Presenting The Year’s Best Software
The 1985 Electronic Games Design Awards

Tops ‘n Flops Of 1984

What’s Next For Computer Entertainment?

Game Of The Month
Spy vs. Spy
Explosive entertainment

If jumping out of the frying pan into the fire
is your idea of fun, MicroFun® has some of the
hottest challenges for your skull.

These games are dynamite. And we've got
the awards to prove that they give you the
biggest bang for your buck.

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Software award from Computer Gaming.
Boulder Dash™ won the Showcase Award at the
1984 Consumer Electronic Show.

Miner 2049er™ won the
1983 Game of the Year award
from Electronic Games. And
now, Bounty Bob is back for
more hair raising adventures
as Miner 2049er II!

You need nerves of steel. A steady
hand. And fast reflexes. Or they'll
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Find out whether you are one of the chosen
few who can make it to the highest level of
success. Challenge one of the popular new
MicroFun games — today.

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The Secret Life Of Ms. Pac-Man

By ANNE KATK

First, a special welcome to everyone who thanks to my persuasive headline is reading Switch On for the first time. I'll get to the inside lowdown on daily's celebrated character in a few minutes, but first I want to discuss something that's been on my mind for awhile.

It's software piracy. I sympathize with gamers who want to run a back-up disk in case the original crashes. And I'm also fed up with thought—and further investigation—in parts from respected parts. LG's own tape compiler Henry & Cohen among them. That complex protection schemes cause disk drives to go out of alignment.

Yet even conceding those points, the call for outright software piracy grows stronger. For piracy is stealing. It robs artists of their just rewards. It depresses research by limiting publishers return on investment. It inflatesworld prices by shortening the sales life of new titles and denying manufacturers and distribution economies of scale from higher above the couter sales. It hurts quality by removing the incentive to excel because the real stick-up programs are the most likely to fall to pirate code breakers.

So weighing the pros and cons, it looks like a lot of people justify unethical behavior because it's a little more convenient. I mean, most of the folks who illegal copy the latest hit games wouldn't dream of stealing books or paintings.

What's laughable is that I can't figure out how so many honest people can get involved with something as smelly as software piracy.

After a lot of thinking I've come to the conclusion that many people become pirates because they don't see the human factors. Most pirates think of it as a mental exercise. That's not true. You're hurting yourself. So let me tell you a little story about how software piracy affected one individual electronic gamer.

His name doesn't matter. Let's call him Bill. Bill is a writer and producer of a popular electronic game. When Bill's Apple's own friend got One on One, Bill was a bit jealou but he figured an Atari edition must be just around the corner. He commenced to wait.

Well he waited and waited. Each month he checked his mail to see if it was the day that finally Electronic Arts would release One on One for the Atari. Then came the Commodore 64 version. Bill saw that anything. It was even better than the Apple disk. Bill's little heart almost burst with joy.

Finally it arrived. And then—Bing! Bill K found happiness with a version on his own Commodore One on One. And why did Bill K have to wait like a kid expecting a premium from Captain Video The Two-Candy Hair Wrappers and 15 cents for postage and handling? EA tried back the Atari version of One on One because there's a copy protection that so deadly the publisher feared pirates would destroy the entire market for all editions of the game by distributing hot dupes.

So before you flip off the latest computer game think about Bill K. Don't hurt your fellow gamer.

Ooops! Looks like I ran out of space for this month. I guess Ms. Pac-Man's secret will have to remain just that—a secret.
SOFTWARE BEAT

Edited by Joyce Worley

Sergeant Duffy is back for the third season in the hit sitcom "The Dukes of Hazzard". Fans of the show have been eagerly waiting for his latest adventure. This time, he finds himself in the middle of a criminal investigation involving missing artifacts from a museum. As he follows the clues, he realizes that the theft is just the tip of the iceberg, and he must uncover a much larger conspiracy. Will Duffy be able to crack the case before it's too late?

Winne the Witch and the Wizard: A New Magic (Apple/Atari C-64) is a magical adventure game where you-control a wizard named Winne. Your goal is to find the ingredients needed to make a powerful spell. Use your magical powers to cast spells, solve puzzles, and defeat enemies. Can you save the kingdom from the evil sorcerer?

MAO joins first star for Spy vs Spy promo

First Star is releasing MAO (Maurice Magazine) as a promotional tool for their Spy vs Spy game. The cover features a real-life spy and is available at selected retail outlets. Look for it in your local store!

BARY ARKIN CONTROVERSIAL

By general consensus, the electronic gaming year started with the annual Award Show, which recognizes excellence in the video game industry. This year, however, the competition was fierce, and some games stood out above the rest. Among the most talked-about games were...

20% of home sales while product-only home builders/manufacturers/national builders make up 10% of sales. The software industry makes up 90% of the sales. The software industry is becoming more competitive due to the increasing importance of technology in everyday life. It is estimated that by 2020, the software industry will be worth $2 trillion.

The deadline for students to apply for the 1996/97 ADAPSO grant is April 30. For information and applications, write ADAPSO at 1030 N. 17th Street, Room 300, Allentown PA 18109.

REACH OUT AND TOUCH SOMEONE'S COMPUTER

The American Library Association recently announced its list of new computer software for libraries. The list includes a variety of programs designed to meet the needs of libraries of all sizes. Libraries can access the list online or through the American Library Association's website.

STICKYBEAR GETS A NEW CAVR

The Stickybear Learning Company has released a new computer program designed for young children. The program features interactive and educational activities that help children learn about life sciences, math, and English. The program is available for download on the Stickybear Learning Company's website.

THE_RTC_1000_BASIC_RCS/RF-1000

where in this issue fully ac-

all the games which have

have won the 1989 ADAPSO game Award. The 1989 ADAPSO game Award is given to the best software game released in the past year.

ADAPSO Electronic Art/Atari C-64: "Critical Mass" by C. A. White and M. J. Liotta. The game is a simulation of a nuclear reactor accident. The player must shut down the reactor before it explodes. The game is available for Apple II and Commodore 64.

Family Software is setting up a computer network for the children of employees. The network will be used for educational and entertainment purposes. The network is expected to be in place by the end of the year.

CASH GRANTS FROM ADAPSO FOR COMPUTER STUDENTS

For the third year, the Association of Data Processing Service Organizations (ADAPSO) has awarded money to computer science students. ADAPSO supports the development of computer science programs in the schools and colleges. The awards range from $500 to $2,000. One student, who submitted a proposal for a computer science project, will receive the largest award.

The skyline is a new feature in the latest version of the software. The skyline includes a map of the city and a list of important locations. The software includes a new feature that allows users to save their game progress and resume it later. The software is available for Apple II and Commodore 64.

A newspaper reporter must maintain the highest standards of integrity and efficiency, as well as figure out who committed the crime. The reporter is an expert in criminal investigation and is able to solve the mystery. The reporter uses a computerized investigative tool to help solve the case. The reporter is able to piece together the clues and identify the suspect. The reporter interviews witnesses and collects evidence. The reporter is able to complete the investigation and present the findings to the authorities.

A newspaper reporter must maintain the highest standards of integrity and efficiency, as well as figure out who committed the crime. The reporter is an expert in criminal investigation and is able to solve the mystery. The reporter uses a computerized investigative tool to help solve the case. The reporter interviews witnesses and collects evidence. The reporter is able to complete the investigation and present the findings to the authorities.
The machine works in a trouble-free manner, and is really a pleasure to use.
Robert J. Burdett—Oak Park, Illinois

"I was so pleased with the ADAM that I took it to school and gave a presentation to the entire school body. When I was finished most of my peers were zoning over the ADAM!"
Michael D. Jalino—Chicago, Illinois

"You have an excellent machine for the home user Smart LOGO and Smart File are excellent. Smart Keys make it very easy to use the software, even before you read the instructions completely."
Wayne Motel—Dyer, Indiana

"Your keyboard is better than the Apple."*
Donald Prohaska—San Diego, California

"I find the word processor and basic programming language to be very user friendly."
Gordon R. Frank—Kirkville, Missouri

"I am more than pleased with the operation of the machine, and not having any experience with computers, I am happy that finally someone has produced a machine not only at a reasonable cost, but one that you can easily sit down and start using without any training period."
Frederick A. Tripodi—New York, New York

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"The CUSTOMER IS ALWAYS RIGHT."

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**ADAM**

Family Computer System

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**EDU-BEAT**

Dr. Sells For Up The Mix Up Puzzles (Color/Adam ColorVision) vs. Dr. Sells In The Mix Up Puzzles (Color/Adam ColorVision) vs. Dr. Sells

---

"The machine works in a trouble-free manner, and is really a pleasure to use."
**Hotline**

**Hardware Beat**

In its casting, all products are available for Apple Mac C 64 IBM PC and PC-80286 series, including the two IBM PC-80286 computers. The Commodore 16 an entry-level computer with 16 K ROM can be used with an add-on floppy disk drive and a small card for $999.BASIC K 64 as a two-bit processor and a card for $999. The model 16 is a full-size keyboard and has all the facilities of a large computer and disk drives and printer. The Commodore 16 or more software is compatible with other Commodore computers.

**Consumer Beat**

Scholastic award-winning graphics in place, Local U.S.A. is now available for IBM PC/XT and PCjr. The Smart disk drive for IBM PC computers is the StarDrive, a combination of hardware and software. The downside of the IBM PCjr is that it requires a small amount of memory and a manual before use.

**COIN-OPT BEAT**

Bally has acquired the Sente Arcade Computer in the Chicago area. The game, which is a building game, is set in the year 2020. The game is a building game, and the player must construct a building using a variety of materials and tools.

**Scholastic Contest**

**Iron Horse, Metal Men**

The contest is a series of quizzes and the winner receives a prize. The contest is open to all students and is judged by a panel of judges.

**Apple, Scholastic Search for Super Deluxe**

Apple and Scholastic are携 together to search for super deluxe programs. The contest is open to all students and is judged by a panel of judges.

**Parlez-Vous Computer?**

Here to go into the future, the new IBM PCjr is designed to provide a strong technical edge through the use of an updated keyboard and enhanced color display.

The correct translations for each of the above sections were:
- **Hardware Beat**: The page contains information about hardware products available for IBM and Apple computers, including a Commodore 16 and a StarDrive for IBM PC computers. It also mentions a Scholastic award-winning graphics project called Local U.S.A.
- **Consumer Beat**: Scholastic has released a new game called Sente Arcade Computer, which is set in the year 2020 and involves building a city using various materials and tools.
- **COIN-OPT BEAT**: Bally has acquired the Sente Arcade Computer, which is a building game set in the year 2020.
- **Scholastic Contest**: The contest is a series of quizzes called Iron Horse, Metal Men, where the winner receives a prize.
- **Apple, Scholastic Search for Super Deluxe**: Apple and Scholastic are conducting a search for super deluxe programs, with a panel of judges to judge the entries.
- **Parlez-Vous Computer?**: The new IBM PCjr is designed to provide a strong technical edge through the use of an updated keyboard and enhanced color display.
PIT STOP, IT BECAUSE AUTO RACING IS NOT A SOLO SPORT.

ACORN SPROUTS AMERICAN BRANCHES

Acorn Computer Corp., which currently accounts for 85% of the British education and computer market, has started distribution of machines to the side of the Atlantic. The company is currently at a profit level of 2000 Acorn BBC model micros in the U.S. and is currently looking at more than 1000 educational software titles. Additionally, Acorn has agreements with over 30 U.S. software firms for new programs to be distributed through its new U.S. branch in Westerly, Massachusetts.

COLUMBIA PICTURES: "POLICE STORY"

Cooking Pictures: "Police Story," directed by Peter Hyams. The film stars Jackie Chan as a police officer who is appalled to find that his new partner is a crooked cop! The film also stars Brigitte Nielsen. This film is available on video.

SILICON GRAPHICS INC.

Silicon Graphics Inc. is a new company that makes high-end computers for scientific and engineering applications. The company was founded in 1982 by six engineers from Cray Research Inc. The company's first product, the 4D/2 computer, was introduced in 1986 and is priced at $1 million. The company has received $27 million in venture capital from investors such as Apple Computer and Digital Equipment Corp.

GOODYBE QBERT-MYSTAR CRASS OPERATION

Columbia Pictures: "Police Story", directed by Peter Hyams. The film stars Jackie Chan as a police officer who is appalled to find that his new partner is a crooked cop! The film also stars Brigitte Nielsen. This film is available on video.

MUSEUM OF AMERICAN HISTORY

The Museum of American History has accepted a video pinball and laserpin operated electronic game called "Staccato," by the original builder. The game was donated by the manufacturer to mark the 1980s. The game is currently being displayed at the museum.

SMITHSONIAN GETS VIOBOGAMS

The Smithsonian National Museum of American History has accepted a video pinball and laserpin operated electronic game called "Staccato," by the original builder. The game was donated by the manufacturer to mark the 1980s. The game is currently being displayed at the museum.

THAT'S THE END OF MY GAME

The end of the first issue of the new video game magazine "Hotline" (issue 1, Fall 1982) was marked by a "game over" message. The players were asked to fill out a survey and return it to the magazine. The survey was to determine the players' favorite games and to get feedback on the magazine. The survey was sent out to all the players who had subscribed to the magazine.

UP TOWN SOFTWARE WANTS TO THROW A PARTY

Uptown Software is planning to throw a party at the end of the month. The party will be held at a local bar and will be open to the public. The party will feature a performance by a local band and a raffle for a new computer system. The event will be a great opportunity for people to socialize and have fun.
COMPUTING

EVENTS

COMPUTER CRUISE Dec 15
22 This computer conference set sail to the Western Caribbean. The seven day event features several computer-centered workshops and product demonstrations and hands-on experience. Prices for the cruise aboard the MS Nieuw Amsterdam at the Holland American Cruise Line start at $1,895 including all meals, accommodations, entertainment, and round-trip air fare from 90 U.S. gateway cities. Write: Compute Cruise 1000 Valley River Dr Suite 315 Eugene Or 97401 or call 503 341 5732 for more information.

INTERNATIONAL SOFTWARE UPDATE Feb 16-20
1985 Westin Regency Hotel Miami Beach FL. Information: Ion Contact: Jeping Ross Productions 2140 Tamiya Drive #177 Costa Mesa CA 92626; call (714) 924-9764.

MARYLAND COMPUTER SHOW & SOFTWARE EXPO Mar 22-24 1985 Conestoga Center Baltimore, MD Write: Comptons Show Box 3319 Annapolis MD 21401

NYC PERSONAL COMPUTERS SHOW Feb 21-23
31 Madison Square Garden New York City. Check the show features a variety of computer-related software. Write to Gert Fink Productions PO Box 19 Franklin Park 60131 or call 201-287-3526 for information.

INTERNATIONAL ROBOTIC CONGRESS & EXPO May 15-19 1985 Albuquerque NM. For more information about this show for robotics enthusiasts write: Robotics Industries Assn PO Box 1365 Dearborn MI 48121 or call 313-271-7805.

NEW YORK COMPUTER SHOW & SOFTWARE EXPO April 25-28 1985 Nassau County Coliseum Long Island NY. Write to Computer Show Box 3315 Annapolis MD 21403

VIRGINIA COMPUTER SHOW & SOFTWARE EXPO April 25-28 1985 Pocahontas Beach VA Write Computer Show subscriptions above.

EG Readers Pick Their Favorite Games

Most Popular Computer Games

<table>
<thead>
<tr>
<th>Rank</th>
<th>Title</th>
<th>Manufacturer</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>SimCity</td>
<td>Maxis</td>
</tr>
<tr>
<td>2</td>
<td>Aidan</td>
<td>Aidan</td>
</tr>
<tr>
<td>3</td>
<td>Air•Play</td>
<td>Air•Play</td>
</tr>
<tr>
<td>4</td>
<td>City Alpha</td>
<td>City Alpha</td>
</tr>
<tr>
<td>5</td>
<td>Flight Simulator</td>
<td>Flight Simulator</td>
</tr>
<tr>
<td>6</td>
<td>QB•Express</td>
<td>QB•Express</td>
</tr>
<tr>
<td>7</td>
<td>Live!</td>
<td>Live!</td>
</tr>
<tr>
<td>8</td>
<td>MicroPro</td>
<td>MicroPro</td>
</tr>
<tr>
<td>9</td>
<td>New Summer Garden</td>
<td>New Summer Garden</td>
</tr>
<tr>
<td>10</td>
<td>New Zealand</td>
<td>New Zealand</td>
</tr>
<tr>
<td>11</td>
<td>New Zealand II</td>
<td>New Zealand II</td>
</tr>
<tr>
<td>12</td>
<td>New Mexico</td>
<td>New Mexico</td>
</tr>
<tr>
<td>13</td>
<td>New Mexico II</td>
<td>New Mexico II</td>
</tr>
<tr>
<td>14</td>
<td>New Mexico III</td>
<td>New Mexico III</td>
</tr>
<tr>
<td>15</td>
<td>New Mexico IV</td>
<td>New Mexico IV</td>
</tr>
</tbody>
</table>

Most Popular Videogame Cartridges

<table>
<thead>
<tr>
<th>Title</th>
<th>Manufacturer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pac-Man</td>
<td>Pac-Man</td>
</tr>
<tr>
<td>Space Invaders</td>
<td>Space Invaders</td>
</tr>
<tr>
<td>Defenders</td>
<td>Defenders</td>
</tr>
<tr>
<td>Asteroids</td>
<td>Asteroids</td>
</tr>
<tr>
<td>Space Invaders</td>
<td>Space Invaders</td>
</tr>
<tr>
<td>Ms. Pac-Man</td>
<td>Ms. Pac-Man</td>
</tr>
<tr>
<td>Zaxxon</td>
<td>Zaxxon</td>
</tr>
<tr>
<td>Galaga</td>
<td>Galaga</td>
</tr>
</tbody>
</table>
|digit 5

Most Popular Coin-Op Videogames

<table>
<thead>
<tr>
<th>Title</th>
<th>Manufacturer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Star Wars</td>
<td>Star Wars</td>
</tr>
<tr>
<td>Computer Wars</td>
<td>Computer Wars</td>
</tr>
<tr>
<td>Liberty</td>
<td>Liberty</td>
</tr>
<tr>
<td>Space Attack</td>
<td>Space Attack</td>
</tr>
<tr>
<td>Track &amp; Field</td>
<td>Track &amp; Field</td>
</tr>
<tr>
<td>E.T.</td>
<td>E.T.</td>
</tr>
<tr>
<td>Space Invaders</td>
<td>Space Invaders</td>
</tr>
<tr>
<td>Crystal Castle</td>
<td>Crystal Castle</td>
</tr>
<tr>
<td>Pitfall</td>
<td>Pitfall</td>
</tr>
</tbody>
</table>

THE WORLD'S GREATEST BASEBALL GAME.
There's much more to winning than just pitching, hitting & fielding.

The authors let you choose between managing and controlling your team in managing only The World's Greatest Baseball Game...everything you'd ever want except the hot dogs and peanuts.

One or two players, joystick controlled.

Strategic Changes for the Action Game Player

EPYX

Strategy Changes for the Action Game Player
BREAKING IN COMPUTER GAMES

I am a proud owner of an Apple IIe computer, but I am desperate because my father thinks that games on the computer can break it, so he doesn't get me any. Can you please convince him that a game won't hurt the computer?

Dover Ganh
New York, NY

Ed Tell your father that computer games can no more harm a computer than rock and roll records can harm a stereo. A computer game is a program just like Lotus 1-2-3 or Blank Street Writer. Once a program has been tested, the only part of the computer that players generally interact are joy sticks, other controllers on the key board board, and in Chao computer games provide at least some educational value: whether they reinforce hand eye skills logic and problem solving or even just provide your son with the incentive to read for in text adventure games.

COMPARING APPLES AND ORANGES

(OR C-54'S)

As a contributor for the Translations section I purchased Avadin Hill's Computer Football Strategy for my Commodore 64, expecting to play my own Super Bowl Championship. Surprise! The 16 teams are only on the Atari computer version. So I learn.

Dennis R. Schieben
Mt. Washington, KY

Ed Slight differences from one version of a game to another were the reason we started including a section on translations. Dennis, although in your case it didn't help in time, thanks for the put on the back. Some days we really need it.

ERRATA

The November issue's Game of the Month, Bruce Lee was mistranslated to Datashot when I told the game is manufactured by DataSoft. Neither publisher is related to the others. Electronic Games regrets the error.

INSTRUCTIONS FOR RE-MAN

In your September, 1984 issue and 1985 Software Encyclopedia it was obvious that you had no idea what I didn't mean and I read the instructions. The bombing sequence is only the first part of Madam He-Man. You're supposed to fly to the right until the average country, which starts at 30 reaches 0. He-Man then hops out of his vehicle and engages in a hand to hand combat against W. Skeletor.

In the sequence you must nudge He-Man to the right of the screen, avoid dino balls (and all other levels, sprays), battle Skeletor. You can also catch a sword which can be used to block missiles. If you don't reach Skeletor with the time limit, he launches a spell that can only be back to the start of the game. If you reach him, you have a sword in sight.

I think you should write an apology and re-write the review.

Gary Robinson
San Diego, CA

Ed Your first sentence said it all: as often happens with pre release version copies of our reviews we did not have the instructions for the game. Your letter shows a great appreciation of the second screen event though, thanks for writing and setting us straight.

QUARK OF THE MONTH

Here's a way to send Q'bert into space with a disc and hopping on invisible squares. On the Atari 5200 version on the first screen hop down through squares on the right side of the screen. Then hop on the spinning disc. As soon as it turns yellow from Q'bert's touch change the game and start over. Keep pressing the hop button. When he is just about to appear, spin the joy stick to the right. When Q'bert jumps two squares down on the right side, immediately move him back. In the first square he landed on (not the one he appeared on) then jump to the middle square and change the colors of the opposite squares on the right side. Then hop up to the top square and jump in the left direction. If you've done this right and keep your finger on the button all times you should find the invisible platform.

After you've learned to do this you can now use this

ROBOTS OF DAWN.
BOOK BY ISAAC ASIMOV.
COMPUTER GAME BY Epyx.

Now for the first time, you can become Earth's most famous science fiction detective, Shalag Balas in this latest adventure you're the hero of Isaac Asimov's top selling Robots of Dawn

In the world of the future, in an epicquest, you're the answer to the eternal question of who is on a planet whose robots outnumber people in Starman, who is drawing who is leaving who is talking the truth and most important of all who is the murderer.

The victim is a friend of yours, a famous scientist who invented history's most advanced robot...
can see strange things happening in the real pyramid. While hopping, on the invisible pyramid, Co by will chase an invisible, alternate Co by. On the real pyramid there are several more secrets waiting on the invisible pyramid!

Joel James
Ahwahnee, CA

Ed: This is a great piece of software. You just need to get started check- ing your mail for your Paxson Pac Man wall clock. Courtesy of the Paxson company in Texas. And the rest of your readers keep these quotes and glitches coming! Who knows? The next Paxson Pac Man wall clock could be yours!

THINKERS VERSUS SLASHERS

I enjoy your magazine very much and read it every month. However, I have a pet peeve. I would like you to know about it.

I think you should evaluate the term adventure game. To me there are two types of adventure games. The first type are hack and slash adventures where players wander around a dungeon and kill all the monsters. Those type of games are not adventure games. Examples of these are Gateway to Agatha and Wizetron.

I call the second type thinking adventure. This is the type of game you must defeat your opponents not overpower them and solve puzzles.

JUMPMAN'S A GREAT GAME. BUT YOU'VE GOT TO WATCH YOUR STEP.

JUMPMAN IS PROJECT ATARI's new game. It is set in the world of Space Invaders and it features your favorite character, Jack Flash, in a battle against the evil Shadow. The game is easy to learn and the graphics are humorous. The sound effects are also well done. I would recommend JUMPMAN to anyone who enjoys simple, action-packed games.

TASMAN (FOULCO) Games from the archive. This is the only way to evaluate a magazine like this to be able to cover the field so thoroughly. With your imagination add all the stuff men in a typical issue of EG.

We feel that since our manufacturers' supply review covers no single compa- ny has the necessary features to fully explore what's available. Now a family just starting with a computer this is work for us and the reader's advantage.

I'm surprised that in the October issue you haven't sold anything about Colec's new release cartridges such as The Duke of Hazard, War Games, Star Trek and Tarsas.

My question is how long does it take for your magazine to get to publication after all your news is gathered? I should think that Tarsas which I bought two months ago could have been mentioned. The graphics in the game are beautiful and the fluid movements make the game fun to watch than to play!

I have heard that some games are not reviewed since we are not supplied free by the manufacturer. Please explain this. I think it may be difficult to see why you are not reviewing all releases.

Alan L. Taylor
StevensonTVN

We receive every letter we get so please keep 'em coming!
The Players Pick Their Favorites

It's tough to beat Julius Erving and Larry Bird on the basketball court and it's not much easier on the gaming screen either. One on One (Electronic Arts) seems equally at home in both as it rounds out all rivals to emerge as the 1985 Electronic Game of the Year in the sixth annual Electronic Games Design Awards (Arkie) voting. Games industry lore states that more than 5,000 of the off-road rally cars distributed in the October ELECTRONIC GAMES, making this the hobby's largest and most prestigious publication ever. Besides the 27 Arkie winners more than 50 titles have won Certificate of Merit, symbol of overall excellence. Sponsored by Reese Communications, the awards salute outstanding design achievement from September 30, 1983 to October 1, 1984. And here are the 1985 Arkie winners — the year's greatest games.

ELECTRONIC GAME OF THE YEAR

ON ONE ONE (Electronic Arts/Medtronic Systems) Brings a realistic, fast-paced simulation of half-court basketball to real fans are more than enough to make such a game a hit. The program is highly playable and offers a variety of game modes and options.

BEST COMPUTER GAME OF THE YEAR

ULTIMA IV (Origin Systems/Medtronic Systems) This is the third — and so far greatest — installment of the Ultima series created by Richard Garriott. The game combines elements of both historical and futuristic adventures in a unique way to produce one of the most distinctive play styles in the computer game genre.

BEST COMPUTER SPORTS GAME

SUMMER GAMES (Apple/Amiga/480) Perfect for this year's Olympic games, Summer Games offers a wide variety of sports and events to choose from. The graphics are crisp and the gameplay is challenging.

BEST ACTION VIDEOGAME

BUCK RINGERS (Computer Arts/Medtronic Systems) This fast-paced shoot-’em-up puts the player in control of a Buck Ringer, a unique space fighter. The game features a variety of enemy ships and a wide range of weapons.

BEST SPORTS VIDEOGAME

BICYCLING (Apple/Medis/Medtronic Systems) How did they get all 10 events at the Olympic decathlon into a single videogame cartridge? It may seem impossible, but the quality of bike races in this game is outstanding.

BEST VIDEOGAME AWARD

Congo Mangoes (Apple/Amiga/Medtronic Systems) This platforming adventure features a unique monorail system and a variety of environments, making it a challenging and rewarding experience.

BEST VIDEOPROGRAM DIVISION

STAR WARS (Disney/Amiga/Medtronic Systems) The hottest property in Hollywood, Star Wars was a massive hit on home computers, offering an immersive and engaging experience.

BEST GRAPHIC DESIGN

THE EDITORS OF ELECTRONIC GAMES

Entertainment Software Program of the Year

MOJO (Apple/Medis/Medi-Com) This program creatively used sound to create interactive, realistic worlds. The result was a groundbreaking experience on the home computer.
CONNECT
THE MALE BEINGS THE PLAN
THREATEN. MASTER YOUR LOGIC AND
INTUITION, AND ALL PATHS WILL CONNECT
IN A FLASH OF REVELATION

LIFT-OFF
YOU BEGIN AN UNPRECEDENTED SPACE
FLIGHT SIMULATION. CALCULATE THRUST
TRAJECTORY, PITCH AND YAW.
THE CHALLENGE IS YOURS. TAKE IT

RESOLVE
TRAPPED MINERS, BLOCKED SHAFTS
INFESTED WITH VILE CREATURES. YOUR AIR
RUNS LOW. YOU HESITATE... BUT THEIR
FATE IS IN YOUR HANDS

SOLO
CAUGHT ON A WEB OF INFINITE BEAMS
INSTANT REFLEXES ARE YOUR ONLY HOPE,
YET THE HURTING LASERS BLIND YOU.
THIS IS NO JOYRIDE.

AVAILABLE FOR MAJOR HOME COMPUTER SYSTEMS:
COMMODORE 64, ATARI, ADAM AND APPLE II
ALSO AVAILABLE FOR MAJOR GAME SYSTEMS: ATARI 2600, ATARI 5200 AND COLECOVISION

ACTIVISION
1985 ARKIE AWARDS

MOST INNOVATIVE SOFTWARE OF THE YEAR

WORLD'S GREATEST BASEBALL GAME

(Crazy C & Co.)

There's never been a title to offer sports gamers a choice of action contests as statistical re-play on the same disk. The strategy oriented version gives the more manager a chance to plot some of the great games of the past and distant past as well as current all star teams. And watching the intricately animated fields execute each play is a gaming highlight.

MOST NUMEROUS VIDEO/COMPUTER GAME

Quest for the Arts

(R.G. & Co.)

The world of the comic strip E C comes alive in this action adventure featuring Pogo, Toons and more. Players can battle Cattus Cats from the same strip, but in addition to a score, it also has puzzles and hidden objects that can be found in the comic strip.

BEST ARC-ADE-TO-HOME TRANSLATION

Joust

(Atari, Inc.)

Top players know that this game is the ultimate in arcade-to-home translation. The two player action is simple yet fast and exciting, with accurate motion and sound effects.

BEST ELECTRONIC MONEY GAME

Millionaire

(Danzer & Craft)

The classic game of chance where players take turns rolling the dice and trying to win the biggest prize. The computer generates random numbers and players must choose the correct answer to win.

BEST ELECTRONIC STRATEGY GAME

Marble on the Underground

(Arcade & Co.)

The marble game is one of the most fun and challenging games to play. Players must navigate the marble through twists and turns, trying to get it to the end of the level. The game is highly addictive and can be played on different difficulty levels.

BEST MULTI-PLAYER VIDEO/COMPUTER GAME

Pitstop II

(Royal & Co.)

This games allows up to four players to compete in a head-to-head racing game that requires strategy and skill to win. The game is fast-paced and offers a variety of tracks and modes of competition.

BEST ELECTRONIC EDUCATIONAL GAME OF THE YEAR

Agent USA

(Sof西洋 corp.)

An exciting adventure game that teaches players about the United States government. Players take on the role of an agent who must complete various missions and tasks to protect the country.

BEST COIN-OP AUDIO VISUAL EFFECTS

Stable

(Atari, Inc.)

This game features stable and realistic sound effects that make it feel like you are actually riding the horses in a real stable. The game is highly realistic and offers a variety of courses and levels to keep players engaged.

MINI-ARCADE GAME OF THE YEAR

Ricardo

(Moon & Co.)

A pinball style game that requires players to use strategy and reflexes to score points and complete objectives. The game is highly addictive and offers a wide range of difficulty levels.

STAND-ALONE GAMES DIVISION

Zaxxon

(Coleco)

A classic space shooter that requires players to move their ship and shoot enemies while avoiding obstacles. The game is addictive and offers a variety of enemies and levels to keep players engaged.

NEW 80'S PET

Atari

(Arcade & Co.)

This game is a pet simulation that allows players to take care of their own virtual pets. Players must feed, clean, and play with their pets to keep them healthy and happy.

STAND-ALONE GAME OF THE YEAR

Crater

(Arcade & Co.)

A platform game that requires players to navigate through different levels and avoid obstacles to reach the end. The game is highly addictive and offers a variety of levels and challenges.

BATTLESHIP

Sears

(Arcade & Co.)

A classic strategy game that requires players to place their ships on a grid and try to sink their opponent's ships. The game is highly competitive and offers a wide range of difficulty levels.

WEB OF DECEPTION

Atari

(Arcade & Co.)

A mystery game that requires players to solve puzzles and unravel the secrets of a mysterious web. The game is highly engaging and offers a variety of challenges and puzzles to solve.

NEW 80'S GAME

Atari

(Arcade & Co.)

This game is a new 80's style game with realistic graphics and sound. Players must use strategy and reflexes to complete objectives and win.
MORE PRIZE-WINNING ELECTRONIC GAMES

Only 27 games out of the hundreds upon hundreds released each year can hope to take home an Electronic Gaming Design Award. Yet many of the runners up are easily good enough to have won a statistic in another year. That's why the EGDA judging committee annually names the upper crust of games every year, awarding Certificates of Merit. The following games, grouped by venue, have won certificates:

SHARE CRUNCH (MICROPLAY)

SEVEN CITIES OF G.D.T. (ELECTRONICARMS)

1985 Electronic Games Design Awards Certificates of Merit

COMPUTER SOFTWARE DIVISION

Aerodine (Aerodine)
Amiga (C) (Amiga)
Amigasoft (Amiga)
Beyond Castle Wolfenstein (Micro Software)
Bruce Lee (ビリュー) (Hallmark)
Campaign 84 (Affordable Software)
Carrier Strike (Activision/Simulations)
Dejager (Activision)
Doom (Activision)
Endurance (Activision)
Hog & Horse (Biff Stag)
Players of the Witch King (The Artful N M Game Co.)

HERO (Activision)

Pirate (Activision/Activision)
Pacify (Activision/Activision)
Rally Speedway (Adventure International)
ROF 1985 (Bryan) (Activision)
Run for the Money (Thorn/Thorn)
Seven Cities of Gold (Activision/Activision)
Space Charge (Squidworld)
Star League Baseball (Activision)
The Hunt (Microcom)
The Spy Strikes Back (Pergamo)
Time Bound (Ces Software)
Windows to the Galaxy (Commodore)
Wizards & Warriors III: Legacy of the Hightwars (Art Tech)
Zeppelin (Activision)
Zeniama (Spyglass)

1985 Electronic Games Design Awards Certificates of Merit

VIDEOGAME DIVISION

Ballykast (Activision)
Baseball (Activision)
Basketball (Activision)
Bumper Car (Activision)
Cannon Fodder (Activision)
Crisis Commander (Activision)
Crystal Castles (Activision)
Demented Ninja (Activision)
Double Dragon (Activision)
Final Fight (Activision)
Footloose (Activision)
Frogger II (Activision/Activision)

COIN-OP GAMES DIVISION

Crisis Commander (Activision)
Crystal Castles (Activision)
Demented Ninja (Activision)
Final Fight (Activision)
Footloose (Activision)
Frogger II (Activision/Activision)

Here's a great compilation of unoffcial, but widely respected, software awards that cover all aspects of the home video game industry. The list includes all the leading software companies in the world, including Activision, Commodore, Atari, Spectrum, and others. The awards are given for the best software of the year, and are decided by a panel of judges from the gaming industry. The winners are chosen based on their creativity, technical achievement, and overall enjoyment. The awards are highly regarded within the industry and are considered a benchmark for excellence in software development. The list is a must-read for anyone interested in the world of video games and software development.
The Year That Shook Electronic Gaming

By ARNIE KATZ

The videogame shake-out of 1983 put some misguided manufacturers out of their corporate misery. But hardly any did — or even many — of the problems that resulted.

Electronic gaming is a rapidly becoming a key feature of video games. For 1984 there was still more than one screen blazed out, with others like Typhon Software faltering before entering into one topic to the gaming public.

The most important happening of 1984 was that computers replaced videogames as the cutting edge of electronic entertainment. Aggressive marketing and sales of software for all levels of computers resulted in a wholesale shift to computer with innumerable names.

Star Wars (Parker Bros.)

The Commodore 64

The Commodore 64 showed promise as a popular computer. The fact that it could be used with various programs made it attractive to many users. The Commodore 64 had a built-in disk drive, which was a significant feature. It was marketed with a variety of programs, including games like Pac-Man and Space Invaders. The Commodore 64 was also compatible with many other peripherals, such as printers and scanners.

The Atari 800 XL

The Atari 800 XL was another popular computer during this time. It was known for its powerful processor and large memory. The Atari 800 XL was compatible with many other programs and peripherals, making it a versatile choice for users.

One on One (Electronic Arts/Apple)

The One on One was promoted as a significant advance in computer games. It was marketed as a more complex and challenging game, with more realistic graphics and gameplay. The One on One was a hit with gamers and helped to popularize the home computer market.

Tyrion II (First In)

Tyrion II was a popular program during this period. It was known for its advanced graphics and gameplay, and was marketed as one of the leading programs available for the 8-bit home computers.

Two on One (Electronic Arts/Apple)

Two on One was another popular program during this time. It was marketed as a more complex and challenging game, with more realistic graphics and gameplay. The Two on One was a hit with gamers and helped to popularize the home computer market.

The Star Wars (Parker Bros.)

Star Wars was a popular video game during this period. It was based on the popular Star Wars movie and was marketed as a strategy game. The Star Wars game was known for its complex gameplay and graphics.
EG Salutes Gaming's Winners and Losers

This month, two all-time great electronic games entered the Hall of Fame. We also call the roll of 1985 Arko winners in this issue. These awards, however, are something just a little different. When our editors reviewed the electronic gaming events of 1984, we spotted some achievements that were positively screaming for recognition. So with tongues planted firmly in our cheeks, we present our selections.

The Dale Carnegie Cup
To former Atari President J.J. Morgan, who sent personal letters to many industry and media figures explaining why he wasn't going to be able to attend the summer Consumer Electronics Show. The gesture might've been more appreciated if these warm personal communications weren't obvious photocopies. Maybe if he'd generated multiple copies by using an Atari 800XL and printer.

The Take-It-with-a-Shaker-of-Salt Plaque
To Coleco, which responded to criticism about non-delivery of promised Adam hardware and software by announcing a couple of hundred additional new products.

The Not-Quite-Kosher Medalion
To Fox Video Games, which turned a sophomore teen movie into a dull non-action game called Porky's. But look on the bright side, Fox's videogame fold-up probably saved us from Porky's II.

The All-Good-Things-Come-to-He-Who-Waits Trophy
To Mattel, which finally released the add-on keyboard for the Intellivision ending a three-year wait. The company immediately celebrated the debut of this long-anticipated artifact by getting completely out of the electronic business.

The Whatsoever-Happened-to? Medal
To Mr. Bill, the Pink Panther and Mr. Koala Aid, all of whom were set to star in their own videogames before the big shakeout. But did its deadly work.
What's Next For Electronic Gaming?

by Arnie Katz

Here's EG's Forecast for 1985 and Beyond!

Computer Hardware

If you've been wondering where the new computer are aren't easy. There is shaping up as a big year for hardware Alan and Commodore are on a cool front line and their struggle for prominence in the under $1,000 microcomputer market will be a major news story. The enhancements will be most of the PC's faults so the system could become strong in its $1,000 niche.

Apple's IIc, an overnight hit should become even more popular in 1985 as software which capitalizes on its 128K resident memory gets through the pipeline and into the retail stores IBM's is ready to upgrade to PSY in the computer with the rest of the IIc. The enhancements correct most of the PC's faults so this system could become strong in its $1,000 niche. The Apple IIc becomes a PC with a price around $1,500. But a new color menu too could add a legitimate choke by mid-1985.

The MSX computers are coming but who knows? The idea of a billion and software compatibility is more attractive. The high vol by MSX producers for Sony and Pan won't hurt either. Current MSX machines are mini-bulk model and have considerable excitement. It's a safe bet that this group of Japanese manufacturers will offer Flash models when they finish the billion mark.

Computer Software

Look for lower prices in computers and slow selling software programs. Most software houses will promote a smaller number of games with greater intensity to cut down on the numbers of duds.

The next shakeout could occur among manufacturers of educational software. Product duplication will undo more than one company in this field before we ring '86.

Com-Ops

Something's got to give in pay for play land eventually but the current cycle may have to work through a little further before the coin machine business is ready to embrace the next series of radical changes. The gradual shift away from pure shoot-em-up has reduced players traffic at the budget`s amusement contract yet the conventional arcade amusement is appropriate for adventures and strategy games. (They're too complex to learn too fast and not too hard to play to allow the arcade operator to earn a profit at 25¢ on even 50¢ per play.)

The computer game phenomenon is virtually ended. The cost of production has swamped the stores. Bouncing cars and some demand for novelty and more in-depth games. Don't expect to see anything like the numbers of mini-arcades in 1985 that came onto the market in either/or the last two years.

On the other hand, there'll be more emphasis on producing fancier looking mini-games in the coming world in 1985 that have yet to also means that the contests these mini-games will probably van away from straight action. Mixed action strategy and action adventure games could gain popularity in this format.

The Sun-up

Obviously many things await the gaming world in 1985 that have yet to show up on the ED crystal ball. In a fast-paced field like this one unexpected developments are wellexpected but electronic games enjoy challenges. So 1985 should emerge as an enjoyable if somewhat hectic year of growth and maturation for games lovers.
CHAMPIONSHIP LODE RUNNER

Designers: Doug Smith, Mitchell and Apple.

Give these super slicks who own the publishing of a gold star in truth in advertising. At last red and white looks good on the package say. For Lode Runner, a stick of butter, with these games, they have added even more than this up to this advance version.

Doug Smith, who gave us last year's Computer Game of the Year is still at the controls once again. But this time he's brought a crew of 100 helpers. This Lode Runner has hit the market with 50 playfields in the style of the original except that these are much tougher. Though the designers estimate that each one will take an average of two weeks to solve may sound the bragging probably not that far off the mark. The first dubbed Hello and Welcome in a first time more challenging than the hundred screens in Lode Runner but from there the big boys step in.

Visually are slightly improved in Smith and cohorts have gone to some trouble to make the connected screens look better by working secret messages into the design of the playfield. Complete a level successfully and the computer plays a little victory song. The Apple isn't exactly the Ultimate Sound Machine but a little music is a good segue to the real deal.

In any case, the Apple edition obviously the definitive version of this climbing, jumping and digging game.

Lode Runner makes a great out of wherewithal decided that Apple joystick should have two action buttons in stead of one. The control scheme which lets the player dig a pit in front or behind the on-screen hero depending on which button is pressed lets even visual effect and eerie with more complicated man is not.

Of course it's the strategic element which makes Championship Lode Runner so special. It's not one of those on-strategy games but the sense of adventure that should come up out of novelty with the control it's already a bit. You'll never see the payoffs in the 25th screen get that special certificate from Bilingual unless you can then your way through these puzzles.

And now for the first superlative summing up of the 1985 Computer Game of the Year. Lode Runner is a must. Buy it now.

(Anna Keith)

BATTLE ZONE

Auton WiFi, 2000 Studsgate

The first law of videogame adaptation has always been: ‘Games within games’ is not a rule. While there are some units well to raise scan computers. This doesn’t mean that a manufacturer can take a successful commercial concept and attempt to get this version of its arcade hit Battle Zone a video scan copy. Fans of the arcade should game be surprised with the results.

This is a first person tank combat stripped down to its bare essentials to fit the Apple. There is no need for the player to go through the game without the aid of the Manual and avoiding the deadly touch of the giant ants. By touching the screen dots tend to be used to destroy ants on contact.

Audiobill and the Giant is essentially a videogame design enhanced to make it palatable to computer games. The result is a palatable but rather bland.

(Simon Radd)

SUPER PIPELINE

In this action offering, the player controls a plumber whose job is to

LASER GATES

Mega Drive, Sega

This in action offering, the player controls a plumber whose job is to

LASER GATES

WING WAR/QUICK STEP

MagicArt Computer, 72K Disk

There's a growing trend among computer publishers to put one or more or otherwise less marketable games together in one package to make up in quantity for what might be lacking in quantity of the art of the quality. This disk a perfect example. It brings together five very

LASER GATES

WING WAR/QUICK STEP

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GUMBALL
Frankfort, KY 40404.50k
Life isn't always sweet at the gum ball factory. Players guide gumballs through an endless maze of obstacles that ultimately end in the bin of the corresponding color. Easy day the worker must meet a new quota by 5:00 SHUT the line.

The player uses the joystick to move gumball bins back and forth across the bottom line while pulling it down below the appearance of new candies.

The gumballs and their guiding colors are drawn in colorful detail and the action is amusing. When you catch a gumball in the wrong colored bin a supervisor comes out, shakes his fist and dumps the entire bin over.

The intermediate screens provide real incentive for doing the job right.

After each successful workday the factory worker is shown returning home. At the worker level the house is more than just a place to live. Each promotion brings a success very large and better apartment.

BLOCKADE RUNNER
Intelligence/C 44/250k
Blockade Runners is a rarity in computer software: a game that made the transition from videogame to computer and ended up worse for the worse. The Interlibrary original was difficult, frustrating game that a two-player option made fun to play. This edition has no two-player option.

Gamers have a first person perspective of space through the men in charge of four freighters on their way to Earth with needed supplies. A control panel indicates fuel consumption, shield strength and the presence of enemies and enemy ships. As the ship moves through the scene it looks over the stars and planets until it reaches the black hole. With the right option the player can take a look at each enemy with a ship option. The chance to escape is usually better than the player can get in a one ship option. This edition has no two-player option.

WIZARD
Burlington, VT 05401.
Lexicon:门诊 in Medford, Mass. is one of the most intriguing fantasy books published in many months. It is a rich and complex story that explores the themes of good and evil, love and betrayal, and the power of the mind.

The story is set in a world where magic is real and powerful. The protagonist, a young man named Will, becomes involved in a series of events that will ultimately determine the fate of the world.

Throughout the story, Will learns to harness his own magical abilities and uses them to battle the forces of darkness. He also discovers the true meaning of love and the importance of loyalty and friendship.

In the end, Will must make a difficult choice between good and evil. His decision will have far-reaching consequences for the future of the world.

This is a gripping and thought-provoking story that will captivate readers of all ages. It is a true masterpiece of fantasy literature.
example when Wilfred is evasive the enemies aren't the only ones who can see him—and the gamer may be a bit too a lot depending the joystick as the right direction and pressing the space bar (Rosemary Woods would be good at this game) Other spells are invoked by the space bar alone or by pressing the fire button while holding the joystick all the way back. There are also teleportation shots on level 20 but I'm not sure they would be useful.

The next part of the screen for a running status report. In each level number of wizards left points and available spells. Each level is a bit more complex and there are bonus points (up to 12000) for speed so it's always pay to go to the superfluous treasures. On the other hand, some treasure affect move the point total and are worth discovering. You'll get another wizard for every 100 points and two extra for every 1000 points collected.

In many ways Wizard is a typical climbing and jumping game but has enough extra features to give replay to the gamers who don't generally have programs of that type. And it has very good play value. Gamers have the option of six levels of difficulty and move speed. Each may be a mystery option that shows the screen at all randomly and that it's not enough. You also can design your own wizard and save them to a disk to share and frustrate fellow gamers. All in all the game should move that may help in your daily routine of gaming pleasure.

S.S. ACHIEVES RED ALERT

Avery Software
48K Disk

One of the better English designed games is probably S.S. ACHIEVES Red Alert! Five level (user-selectable) games offer a selection of levels. The third level is an excellent example of a level with a real puzzle. The transition from level to level is a bit too easy but very enjoyable overall.

In addition, the scrolling maze like corridors of the ship are impressive. The view of the entire vessel is available. This is particularly useful in determining safe passage ways, needed by the computer in choosing the correct path. The corridors can be very narrow and the movement must be precise. The game's graphics are very good and the sound effects used for game play are of a more standard fare. S.S. ACHIEVES Red Alert is challenging fun nonetheless. An interesting well executed concept. It blends a bit like the 2001 A Space Odyssey with a lot of aliens.

HAZARD RUN

Arthur/Alan Consulting

This is the classic game. It provides gamers with the opportunity to explore the vast landscapes of the world. While the graphics are not as good as some of the newer games, the gameplay is still very enjoyable.

The game is set in a world where the player must run through various obstacles to reach their destination. The player must use their wits and quick reflexes to avoid being caught by the pursuers.

The game is divided into levels, each with its own unique set of challenges. Some levels require the player to solve puzzles, while others require the player to avoid obstacles. The game becomes progressively more difficult as the player progresses through the levels.

Overall, HAZARD RUN is a fun and challenging game that will keep gamers entertained for hours.
TRANSLATIONS

STELLAR 7

By David Pryce

Program Software Apple

Cryptography 13-16

This multi-screen first-person perspective tank combat game is new and it has just been reviewed by a major publisher. Unfortunately, this will make it much easier for games to track down.

The player uses joystick or keyboard to command The Maven a super weapon which has the power to become invisible for a limited period of time. A light machine must be kept back in a safe position in order to become invisible to any weapon in the game. The visual effects range from low to high, and the game is both fun and challenging.

QUESTRON

By Colin Carver

This translation of Questron is rated as a pretty good effort but it's also very expensive. The Apple compatible cousin recently reviewed in FG, Veterans of the Ultimate Six will find the play very familiar and maybe even enjoy it. The visual effects range from low to high, and the game is both fun and challenging.

ARTICLES OF WAR

WAR OF THE WORLDS

By John M. Hunter

A war of the Worlds on the PC is a breath of fresh air in the military simulation genre. The scenario is well modeled and the gameplay is both realistic and challenging. The game is rated as a pretty good effort but it's also very expensive. The Apple compatible cousin recently reviewed in FG, Veterans of the Ultimate Six will find the play very familiar and maybe even enjoy it.

PROGGER

By Matt Wright

The game of Progger is a very good effort. The music accompanying the opening screen is very good, and the gameplay is both realistic and challenging. The game is rated as a pretty good effort but it's also very expensive. The Apple compatible cousin recently reviewed in FG, Veterans of the Ultimate Six will find the play very familiar and maybe even enjoy it.

The graphics are very good, and the sound effects are quite good. The gameplay is both realistic and challenging. The game is rated as apretty good effort but it's also very expensive. The Apple compatible cousin recently reviewed in FG, Veterans of the Ultimate Six will find the play very familiar and maybe even enjoy it.

CAPABILITIES...
The programming isn’t quite up to the concept in places. The wall between turns seems unusually long and the terrain symbols are neither strictly true nor eye-catching. It also seems like too much of a shortcut to use garrison type symbols for the human troops even though there is little noticeable difference between artillery and infantry. The simple combial system cures out for a more imaginative visual treatment. This is the first game E.G. has reviewed by this publisher but best known for its non-electronic set which contains many pictures. Task Force Games is alert about this sort of combat when it comes into the Board, but not the publisher will have to develop a better feel for the artificial dimension which the computer brings to strategy games. Wart of War of the Worlds is a promising beginning.

The flaws notwithstanding, War of the Worlds is a quick-playing strategy game that should appeal even to those gamers who normally don’t enjoy military simulators. The situation is unusual and several settings let the games’ challenge increase as the computer’s skill grows. (Anne Katz)

WGT of the Worlds Review

Expedition Amazon

Priced at $4.95 + $1.00 for disk

On first glance, it seems to be a fair imitation of a mill adventure game. The is a very hungry looking vulture perched on one of the tiny letters. A couple of directly related and strongly required game pieces make the four cannon bound missions of the expedition.

A closer inspection reveals a sense of humor. A group of birds are flying over with a table cloth and a picnic basket. A hippopotamus has a bib and an alligator with handle and an electric saw. It’s all very well put together and quite amusing. The four cannon bound missions of the expedition.

The scenario starts in 1981 when Thomas Farnard has oil discovered on his massive ranch making him an instant millionaire. As a tax dodge, Saratoga Public University which holds the oil has an open manarch began with professor Joseph Arrowhead. Arrowhead oil’s only goal is to find the secret lost city of oil.

It is now your goal also as the field assistant to hire a mercenary radio and operator and a guard. Then the whole crew must fly to the jungle to purchase equipment at the trading post and then use the river. The happy boat. The Amazon to base camp.

Your first job is to map each of the sectors of the jungle covering enough of each to make the sectors outline a permanent part of your patrol. There are treasures along the way but it is necessary to go back to the Jars to sell them and buy more supplies. After the team members have grown strong enough, the group can begin to explore the jungles beneath the pyramids without turning over a stone.

(Rick Tevernague)

EXPERIMENTAL AMERICAN

Adventures of Jack and the Beanstalk. A fairytale fantasy of a man named Jack who is given a magic beanstalk and a magic harp. The beanstalk leads him to a secret garden where he finds a treasure.

The scenario begins with the Jack and the Beanstalk. The first moves are to position one Adept in each of the four quadrants. The second moves guaranteeing that the Adept can only summon magic beings and an element he or she occupies. Each turn the Adept can either move or cast a spell. One spell, SUMMON, lets the mage choose either an elemental or a demon to add to the growing army.

Effectiveness depends on luck and the element of the game is based on the strategy of playing the game. A list of recognized words including their uses and consequences is enclosed. So are naming tips, a fold out map and a dossier on the enemies lurking this universe.

Gothmog’s Lair

Priced at $6.95

Software, Commodore 64/Disk

It’s not a new concept but now with the new CD-ROM technology comes a new take on the game. The program understands commands up to nine words long. Through abbreviations are accepted. Adventure hurdles searching through the game are different from notes.

Success depends on memory diet. The “I can’t remember where I left off” game is based on the element of the game is based on the strategy of playing the game. A list of recognized words including their uses and consequences is enclosed. So are naming tips, a fold out map and a dossier on the enemies lurking this universe.

The tension in War of the Worlds comes from the fact that the defender’s units are much weaker than the
OUR ARCADE GAMES WE BROUGHT WERE SUCH BIG HITS, THEM HOME.

Bally Midway's Spy Hunter puts you in the driver's seat of the hottest machine on the block. If you're after something new, their situation is life and death. You'll kill all your enemies with non-stop action. Spy Hunter is a video game that combines fast-paced action with a variety of weapons, including missiles, tanks, and submarines.

Ball Midways Super Space Invaders is the latest game to come to the universe. It features a side-scrolling design featuring various enemies that need to be defeated. The game is set in a space out of this world, with enemies coming from different planets and galaxies.

Sega's Up n Down is a game that combines elements of space battles and puzzle-solving. Players control a spaceship that needs to navigate through a series of obstacles to reach their destination.

Sega's Monkey Ball is a retro-style game that features a character on a skateboard that needs to collect as many bananas as possible while avoiding obstacles. The game is set in a world full of bananas.

Sega's Zaxxon is a classic arcade game that features a character flying in a spaceship, shooting down enemy ships, and collecting power-ups. The game is set in a world full of enemies and obstacles.

Apple II, Vic 20, and Commodore 64 were among the most popular home computers during the era, and many of the games mentioned above were available for these platforms.

The trend of bringing arcade games to home systems continued with the release of games like Cosmic Avenger, in which players control a spaceship that needs to destroy enemy ships while avoiding obstacles.

In conclusion, the era of the arcade games brought many exciting and innovative games that are still enjoyed today. The availability of these games on home systems made it easier for people to enjoy them without leaving their homes.
Fuel takes an important role in the game. Should you skim on fuel to build up more cash for your payload or play it safe by advancing at a reasonable rate? You are sure to arrive home sooner if you don’t skimp. The time it takes to travel is the determining factor. However, too much fuel also takes time and you are sure to arrive home sooner if you don’t skimp. The time it takes to travel is the determining factor. However, too much fuel also takes time and is a risk.

**ARCHER R. ADAMS (MELVINGMAST AIR)**

and Imperson Hand and Band are other noteworthy sorceries. But Apollo’s game is the most interesting. When you turn on the switches, you will see Apollo. His head is like a tire, bringing to mind all the horror of the tire. Unlike its predecessor Archer this program allows each game to choose him in the same way. It does not, however, offer a new feature or a new level of difficulty. But it offers a new level of difficulty. But it offers a new level of difficulty. But it offers a new level of difficulty.

The two-player mode is excellent. Each game is sure to develop a truly character like the life drawing, in visible demon Wraith of the日常生活 theme and theme, the damage. Unlike its predecessor Archer this program allows each game to choose him in the same way. It does not, however, offer a new feature or a new level of difficulty. But it offers a new level of difficulty. But it offers a new level of difficulty. But it offers a new level of difficulty.

**BRAHMA**

Brahma Blue Chip Software
Apple II - 64K ROM/CPU

Still depressed because you didn’t buy that new PC? Well, now you can buy the virtual one! This real estate online game is just the ticket to salve your ego — without losing your real estate.

The object of Brahman is to increase net worth from a tiny $5,000 to over $1 billion. You can buy property and invest in self. The strategy game spans five financial quarters.
from January 1984 to January 1985...

Each month the player votes on a real estate graph which charts the average progress of land and residential commercial property in New York City. A Texas and Florida bank. The financial journal prints out news and events that could have a lasting impact on property prices. The bank, a Texas and Florida bank. The financial journal prints out news and events that could have a lasting impact on property prices.

The computer is the same as a novel and is only available in the second half of 1986. The computer is the same as a novel and is only available in the second half of 1986.

ICHOLOGICAL DECATHLON

Apache/1.0 DEC

Games that take on Olympic-type formats are always popular. The United States team is getting a new lease on life through 16-bit video and games. The United States team is getting a new lease on life through 16-bit video and games.

Intellectual Decathlon is a game designed to improve the player's knowledge of various subjects. The game is divided into several sections, each focusing on a different area of knowledge such as science, history, and mathematics.

The game begins with a short tutorial on how to use the keyboard and mouse to interact with the game. The player is then presented with a series of questions on various topics. The questions are multiple choice, and the player must select the correct answer.

The player's score is calculated based on the number of correct answers. The higher the score, the better the player performs in the game. The game concludes with a final question that determines the player's overall score.

The Intellect Decathlon experience is designed to be both educational and entertaining. By engaging in the game, players can improve their knowledge and increase their chances of winning. The game is suitable for players of all ages and skill levels.
PLAYING IT SMART

COAST-TO-COAST AMERICA

by Neosoft, Inc.

COAST TO COAST AMERICA contains five games in help learners ages 9 and up gain mastery of domestic geography. Developed by Neosoft, the game comes with a soft plastic overlay that fits over the color key to make the program easy to use for the blind and partially sighted. The Neosoft EasyKey Overlay features: keys to choose all levels and select the game. Most of the keys for the 50 individual states using postal abbreviations for each state. Finally, A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z letters to multi-choice questions.

The first section of the program states facts; a demonstration of pertinent details that appears is response to pushing the key for any state. The state is highlighted on color on a U.S. map and the computer displays the correct spelling of its name. Its capital the year it became a state its national and the industry for which it is most famous. State Quiz tests the knowledge gained in the first demonstration. One state is highlighted on the map for the student to identify. When the program asks multiple choice questions about that state. Mystery State is for geography detectives. The user guesses which state the computer has... then the computer reveals a clue about the location of the correct answer. For example, if the computer is thinking of Texas and the student guesses Missouri, the computer highlights Missouri's location on the map then hints "The Mystery State is Southwest of Missouri. Across the USA - is a slumber for computer games. " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " " 
between the first and second tabs of the space bar. When the arrow hits its mark, the computer is asked to list the correct name of the state. It’s not too excitingly trying; but it is a change from the quizzes.

Coast to Coast America is a lot like a book of geography with two types of questions: one where the user answers questions to test the user’s knowledge of the world, and another where the user builds a series of states from lesser states.

The geography quizzes are a great way to learn about the states and the quizzes are a great way to learn about the geography of the world.

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WEBSTER’S NUMBERS

Described by Tom Conrad
Pocket Software Apple Disk

There’s a quartet of games on this disk for pre-schoolers of different ages. The games teach counting, basic math skills, and letter recognition. Each game can be played for 15 minutes at a time and is suitable for children from two to five years old.

The four games are accessed through a menu system that allows the user to select the game they want to play. Each game is simple and straightforward, with clear instructions and easy-to-follow directions.

Game 1: Counting Game
- Numbers 1 to 10
- Practice counting objects

Game 2: Alphabet Game
- Letters A to Z
- Practice letter recognition

Game 3: Math Game
- Basic math operations
- Practice addition, subtraction, multiplication, and division

Game 4: Shape Game
- Shapes circle, square, triangle, rectangle
- Practice shape recognition

Each game is designed to be fun and educational, with colorful graphics and engaging sounds to keep children engaged.

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The Hall of Fame

The editors of Electronic Games have announced the winners of their annual Hall of Fame Awards. The winners are:

**Winners**

**Dragon's Lair**
(Starcom)

**Miner 2049er**
(Big Five, Micro Lab, Reston, Tiger)

**The Hall of Fame**

You can find the full list of nominees and winners on page 24 of this issue.

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**By the Editors of Electronic Games**

The editors of Electronic Games have named the following games to the Hall of Fame:

- Asteroids
- Defender
- Donkey Kong
- Frozen Synapse
- Gauntlet
- Leisure Suit Larry
- Space Invaders
- Star Raiders
- Taito

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### The Lighter Side Of Espionage

Having broken into a foreign embassy, the spies compete against time and each other to find the secret plans and make a getaway in a waiting plane. To win the game, a spy must collect a passport, brigade money, the key and the plans in a suitcase and leave the building through the one and only exit.

Although the solitaire version is good, *Spy vs Spy* really shines in the multiplayer mode. A horizontally split screen lets players see what the rival agent is doing while still monitoring the progress of their own men. The White Spy is shown on the top half display while the Black Spy reigns on the lower portion of the screen. The white guarded figure is always controlled by a human player, while the black-clad one can be guided by either another game on the computer.

The program automatically recognizes the possibility of hard-to-hand combat. When the spies approach within a few paces of each other, the program switches to a half-screen view which includes both characters and puts a clock in each combatant's hand.

The number and arrangement of rooms varies with the difficulty, but there are always at least nine. All hard settings split level embassies make them appear at the novice level, arrows called breast crests by the designer, help a spy trace the path he has taken through the room complex.

The game has a multiaxis movement as well as display. Players move the spies from room to room using the joystick. They can search for hidden items, set or fail traps and even engage in hand to hand fighting.

The main strategic element derives from the Trappist puzzle located to the right of the actual playfield. Pushing the action button twice gains access to the room each of which represents a different type of trap. The computer moves the cursor with the stick until it covers the desired option, and then takes the device by pushing the button. The player then positions the spy next to the living place and, after confirming, white flash lights the screen pushes the button once to hide it.

Since there is a penalty for each trap except the time bomb, hold some weapons in the embassy. If a spy gets caught by a trap, then the other player laughs hilariously.

### The Care and Feeding of a Hot License

Professional football players hop from city to city in line, others wear uniforms and sleep in hotel rooms, but Mike Riedel is the first to work for a major league software publisher. Talk about putting everything on one roll of the dice!

A cynic might have low-rated Riedel's chances of success. Not only do games based on licensed properties have a poor track record, but comic strips dominate the market.

Although *Spy vs Spy* is a relatively inexperienced program in which has worked less on small games, *Spy vs Spy* is his first solo project for a major league software publisher. Talk about putting everything on one roll of the dice!

A cynic might have low-rated Riedel's chances of success. Not only do games based on licensed properties have a poor track record, but comic strips dominate the market.

To ensure faithfulness to the original strip, Riedel began work by mimicking himself, *Spy vs Spy*. He read every
GAME OF THE MONTH

paperback collection he could find trying to get the essentials firmly implanted in his brain. The key thing for me he notices was to keep the game true to its Spy origins.

At the outset the only thing of which Riedel was certain was that Spy vs. Spy should be a strategy contest rather than the more traditional type of straight action game. Shunt on Spy vs. Spy up Riedel explains so there was no point in developing an alternate one.

The first thing you notice in the strip is the fact that the spies are always watching one another which seemed to rule out a standard alternating-turn play mechanic. At one point during the development, I still toyed with the idea of having one player run through the maze selecting the traps while the other player waited for the turn. But I just didn't work for one thing, who wants to sit waiting while the other player walks around laying traps?

Thus was born a fascinating variation on simulation by dividing the screen into two playfields, each player can play at the same time that they watch their opponent. A single screen mode was created to handle face to face physical confrontations.

Also Mike recalls you notice that in the strip the settings are always different. In a game this wasn't realistic. I had to have boundaries and an office building style layout seemed like a good idea.

Then too the traps in the strip are also incredibly varied but that couldn't be translated into a game format that Mike credits as he calls them which can add so much for a contest's play value. When a spy is electrocuted for example the skin becomes briefly visible before he goes up in smoke. Then after a spy is zapped the little guy sprouts angelic wings and flutters hesitantly. His opponent meanwhile charges heedlessly gloating over the temporary one-upmanship.

The strip sequence a real eye ball bopper was a millstone around Mike's neck during the intensive design period. He knew he had to do something outstanding for a capper and it seemed only natural that after managing to collect the big full of Spy type goodies the victor could have his own puzzle and gagged artist would make for the aspiring artist.

I think they were getting a little nervous Mike says with a barely suppressed look of mock helpfulness referring to the folks at First Star. As publishing, First Star was investing a hefty sum of the company's resources in this project. It had to be hot and obviously needed a rockin finish.

I just kept thinking from the start that there was going to be this teeming airport scene. No problem. But I had absolutely no idea what I was going to do so I just knew I would involve the air port.

What ultimately evolved was a whole bunch of genius. Once all the objects had been assembled in the black bag the door to the airplane appears.

Early on Mike explains I realized that if the door in the runway became visible before all the objects were assembled one Spy could simply stand in front of the portal wait for his opponent to pick up all the objects then engage in combat and attempt to take the whole bag as the busy spy reached the exit.

Try to get through that door with out all the secret goodies and meet another of Mike's gimmicks a massive bouncer who at very tenderly ejects the errant spy but gets out with everything and a real vixen Mutual aways to Boading a single single engine aircraft the victorious spy takes off and actually leaves the confines of his mini playfield then soars out over the Irapulator and skyscreeen. After having established the mini screens as the borders of our game reality, this departure from a pre established context is a small delight a triumph in recreating the wacky out of bounds Mad Magazine spirit in computer form.

Mike Riedel represents the new breed of designer. He works on the C-64 using his own software program to create his highly graphical (Somewhere I sell the thing he men from off handedly). He does do his own financial mathematics. I know his business management in Deal Net. He's grabbed it with both hands run it up on the Irapulator and come up with a close and clever master piece.

Mike Riedel's HINTS FOR NOVICE ESPIONAGE

The intricate nature of Spy vs Spy keeps the game from settling into well charted paths. Thus you can lose any idea about perfect plans to win this game right out the window. Quite the contrary the interrelationships among the various elements of the
GAME OF THE MONTH

The airport and a gateway

A variation from the master Adder series, with additional problems to the author of the genre genre.

The last fact can be the basis for setting up some English stories of your own. When you locate the response to the trap, solving the puzzle and the trap in question practically forces you to go back to the gate.

The difference in skill levels isn’t really speed. The higher the level, the more sophisticated will be the tactics employed by the computer-controlled spy. Varying the level periodically is an excellent turn up for play against a human who often all is lucky to be quite so predictable.

Watch the breadcrumbs if they’re available on the level being played. You can help a good deal in your spying through the entire complex more reliably by reducing the probability of inadvertently releasing secret doors and hitting the same rooms again.

Two story emblems have an added comp one which may not be obvious at first. It is sometimes necessary to go back downstairs and find another stairway to reach parts of the top floor.

To say much more at this juncture might kill some of the fun in the subtleties which designer Reidel has lavishly inserted in this program. So buckle up your thermocool, pull the federal low over your eyes to create the aura of menace and let’s go spying!

WOZ: THE PRODIGAL SON OF SILICON VALLEY

By Doug Garr

Even computer geeks are immune to the human urge to know about new technologies. Doug Garr editor of VIDEO shares his journalist's cap to profile one of the most celebrated yet enigmatic home computer pioneers Steve Wozniak. Almost everyone has heard of the fabulous Woz and his extraordinary combination in Apple in the US Festival until the details which turn a legend into a flesh and blood being were gone largely unrevealed. This 150-page biography fills the gap with a well-researched account of Woz in his life and times. Garr slides a good balance between providing specific details about Woz's background and the interface under lots of techie talk. The book doesn’t come in every conceivable fact about Woz or Woznik but it hits the essentials and accurately portrays Woz in the overall computer movement. And it seldom baggs down in outright hero worship.

It’s a pretty obvious that Woznik is an intensely private individual. Garr only partially succeeds in producing a warm picture of the computer king pin personal side. On the other hand, the stories a real effort to delive into the human motivation behind such projects as the Apple computer. This in turn makes it easier for the reader to understand the flow of events and some of the reasons why microcomputing has developed as it has.

Woz: The Prodigal Son of Silicon Valley is entertaining work. It sets cold standards for the usual computer read yet it’s a good read as well.

Steve Davidson

Two Well-Kept Secrets That Every 5200 Own Should Know About

Now use any Joystick on the Atari 5200™ Supersystem!

An original Atari Joystick has been designed specifically for use with the Atari 5200™ Supersystem. The Joystick is designed to be easy to use and will provide an excellent level of performance for all Atari 5200™ games. It incorporates a unique design that allows the player to control the game at a high level of accuracy. The Joystick consists of a joystick and a set of switches, which are used to control the movements of the joystick. The joystick can be used in conjunction with the Atari 5200™ keyboard and game keypad, and can be combined with any other buttons, making it a versatile solution for a wide range of applications.

MisterBoze

A melodious rendition of an arcade classic.

The use of such an instrument adds a sense of authenticity and nostalgia to any Atari 5200™ game. The sound produced by the instrument is clear and distinct, allowing the player to fully immerse themselves in the gameplay. The instrument is adjustable, allowing the player to fine-tune the sound to their liking. This feature makes the instrument suitable for use in a variety of settings, including home and commercial use.

MisterBoze

To Order Send check or money order for $19.95 per MisterBoze 5200 Interface $5.95 per MisterBoze Cartridge or $14.95 for both products to: Intellicon 5200-62778, 3500 Middlesboro Dr., Cambridge, MA 02142 or write us at the address with any questions regarding our products. For orders under $5.00 we do not accept personal checks. Massachusetts residents must add 5% sales tax.
THE MUPPETS INVADE MICROPOLIS

By Joyce Worley

First they were victims in video then they became stars in Hollywood. Now Jim Henson's Muppets are on the move again, streaming microcomputer users with all their zany antics. It's a project that spans several companies. Unlike most license deals featuring stars from other media, the Muppets aren't tied to any one manufacturer. Simon & Schuster/Kodak Technologies' Broderbund Software and Sunburst have all signed deals with the Muppets for a variety of entertainment and educational products.

Simon & Schuster turned to Joyce Hakanson Associates, a leading educational software design house for two learning to-read programs starring the Muppets.

Joyce and the Hakanson team worked with Simon & Schuster/ Henson Associates and the Muppet Creators to form the Muppet Institute of Technology for Simon & Schuster, a series of software that makes learning fun.

Kermit's Electronic Storymaker (Apple Commodore 64) lets junior computerists create a story with the story. For example, Kermit jumps onto the moon for a picture of Kermit leaping around a lunar landscape. All four main Muppet characters are represented as well as a variety of vehicles, objects, landscapes and a lengthy list of verbs.

The Great Gonzo in Word Reader (Simon & Schuster/Apple C - 64) is an adventure for children seven and over who already know how to read. Kids and comboing, adjectives and nouns take Gonzo's lurching drive in a cross-country race to where Camilla the Chicken has been fowl. It's easy to use and offers a variety of vocabulary and spelling exercises.

Sunburst's Welcome Aboard: A Muppet Cruise to Computer Literacy (Apple) is a home education program for boys and girls. Cap'n Kermit guides computer sailors on a cruise that combines word processing, telecommunications database management, programming, computer aided design and games. First, plot the ship around islands using computer programming under Kermit's tutelage. Then Scooter helps write process messages to the five Muppet characters, and the computer receives these on the ship's printer. Computer-aided design techniques help teens spot Miss Piggy's wardrobe for him.

Kohala Technologies' Muppet Learning Keys (Apple C - 64) is a child friendly keyboard that plugs into the joystick to help youngsters use the computer. The jelly print keycap surround menu functions while learning to use the keyboard.

Educational Games Flow Forth From Muppetland

Kohala Technologies: Muppet Learning Keys (Apple C - 64) is a child friendly keyboard that plugs into the joystick to help youngsters use the computer. The jelly print keycap surround menu functions while learning to use the keyboard.

MUPPETS

Discover begins helping learn the alphabet. Press any key to get a picture of an object like S for sock. The numbered boxes produce multiples of the items, and the color key changes their hue. Then press the go button and see the object in color. The other

CHRISTOPHER CEF: THE MUPPETS’ MAN

Christopher Cefi, an award-winning author, humorist, and ballet star, is the creator of the Muppets' electronic publishing efforts. Cefi met the Muppets while he was with the Children's Television Workshop in 1970. arranging their efforts in a grand, imaginative collaboration. Cefi managed Sesame Street and the Electric Company in New York City. He represents Muppet Associates, one of the Muppets.

Cefi has several children by his own name and is also a prolific writer. He graduated cum laude from Harvard in 1969, where he was a member of the Harvard Lampoon. Cefi joined the National Lampoon in 1970 and wrote a popular strip for the Lampoon in the years that followed. He became the first Ben Stiller College of Educational Administration. He authored the famous newspaper parody. The New York Times in 1970. Subsequent books: The Experts Speak, co-written with Victor Navasky; was published by Pantheon Books in 1981. He wrote Playgirl magazine's first&immorality award in 1970 and has also won awards for his excellence in design. A spate of talents, including the creator of a series of unique comics and the recipient of the most sought-after awards in the music world. He won two Grammy Awards in 1972 and 1977 and was nominated for the 1975 Grammy Awards in 1975. He has also written for the National Geographic and the Los Angeles Times.

His own firm: Christopher Cefi Associates consults and creates products, books, records and computer software for such companies as Fisher-Price Toys, CBS Books, and The Muppets. Cefi also worked with Sesame on the Electric Company, and Sesame Street. Cefi sprang from a multitalented family. His father, the late Bennett Cefi, co-founded Runtastic Records, and his two sons, Bennett Cefi, worked with Sesame on the Electric Company, and Sesame Street. Cefi sprang from a multitalented family. His father, the late Bennett Cefi, co-founded Runtastic Records, and his two sons, Bennett Cefi, worked with Sesame on the Electric Company, and Sesame Street. Cefi sprang from a multitalented family. His father, the late Bennett Cefi, co-founded Runtastic Records, and his two sons, Bennett Cefi, worked with Sesame on the Electric Company, and Sesame Street. Cefi sprang from a multitalented family. His father, the late Bennett Cefi, co-founded Runtastic Records, and his two sons, Bennett Cefi, worked with Sesame on the Electric Company, and Sesame Street. Cefi sprang from a multitalented family. His father, the late Bennett Cefi, co-founded Runtastic Records, and his two sons, Bennett Cefi, worked with Sesame on the Electric Company, and Sesame Street.

THE BROOKLYN BRASS

Welcome aboard is the only Muppet program that's been in the adult market. It features new & improved keyboard, drum, and bass lines. A new & improved keyboard, drum, and bass lines.

To understand the Muppets' main characteristics, we need to know the names of the characters: Kermit the Frog, Miss Piggy, and Gonzo. They are the main characters in this new electronic medium.

Important goals of the team: One is to make the characters more interesting, and the other is to make them more relatable.

Cary Carlson summed up the general feeling that everyone at the event had for the Muppets: "We plan to unveil the Miss Piggy and Kermit in our own company package."
Winning Isn't Everything: What To Do After A Successful Quest

By CHARLES ARDAD

If you finally kill It. It was no easy task to be sure. Gathering those first twenty treasures was simple enough, but fighing the Wizard of Froebles was nearly got you killed. And that final faceoff against the Dungeon Master was enough to test anyone's mettle. And you persevered: you hung in there through thick and thin facing danger at every turn until at last you emerged victorious. You conquered the famous Zork trilogy.

And so it goes with all adventure games; big or small, hard or easy, text or graphics; all adventures have one thing in common: when they're over, they're over. It may take weeks or months to finish such a game and some have even been known to last for years. In fact, one of the measures of an adventure's quality is how long it can hold a player's interest. That is not to say that an adventure is good if it keeps the player puzzling over a single conundrum for days on end, but in a good adventure almost the entire game is an adventure. (That is to say a lot of the game is over, and no matter how Tate playing the ending is most of all, each of the players who want to see that there was something left to do with their adventure...)

But there is another reason than to make a player into the game that a worthless bit of information is actually crucial to the completion of the quest. For instance, in Textspeak's "Zork" you must know to the public as "Zork III" complete with a miller's wooden house and a haunted wood all of which can be used by the player, but none of which have the least bit of meaning on the mission at hand. However, in the same game there is a pile of gold and some unusable items in a dump cave, and if you were to want a pile of gold, you'll find it in the first place without which even the best player will end up caught in a no-win situation! (Note more than halfway through the game!)

After the game or when the player is done, there is always something new to see or some new puzzle to puzzle out. After twenty years, and that even the most ardent Zork fan will admit, it is still a game that many gamers bypass this section completely.

Then too, there is the time limit. Which makes excess travel undesirable. It is unfortunate since the eastern pyramids look like the game's best graphics, and it certainly worth a side trip once the game itself has been mastered.

Many adventures have similar extra sections, often for no other reason than to test a player's ability to range that a worthless bit of information is actually crucial to the completion of the quest. For instance, in Textspeak's "Zork III" complete with a miller's wooden house and a haunted wood all of which can be used by the player, but none of which have the least bit of meaning on the mission at hand. However, in the same game there is a pile of gold and some unusable items in a dump cave, and if you were to want a pile of gold, you'll find it in the first place without which even the best player will end up caught in a no-win situation! (Note more than halfway through the game!)

Get on a ride and be prepared to spend the next few turns reading, reading, reading. The computer describes the game at the ride in detail from the hotel and the turn of the movie. For instance, in Textspeak's "Zork III" complete with a miller's wooden house and a haunted wood all of which can be used by the player, but none of which have the least bit of meaning on the mission at hand. However, in the same game there is a pile of gold and some unusable items in a dump cave, and if you were to want a pile of gold, you'll find it in the first place without which even the best player will end up caught in a no-win situation! (Note more than halfway through the game!)

Recently, programmers have begun to make a game out of solving puzzles and exploring a world of adventure. The result is "Zork IV." The game is full of wittily written text and point to point puzzles that result when the player learns the character Jen to cut down one of the many trees in the game. Jen can cut a tree before its time. (Continued...)

Searching out all the puzzles is a game in itself and leaves some space to an otherwise commonplace adventure. Other games have hidden humor too, and sometimes take the form of an in joke with only a certain group of people will appreciate. For instance, reading the towel in Textspeak's "Planetfall" produces the following response:

'S S Feinsteins Escape Pod 442 DON'T PANIC!
Only readers of Douglas Adams Hitchhiker's Guide to the Galaxy
ADVENTURE GAMES

will find the above even vaguely funny or if for that matter understand it at all. But since both are science fiction comedies including the joke wasn't really much of a gamible on the part of the programmers. Yet all new adventures have lots of humor hidden away somewhere just waiting to be discovered by some inquisitive adventurer. In fact, said comment through it may be finding themselves more interestingly than solving the game itself.

Each publisher deals with adventure game humor in a different fashion. In the case of an example does so by integrating its humor into the storyline of its games. Even its hard edged, mystery series consisting of Deadline and The Witness is packed with humorous responses to the player's comments. To do this, they use a fictitious drug dealer who offers the player a chance to buy a drug for a price just like the one in the game itself. Is there anything more thrilling than solving a puzzle to buy a drug? Of course, there are adventure games that can do with a finished

adventure beside searching for sometimes obscure jokes and puns. Those who are already familiar with the joke may already know what that is. It's as simple as it is complex, and even the smallest of adventures cover a lot of ground.

Another aspect of this is simply trying to make a map of an entire game. Mapping the world of an entire Ultima has never even been done before, and could cover only as much territory as is necessary to obtain the magical equipment and the power to defeat Mithos the Enraged. However, mapping the whole game would entail traveling across the numerous continents not only on the earth but also on all of the other planets of the solar system. And what's more, all of this travel would have to be repeated in each of the five time periods ranging from the era of the legends to the world after a nuclear holocaust known as the era of the Aftermath.

No, it's not impossible. Only very nearly so. And it's not an ideal challenge for the master gamer that managed to defeat Mithos.

In a great many adventure games like the Wizardry series or Ultima IV, the player's only goal is to coordinate the actions of a group of characters on the way to a common goal. On the other hand, some games are made with player in mind and these challenge the player to coordinate various forms of equal in order to effec
tively control the actions of a single figure. Switching these around presents a lot of interesting possibilities for adventure game that's been completed.

The Return of Hercules (Quality Software) puts the player in ancient Greece with an awesome task ahead. To complete the Twelve Labors of Hercules. In order to reach the end, the player is allowed to select the god as many mystical heroes as the player wants, and then lead them about to perform the various tasks. If all of the tasks are performed correctly, Zeus is pleased, and the game has been solved.

Once the player has learned all of the structures of each task completing them is not too difficult certainly it's not too hard with a virtual pantheon of failed Greek heroes and gods. But at the game's end and call that what it was to do the game with but a single character to command? It might just as well be designed for a team game. Not only is it unique in that the player can manipulate an unseen character through various action sequences with a joystick but each problem that he faces has two possible solutions relatively obvious low scoring one and a less obvious higher scoring one. For instance when Sir Graham comes up against a troll that blocks his passage over a bridge he has two options. He can harry the troll with one of his precious treasures or he can take a closer look to see whether a nearby goat to bolt the troll off the bridge.

Sierra's Larry Arges says: The first time I played I got a really low score because I had given all my treasures away and then I noticed that nothing was going to go. The next time I played I scored nearly double! And by the time all of those possibilities have been exhausted players can look forward to King's Quest II, which is scheduled for release in mid-1985.

The only bad news is that both programs take up 128K and at present only run on the IBM PC and C64. One of the more untapped themes that one can do with finished adventures is to try to beat them. Not by beating them in the sense of a high number of points, or a low number of moves, but beat them by outsmarting the program by using bugs and odd quirks in the program. So things that were mere mistakes in the first version of the program are now intentional. One such decimation occurs in Zork II. Although in the third version an error that causes the Dungeon Master to only fire one shot at a time. This allows the player to beat the game using a "fireball" that will make the Dungeon Master shoot only one ball. This allows the player to win the game simply by the use of the "fireball". A similar situation occurs in Zork III. Neither of these errors are intentional, but they allow the player to beat the game without using the "fireball."
On Your Marks, Get Set... Go For Your Joysticks!

Decathlon
Activision/Colt/Central

Examining ten different Olympic sporting events in a regular ColteVision cartridge is the world's longest marathon, particularly when the quality of the program is considered. 

Decathlon sports engineering, extremely fine touch on the joysticks, and the results of the 100 meter dash, the long jump, 400 meter race, the shot put event, and the 110 meter hurdles. The 1500-meter race, the javelin and discus throws, pole vault and high jump round out the classic marathon.

For one to two Olympians this cart offers two play options: game or practice. Once you select and choose one of the eleven events, the game starts with a bang. To enter into a match with the opponent, the game slows down until you enter the final round. The full game mode enters into a series of matches until the entire ten events are completed. The practice mode allows you to select any of the ten events and you can practice as often as you want.

The graphics are detailed and realistic. The track and field events are depicted with fine detail. The running, jumping, and throwing events are accurately represented. The results of each event are displayed at the end of the match, allowing you to see your performance.

The sound effects add to the realism of the game. The sound of the running, jumping, throwing, and hitting are all accurately portrayed. The music is also well done, adding to the overall experience.

In conclusion, Decathlon is a well-designed and well-executed game, offering a variety of events and a realistic representation of each. It is a great way to test your skills in the world of track and field!
SAMMY LIGHTFOOT
Steve Colecovision

Sammy Lightfoot a plot entirely unlike even if its campaign and jump
individuals, not so the player at
the role is audience, in a
it in a order to get the job. SammY has to
three is a screen of the
in the whole the
a small leap over
a rolling ball, in an almost impractical way, on the one hand to another
over a pile of free.

The game is filled with odd gadgets
which are neither to improve Sammy
but to go up in
his progress, high, and at
least it might be scattered around the first
screen for instance which is the
player from one level to another. Other elements in the game
are not so readily definable like
the set of red, blue, green boxes floating around
screen two. These along with
a strange set of descending reds on
screen three distant from the overall
feel of the game a bit, but not terribly
much. They have three purposes in the
game and that's what matters.

Each screen presents the players with
an entirely new series of challenges and
some very few of them are explained in the rules the player will have to spend some time getting used to
them. This is not bad though it makes the game a lot more
entertaining. It would otherwise have been
in addition, there are four separate skill levels for each screen. Each skill level adds a new element to the gameplay of
the screen, the game doesn't just fall into it. For example on the
second level of the second screen the pattern of the floating blocks changes completely. And since the
player has the option of starting at any
skill level the game can be somewhat
different each time it is played.

Sammy Lightfoot is good but nothing spectacular espe-
cially for the Colecovision. The screen elements are very simple but added
demonstrates the
two screens, which are
almost nonexistent, after a short,
musical burst before each screen the
sound right as well. Sammy
Lichtfoot is simply
duly with its emphasis on action rather
than strategy and planning. It does not
imagination though.

Too many new games seem to have
taken the power of Sammy
Lightfoot completely.

(Charles Arda) 6
Where Have All The Lasers Gone?  
Can This Be The End Of The Road For 'The Saviour Of The Arcades'?  

Not much more than a year ago people were calling laser games the saviours of the arcades. These were the machines that would restore the flagging popularity of videogames. Gamers would pack the arcades to play them, oohed the laser game makers. And while they were waiting, their turns these people would also plunk a few quarters into the more conventional non-laser videogames a double bonus for arcade owners eventually. It was predicted laser games would do to conventional games what

It's not uncommon to enter an arcade nowadays and see Space Ace and Firefox standing die. These attract more or less to no one in particular. Where are the players? They're crowding around such games as TR-1 and Punch Out, machines that feature high res computer generated graphics. While arcades were once willing to shell out fifty cents to walk in the Dragon's Lair arcades, operators now have to cut prices down to the standard two-bobs to encourage play.

What happened? How can a system that held so much promise suddenly find itself on the scrap heap? There's no possible answer to these questions. But from what one can gather by looking at the short history of laser games it seems almost as if the entire medium was preordained to fail.

In the beginning, there was of course, Dragon's Lair. Combining the space game development skills of RDI Video Systems, the animation talent of Don Bluth Studios, and the manufacturing know-how of Cinematronics, Dragon's Lair appeared on the arcades in the summer of 1983. Not so Space Invaders. Instead the gamers were treated to a novel experience about a single game. It was featured on every TV program from Entertainment Tonight to The New Tech Times. Operators had to install monitors above the game cabinets to handle the swell of spectators that the machine inevitably drew. Licensing deals followed with the management of the Dragon's Lair. And naturally the quarters kept rolling in enough not only to ensure Dragon's Lair a place among the videogame classics, but also to guarantee that the game's follow-up Space Ace would be a big hit.

So a happy ending. Especially you would think for Starcom (formerly Cinematronics), a company which was deep in Chapter Eleven proceedings before the advent of Dragon's Lair. Well not quite a happy ending. Actually according to Starcom president Jim Pierce, the company is only now pulling itself out of Chapter Eleven: "Thanks to the Dragon's Lair and Space Ace, According to Mr. Pierce, Cinematronics didn't make a lot of money on Dragon's Lair. In fact if you combined Dragon's Lair and Space Ace together we may have lost a good deal of money."

Did Dragon's Lair prove to be the mistake that the arcade owners had predicted? For sure the machines brought in the players, but only when they were working and that wasn't often. It didn't take arcade operators long to discover that the disk players used in the machines just wasn't up to the rigors of the arcade environment. Mr. Pierce readily admits to the problem. To be honest, we weren't prepared for the volume of sales. We had been assured that this was the absolute best disk player in the world. It was Pioneer's industrial model. It retailled for $2499.00. It was go..."
Questions, Queries And Quizzers For
The Silicon Sawbones

With the bull of EG's readers at full strength to make the Great Leap Forward to a home microcomputer, the questions are flying in, so let's dispense with the usual banter and get right down to business.

Q1: When I go shopping for computer games for my C64 I notice that most of the really good games are on disk. Will companies such as Utheron start producing these games on tape format as well as disk?

Randy Howell, Birmingham AL

A1: Tape is rapidly becoming an obsolete format for the storage of programs. Not only is it too slow and unreliable, but many of today's highly sophisticated software packages require more data to be continually loaded throughout the playout of the game, a process totally impractical on tape.

Moreover, as the price of disk drives falls, more users are opting for the speed and convenience these peripherals provide. However, since disk drives do contain a large inventory of moving machine parts, their cost has not plummeted the way prices have for comparable computer systems. If your choice is between the economics of vacuum tubes and the economics of magnetic memory, decreasing prices largely dictate the price point.

Keep in mind as well that just because you can use a C64 or Atari 800X you are not limited to disk drives produced by these companies. Outlets such as Pencom and Rama among others offer compatible drives at a wide range of prices.

Q2: Is Coleco still coming out with its Laserdisc module? I've been calling Coleco and they insist they don't have any information.

Paul Parsons, Temple, GA

A2: To our knowledge Coleco has scrubbed the Laserdisc idea.

Q3: I love the laserdisc game Dr. wie n a Lake. I am about to buy an Apple IIe and have been wondering if there is where there will be a laserdisc player available for the Apple that will enable them to play such games.

Chris Cole, Jacksonville FL

A3: Apple has no current plans to produce a laserdisc player. The only compelling reason for adding videodisc peripherals is for storage of visual images in massive quantities. But as computer memory schools, the size seems less expensive and less likely.

Q4: I own a TI 99/4A and do some minor programming. I have some game ideas that I would like to program but I don't have the correct programming knowledge. Can you tell me where I might possibly learn these skills?

Brian Leavely, Pla. St. Lucie, FL

A4: Many colleges and universities are now offering computer science courses so far as starting. I'd look into the available projects at nearby schools. There's a world of difference as you might imagine between doing some minor programming on a small TI computer and actual professional design work for start-ups.

Q5: If I would like to know if Sir Teck plans a version of Wizardry for the C64.

Mince DeMaril, Allen Park, MI

A5: Sir Alec according to Andy Goin, the classic game's co-designer of Commodore Amiga, is planning Wizardry for the Commodore 64.

Q6: Exodus is a version of Wizardry for the C64. Where can you find keys to open doors?

Mike Eberstein, Shelton, NY

A6: When a game mentions that it offers Mockingboard sound, it refers to an Apple computer program available on a diskette of producing a variety of voices and perhaps how to play sound. Get yourself a Mockingboard and your ears will be alive with the sound of music.

As to those keys to the Ultimate Ultimatrix, features Editor Tracey for readers who need advice, write the familiar letters.

Before checking out, let me address questions by several troubled Atari owners with an entire spectrum of difficulties most of them suffering around the recent sale of Atari home division by Warren Communications. If you can't get computers fixed or factory modifications promised for older 5200 systems, keep trying. Atari is currently in a state of total confusion — no one seems able to tell exactly what's going on right now.

EG will continue to monitor the events in Sunnyvale as closely as possible and by next issue I hope to have some news regarding the new equipment Atari's releasing in light of the old ownership's promises.

Until then keep your chins up and keep those letters coming in.
By BILL KUNKEL

I. ROBOT

Alan L Robinson, the latest wonder by Atari's coin-op division is the most beautiful arcade game the planet has ever seen. What were hailed as state of the art special effects less than two years ago

now appear to be rather sophisticated by today's standards. The game is set in a futuristic city with towering skyscrapers and sleek, modern buildings. The player controls a robot named "Robo," who must navigate through various levels and collect points by solving puzzles and avoiding obstacles.

The gameplay involves using the joystick to move Robo across platforms, avoiding enemies, and collecting bonuses. The graphics are impressive for its time, featuring smooth movements and detailed backgrounds.

I. Coin-Op

The game is designed to be multiplayer, allowing two players to compete against each other. The objective is to collect the highest score, with the player with the most points at the end of the game winning.

The game's music is catchy and fits the futuristic theme, adding to the overall atmosphere. The sound effects are also well done, with satisfying sounds for each action Robo performs.

Overall, I. Robot is a well-crafted coin-op game that has stood the test of time. Its combination of puzzle-solving and action makes it a fun and challenging experience for players.
The Twelve Days Of Gamesmas

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On the seventh day of Christmas:
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On the ninth day of Christmas:
Fourteen, fourteen dollars!

On the last day of Christmas:
Some gamers gave to me:
Eleven, eleven dollars!

--- By Terry Raia ---

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