the 1984 Summer Olympics," but that was before Jack Tramiel took over Atari in July of '84. Now that video games are enjoying a renaissance at Atari, the game has finally been released, complete with the arcade-style, three-button controller designed for it. Fans of sports games on the 2600 are likely to applaud the game's release as better late than never, because the six-event game shows off the system well. It's an adaptation of a popular Konami coin-op game, and the "super chip" enhancement (16K of bank-switched ROM) does justice to the original. Crisp graphics and good animation combine with varied play action (100-meter dash, long jump, javelin, 110-meter hurdles, hammer throw, high jump) to make a satisfying sports game for one or two players. The arcade controller works well, requiring less physical exertion than pumping a joystick handle to make the characters move. However, when two people play, one will have to use a joystick. (Your best bet is a sturdy, short-throw joystick seen in games of this type are notorious joystick-killers.) If you'll play with your 2600 (or have acquired a 7800), TRACK & FIELD is a good piece of sports-minded diversion for a Saturday afternoon. (Solo or 2-player competitive; arcade controller or joystick.)

Recommended. (MSR approx. \$24.00 including arcade controller)

Critically Speaking.Atari 7800-Compatible

JOUST (♦♦♦1/2/♦♦♦1/2) is an *Atari* translation of a rather eccentric coin-op game by Williams Electronics. The theme is based on the medieval contest of jousting, in which two lance-bearing knights on horseback rode hell-bent to unhorse one another, each attempting to unhorse his opponent. In the electronic version, the knight (you) rides an ostrich against the opposing Buzzard Riders. Wings flap and flight is sustained by pressing the joystick button repeatedly. When jousting characters collide, the one in the higher position unseats the opponent. (Bested Buzzard Riders turn into eggs--eat them quickly before they hatch!) Other hazards include the roving Pterodactyls and the Lava Troll in the fire pits at the bottom of the screen. This is one of the best of the 7800 releases because of finely detailed graphics, good sound, and intriguing play action with especially good two-player variations. (Both team play and direct competition are part of the action for two.) While the theme of the game may sound like something inspired by a very odd dream, the strange really works. JOUST is hardly new, yet it still seems unique in this latest version. (Solo or 2-player cooperative/competitive)

Recommended. (MSR \$12.50)

INTV Secures Commando Rights

Intellivision owners will be able to play Data East's COMMANDO (see review of Commodore version in this issue) in the first part of 1987, thanks to a licensing agreement just secured between INTV Corp and Data East!

Critically Speaking..

Atari 7800-Compatible

PAC-MAN (◆◆1/2/◆◆◆), a perennial favorite in all manifestations, becomes one of the first to release for the 7800 from *Atari*. The premise is well-known as our lady with the box gobbles dots, energy pills, fruit, etc., while four ghosts chase her through the mazes. As in the arcade version, she's treated to intermissions throughout.

Classic to Anyone's Library

This is one of those games which has become a staple to any Atari's library and many 7800 owners will want to have it as one of theirs. The big plus with this version over the one for the 5200 is the inclusion of the intermissions--an important feature to gaming aficionados. We should point out, however, that the graphics and gameplay are virtually no better than the 5200 version (it seems to us that they should be). If you own the 5200 version (and a good 3rd-party 5200 joystick), you shouldn't feel the necessity to purchase this. Of course, at the low suggested retail of the 7800 games, you may want it anyway due to the fact that your 5200 is a tough one to get going now. (one-player; two-player alternating) (MSR \$14.99)

BUCKE ASTEROIDS (◆◆◆/◆◆◆) is a souped-up version of the *Atari* classic which shows off some of the graphics capabilities of the 7800. It's a simple premise - a space shoot-em-up where your ship must defend itself against asteroids hurling themselves at you from all angles. Shoot as fast as you can, and when you clear the screen of all the asteroids, a new, more menacing wave will come at you.

Classic and Beautiful

There are loads of Asteroid fans out there and this version brings you enhanced graphics for your enjoyment. This version allows you to play alone, alternating with a friend; or you can go head-to-head with your friend on the screen simultaneously. On the downside, this is a rehash of the classic and you may be truly "asteroided out." However, if you like Asteroids, you'll want to consider this for your 7800 collection.

Recommended (MSR \$14.99)

Critically Speaking...

Intellivision-Compatible

HI ICE (◆◆1/2/◆◆1/2) is the latest in new titles for Intellivision owners from *INTV Corporation*. The premise is quite simple. Duncan, the playful penguin, just loves to skate on thin ice, and as he skates, he weakens the ice. If he skates completely around another penguin, the ice collapses and the penguin falls into the pond. If the other penguin touches any part of the line you've skated, the entire line disappears. Dunk all your penguin friends, and it's on to the next and more difficult level. Obviously, Duncan can't just willy-nilly skate around his friends without some jeopardy. Avoid collisions because, if he catches up to you, he'll twirl you on his back and toss you across the ice. Also watch out for the polar bears as they will bounce you around if you're unfortunate enough to have them catch you. You can eat one of the shrimp cocktails out on the ice for additional speed. As you're playing you'll learn some strategic moves such as "freezing" the seal for a few seconds by swimming through one of the holes already carved out in the ice.

But Simple

This is a cute game in which you've got to outsmart the seal and polar bears; but, it's just a little too simple for extended play for adult players. We do feel, however, it's a game kids will enjoy. Most of the characters are not anything graphically but Duncan is quite cute with very good detail. Duncan glides across the ice with a good feel and the water has a realistic sense to it as Duncan swims through it, or he lands in it with a kerplow, thanks to a twirl around the seal. (one player; two-player alternating) (MSR \$19.95)

CHAMPIONSHIP TENNIS (◆◆◆/◆◆◆1/2) is a new sports entry from *INTV Corporation* that offers just about all the tennis options you could wish for in a video game. It can be played at any of four speeds from quite slow to very lively. There is a choice of three tournament locations, offering playing surfaces of grass, clay, or synthetic turf. You can watch the computer play itself, play singles against the computer or a friend, or set up a doubles match with you and your friend playing together against two computer-controlled players--or you can play across the net from your friend while each of you gets help from a doubles partner controlled by the program. Just as in the real game of tennis, winning is a matter of being in the right place, mastering your strokes, and developing a good sense of timing. This game gives you an unusual amount of control over your shots, from the placement and strength of serves to the direction and speed of groundstrokes and overhead shots. The computer player's skill varies, depending on the initial game speed you have chosen. If you go for the top-speed Championship level, all we can say is watch out for those wicked passing shots! Sports games have always been one of the strong points of the Intellivision system, and CHAMPIONSHIP TENNIS makes a great addition to the line-up. Graphics are spare but well animated, sound effects add to the tournament atmosphere, and the game is great fun to play. (Solo or 2-player) Recommended. (MSR \$19.95)

Rumors

According to our dictionary, a rumor is "unverified information of uncertain origin usually spread by word of mouth." We hear an awful lot of rumors, often passed on to us by hopeful readers wanting their fondest wishes (or darkest fears) confirmed. In the course of trying to run down the facts, we find that many rumors turn out to be completely false or just plain unverifiable. We don't often report on those, since it makes a lot more sense to tell you about rumors that are based on fact. For once, though, we'll make an exception and tell you about a rumor that's entirely untrue, so that you will know to ignore the information if you should hear it.

Phantom "Super System"

Within a few days, we heard roughly the same story from several people: Nintendo was supposedly working on a 256K-RAM "Super System" to sell for about \$300. Of course, the new system would be superior to (and likely incompatible with) the current Nintendo Entertainment System (NES). At least one person who passed this rumor along believed it and gave it to us as "definitely true" because he had heard it from a Nintendo dealer. We were skeptical for two reasons. First, Nintendo seems determined not to repeat the past mistakes of other videogame companies that ultimately failed, and they have shown many signs of excellent marketing sense. Knowing that, we thought it unlikely that Nintendo would figuratively shoot itself in the foot by upstaging the NES, which is doing so well. (As of June, 200,000 Nintendo systems had been sold in the U.S.) Second, if such a "super system" really existed, we would probably have heard about it from our own Nintendo sources.

Nintendo's Reaction

We went straight to Nintendo with the rumor, where a spokesman for the company flatly denied that anything more than expansion of the current NES is planned. It was kindly suggested that the source of the rumor may be "confused" because the currently available Arcade Classics cartridges already utilize 256K, and a concealed 40-pin connector on the bottom of the NES Control Deck lies waiting to accept future peripherals. As we have reported before, we expect that one of those peripherals will be a disk drive, which would allow the saving of player-designed courses on the Nintendo programmable cartridges (EXCITEBIKE, WRECKING CREW, and the soon-to-be-released MACH RIDER). Of course, a disk drive would also make it possible for Nintendo to design more complex games, especially those that require random access. Without exaggeration, the NES with a disk drive attached to that 40-pin connector could certainly be considered a "super system."

So much for the phantom system!

ATARI COMPUTERS

JULY
Age of Adventure (EA)
Chumera/Mercenary (Fir)
Crosscheck (DS)
Gettysburg Turning Point (SSI)
Mercenary: Escape from Targ (DS)
x Touchdown Football (EA)

AUGUST
Fight Night (Aco)
Leather Goddesses of Phobos (Inf)
SEPTEMBER
Alternata Reality 2: Dungeon (DS)
Bop 'N' Wrestle (Min)
Gunslinger (DS)
Infiltrator (Min)
Moonmist (Inf)
Ping Pong (DS)
221 B Baker Street (DS)
Video Shop (DS)
Yae Arking Fu (DS)

OCTOBER
Guderian (AH)
SECOND QUARTER
Acrolet (Mic)
Gunship (Mic)
x Millionaire (Blu)
Mind Punani (DS)
Oo-Topos (Pen)
x Tycoon (Blu)
x Wizard's Crown (SSI)
World's Greatest Football (Epy)
THIRD QUARTER
Breakers (Syn)
Destroyer Escort (Mic)
Frank & Ernest's Adv (Pen)
Gettysburg Turning Point (SSI)
Lords of Conquest (EA)
Moebius (On)
Ogre (On)
Ronin (Syn)
Spy vs Spy Island Capers (FS)
Superman the Game (FS)
Touchdown Football (EA)
FOURTH QUARTER
Deadly Summer (Syn)
House of Changes (Syn)
SECOND HALF
Battlegrum (SSI)
Phantasia (SSI)
Wrath of Demenhonor (Sie)

ATARI ST

JUNE
x I'S Talk (BI)
x Time Link (BI)

JULY
Alternata Reality City (DS)
Hacker II (Act)
Isgur Portfolio System (BI)
x Mean 18 (Aco)
Paintworks (Act)
Starglider (Fir)
Ultima III (On)

AUGUST
Breaker (Syn)
Dragonworld (Tel)
Leader Board (Act)
Leather Goddesses of Phobos (Inf)
Mercenary: Escape from Targ (DS)
Star Quest (Sie)

SEPTEMBER
Alternata Reality City (DS)
Towers of Seven (Sie)

OCTOBER
Defender of the Crown (MDS)
S.D.I (MDS)
Smbad & Throne of Falcon (MDS)

NOVEMBER
Championship Wrestling (Epy)
SECOND QUARTER
Computer Baseball (SSI)
Flight Simulator II (Sub)
GATO (Sie)
Kempelen Chess (Sie)
King's Quest (Sie)
Mullibots Kit (MB)
Oo-Topos (Pen)
Orbiter (Spe)
x Phantasia (SSI)
Silent Service (Mic)
Sundog (Aco)
x Winter Games (Epy)

THIRD QUARTER
E-Graph Elite (BI)
Consultant (BI)
Fantasie (Sie)
Paperclip Elite (BI)
Space Quest: Sanan Encounter (Sie)
Super Cycle (Epa)
World Championship Wrestling (Epa)
World Game (Epy)

FOURTH QUARTER
Championship Baseball '86 (Gam)
Championship Golf Vol 1 (Gam)
Gamemaker (Act)
GBA Champion Basketball 2 on 2 (Gam)
Gunship (Mic)
King's Quest III: To Heir is Human (Sie)
Portal (Act)

COMMODORE 64/128

JUNE
x A.C.E. (Spn)
x Filer's Choice (PCS)
x Planners Choice (PCS)
x Writer's Choice (PCS)

JULY
Age of Azea (Aco)
Alternata Reality: Dungeon (DS)
Arnesia (EA)
x Gettysburg Turning Point (SSI)
Hacker II (Act)
Iwo Jima/Falklands (Fir)
Mercenary: Escape from Targ (DS)
Movie Monster Game (Epy)

AUGUST
Champion Baseball '86 (Gam)
Deceptor (Aco)

Gamemaker Sports Library (Act)
Gamemaker Science Fiction Lib (Act)
Gunship (Mic)
Leather Goddesses of Phobos (Inf)
Road War 2000 (SSI)
SEPTEMBER
Alternata Reality: Dungeon (DS)
Amer. Challenge Sailing (Min)
Championship Wrestling (Epy)
Darkhorn (AH)
Dr Ruth Game of Good Sex (Vic)
Fairlight (Min)
Gunslinger (DS)
Moonmist (Inf)
Pawn, The (Fir)
Ping Pong (DS)
Shield of Spring (SSI)
Tenth Frame (Aco)
221 B Baker St (DS)
Video Shop (DS)
Yie Ar Kung Fu (DS)

OCTOBER
Arch Mage's Tale (EA)
Gudenan (AH)
Patton vs Rommel (EA)
SECOND QUARTER
Crossbones (Act)
Frank & Ernest's Adventure (Pen)
Gateway (Pry)
Inside Story (Aco)
Kempelen Chess (Sie)
Kung Fu II: Sticks of Death (UXB)
Macbeth (AH)
Mullibots Kit (MB)
Phantasia II (SSI)
x Rings of Zulfirn (SSI)
River Boat (Act)
Scoop, The (Tel)
x Super Cycle (Epy)

THIRD QUARTER
Age of Adventure (EA)
AutoDuel (On)
Breakers (Syn)
Destroyer Escort (Mic)
Gettysburg Turning Point (SSI)
Graphics Library #4 (Bro)
Moebius (On)
Murder Party (EA)
Ogre (On)
Ronin (Syn)
Scavenger Hunt (EA)
Theatre Europe (DS)
Toy Shop (Bro)
Wooden Ships/Iron Men (AH)
World Game (Epy)

FOURTH QUARTER
Deadly Summer (Syn)
House of Changes (Syn)
Marble Madness (EA)
Portal (Act)
World Championship Wrestling (Epy)

SECOND HALF
Wrath of Demenhonor (Sie)

COMMODORE 128

SEPTEMBER
Pawn, The (Fir)
SECOND QUARTER
HomePak (BI)
THIRD QUARTER
Alternata Reality City (DS)
Scoop, The (Tel)
FOURTH QUARTER
Championship Golf Vol 1 (Gam)

AMIGA
JUNE
x Adventure Construction Set (EA)
x Art/Utility Disk for DeluxePaint (EA)
x DeluxePrint Clip Art Disk (EA)
x DeluxeVideo (EA)
x Instant Mouse (EA)
x Trinity (Inf)

JULY
Baufront (SSG)
Hacker II (Act)
x Marble Madness (EA)
Ultima III (On)

AUGUST
Gamemaker (Act)
Gunship (Mic)
Leader Board (Act)
Leather Goddesses of Phobos (Inf)
Mean 18 (Aco)
Starglider (Fir)
Star Quest (Sie)

SEPTEMBER
Alternata Reality City (DS)
Deja Vu (Min)
Moonmist (Inf)
Towers of Seven (Sie)

OCTOBER
Defender of the Crown (MDS)
Smbad & Throne of Falcon (MDS)
Star Rush (MDS)

SECOND QUARTER
Black Cauldron (Sie)
Covered Mirror (Pen)
Flight Simulator II (Sub)
Frank & Ernest's Adv (Pen)
GATO (Spe)
Halley Project (Min)
King's Quest (Sie)
Oo-Topos (Pen)
Orbiter (Spe)
Radar Raviem (Sub)
Return to Atlantis (EA)
Rogue (Epy)
Sargon III (Hay)
Temple of Aphra Trilogi (Epy)
Winter Games (Epy)

THIRD QUARTER
Championship Golf (Gam)
x Chessmaster 2000 (SC)
Kings Quest II (Sie)
Pawn, The (Fir)

FOURTH QUARTER
Championship Baseball '86 (Gam)
Championship Golf Vol 1 (Gam)

MACINTOSH

JUNE
x ComcWorks (Min)
x Trinity (Inf)

JULY
Isgur Portfolio System (BI)
Time Link (BI)
AUGUST
Dumb Castle (Sul)
Hacker II (Act)
Hardball (Aco)
Leather Goddesses of Phobos (Inf)
Star Trek Kobayashi (SS)
World Builder (Sul)

SEPTEMBER
Alternata Reality City (DS)
Mac Pro Football (AH)
Moonmist (Inf)
Patton vs Rommel (EA)
Towers of Seven (Sie)

OCTOBER
Defender of the Crown (MDS)
King of Chicago (MDS)
Smbad & Throne of Falcon (MDS)
Star Rush (MDS)

SECOND QUARTER
Forbidden Castle (Min)
Frank & Ernest's Adventure (Pen)
Homepak (BI)
King's Quest (Sie)
Lunar Explorer (Am)
Luscher Profile (Min)
The Mist (Min)
Oo-Topos (Pen)

AVAILABILITY UPDATE

DEGAS Elite (BI)
GBA Championship Basketball 2 on 2 (Gam)
Isgur Portfolio (BI)
PaperClip Elite (BI)
Portal (Act)
SECOND HALF
Phantasia (SSI)
Wizard's Crown (SSI)

APPLE II

JUNE
x Lunar Explorer (ET)
JULY
Age of Adventure (EA)
Arnesia (EA)
Crosscheck (DS)
x Gettysburg Turning Point (SSI)
Hacker II (Act)
PaperClip (BI)
Star Quest 128K (Sie)
Towers of Seven-128K (Sie)

AUGUST
Darkhorn (AH)
Gamemaker Sports Library (Act)
Gamemaker Science Fiction Lib (Act)
Hugh Johnson Wine Cellar (SS)
Leather Goddesses of Phobos (Inf)
Lords of Conquest (EA)
Pat S Trading Co (Aco)
Road War 2000 (SSI)
Shanghai (Act)
Variable Feasts (Bro)

SEPTEMBER
Alternata Reality: Dungeon (DS)
Bop 'N' Wrestle (Min)
Dr Ruth Game of Good Sex (Vic)
Gunslinger (DS)
Infiltrator (Min)
Moonmist (Inf)
Movie Monster Game (Epy)
Ping Pong (DS)
Shield of Spring (SSI)
221 B Baker Street (DS)
Yie Ar Kung Fu (DS)

OCTOBER
Guderian (AH)
NOVEMBER
Championship Wrestling (Epy)
Patton vs Rommel (EA)
SECOND QUARTER
Forbidden Quest (Pry)
Frank & Ernest's Adventure (Pen)
Gateway (Pry)
Goldfinger (Min)
Nine Princess in Amber (Tel)
PaperClip (BI)
Raid Over Moscow (Aco)
Scoop, The (Tel)
Smart Money (Sie)
Space Snatchers of Aratoom 128K (Sie)
Spy vs Spy Island Capers (FS)
Superman the Game (FS)
Super Sunday (AH)
x Touchdown Football (EA)
Under Fire (AH)

THIRD QUARTER
Aithcan (Bro)
Arnesia (Bro)
Graphics Library #4 (Bro)
Indiana Jones/Ancient (Min)
Murder Party (EA)
Ronin (Syn)
Scavenger Hunt (EA)
Scoop, The (Tel)
Space Quest: Sanan Encounter (128K) (Sie)
Toy Shop (Bro)
Where in USA is Carmen Sandiego (Bro)

FOURTH QUARTER
Championship Baseball '86 (Gam)
Championship Golf Vol 1 (Gam)
Deadly Summer (Syn)
Gettysburg Turning Point (SSI)
Gunship (Mic)
House of Changes (Syn)
Kings Quest III-128K (Sie)
Movie Monster Game (Epy)
Portal (Act)
World Championship Wrestling (Epy)
World Game (Epy)
SECOND HALF
Wrath of Demenhonor (Sie)

IBM PC/PCX

JUNE
x Balance of Power (Min)
x Wilderness (ET)

JULY
Hacker II (Act)
Lunar Explorer (ET)
Pat S Trading Co (Aco)
Star Quest (Sie)
Super Boulder Dash (EA)
Towers of Seven (Sie)

AUGUST
Hugh Johnson Wine Cellar (SS)
Leather Goddesses of Phobos (Inf)
Shanghai (Act)
Variable Feasts (Bro)

SEPTEMBER
Alternata Reality City (DS)
Bop 'N' Wrestle (Min)
Dr Ruth Game of Good Sex (Vic)
Infiltrator (Min)
Moonmist (Inf)
Movie Monster Game (Epy)
SECOND QUARTER
Adventure Construction Set (EA)
Arnesia (EA)
Black Cauldron (Sie)
Championship Gold (Act)
Crosscheck (DS)
Hardball (Aco)
I'S Talk (BI)
Macbeth (AH)
Mind Pursuit (DS)
Operation Market Garden (SSI)
Orbiter (Spe)
Powers of Seven (Sie)
Smart Money (Sie)
Space Shuttle (Act)
Space Snatchers of Aratoom (Sie)
Super Sunday (AH)
Temple of Aphra Trilogi (Epy)

THIRD QUARTER
x Chessmaster 2000 (SC)
Conflict in Vietnam (Mic)
Decision in the Desert (Mic)
Dick Francis High Stakes (Min)
Fantasie (Sie)
Gettysburg Turning Point (SSI)
Goldfinger (Min)
Indiana Jones/Ancients (Min)
PaperClip Elite (BI)
Ronin (Syn)
Space Quest: Sanan Encounter (Sie)
Ultima 4 (On)

FOURTH QUARTER
Championship Baseball '86 (Gam)
Deadly Summer (Syn)
DEGAS Elite (BI)
GBA Championship Basketball 2 on 2 (Gam)
Gunship (Mic)
House of Changes (Syn)
Kings Quest III To Heir is Human (Sie)
Portal (Act)
Where in World is C Sandiego (Bro)

SECOND HALF
Battle of Amstarn (SSI)
Rings of Zulfirn (SSI)

INTERACTIVE VCR TITLES

SEPTEMBER
Behind the Screen (Spn)
Operating Room Mystery (Spn)

INTELLIVISION
JULY
Hover Foxe (Inv)
AUGUST
Super Pro Football (Inv)
x Thin Ice (Inv)

SEPTEMBER
Tower of Mystery (Inv)
FIRST HALF 1987
Commando (Inv)
Karate Champ (Inv)

ATARI 2600

JULY
Midnight Magic (At)
Solans (At)
AUGUST
Pac Man Jr (At)

ATARI 7800
JULY
Galaga (At)
Moon Patrol (At)
Stargate (At)
AUGUST
Ballblazer (At)
Desert Falcon (At)
Rescue on Fractalus (At)
Xenious (At)

SEPTEMBER

Choplifter (At)
Impossible Mission (At)
Karateka (At)
1-on-1 Basketball (At)
Skyfox (At)
Summer Games (At)
Touchdown Football (At)
FOURTH QUARTER
Demolition Derby (At)
F-15 Strike Eagle (At)
GATO (At)
Hatrack (At)
Rescue on Fractalus (At)
Super Huey (At)
Wimmer Games (At)

NINTENDO

AUGUST
Balloon Fight (Nin)
Gumshoe (Nin)
Heli Fighter (Nin)
Mach Rider (Nin)
Tag Team Wrestling (DE)
Urban Champion (Nin)

OCTOBER
Karate Champ (DE)
Rung King (DE)

SEGA

SEPTEMBER
System/Hang On/Safari Hunt
Action Fighter
All-Star Wrestling
Black Belt
Choplifter
P-16 Fighting Falcon
Fantasy Zone
Ghost House
Graphic Board
Marksman Shooting
My Hero
Slap Shooter
Space Ace
Sprints Pad
Teddy Boy
Transbot
Trap Shooting
World GP

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

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ACC...Access
ACO...Accolade
ACT...Activation
AG...Avant Garde
AH...Avalon Hill
AT...Atari
BAN...Bantam
BAU...Baudville
BL...Batteries Inc.
BLU...Bluechip Software
BRO...Broderbund
CBS...CBS Electronic Pub
COM...Commodore
COS...Cosmi
DC...Digital Creations
DE...DataEast
DS...DataSoft
EA...Electronic Arts
EPY...Epyx
ET...Electronic Transit
FIR...Firebird
FP...Fisher-Price
FS...First Star
GAM...Gamstar
GRO...Grolier
INF...Infocom
INT...INTV Inc.
MAS...Mastertronic
MB...Multibotics
MDS...Master Designer S
MIC...Microprose
MS...Microsoft
MIN...Mindscape
ORL...Origin
PCS...Personal Choice Sc
POL...Penguin
PRY...Priority
RDC...Reality Developm
SC...Software Country
SCR...Scarborough
SIE...Sierra
SIL...Silicon Sflwr
SPE...Spectrum-Holoby
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SSI...Strategic Simulatio
SIR...SirTech
SUB...SubLogic
SYN...Synapse
TEL...Telarium
VIC...Victory

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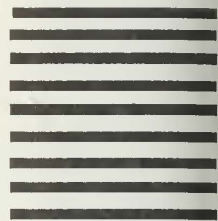
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