

Buyer's Guide to  
**PORTABLES**

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VOLUME 2  
NUMBER 7

# FAMILY COMPUTING

\$2.50

## Celebrate! Let Your Computer Plan the Party

Software for  
Making Music

10 Ways Your  
Computer Can  
Earn Its Keep

**INSIDE**

Original Programs  
for ADAM, Apple,  
Atari, Commodore 64  
& VIC-20, IBM,  
TI, Timex and  
TRS-80



# FAMILY COMPUTING™

## FEATURES

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Your computer can be the perfect party-planning assistant. Using our easy-to-follow steps, it's (almost) as simple as A, B, C . . .

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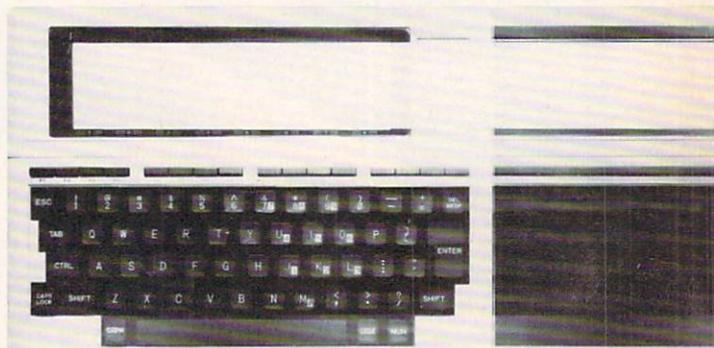
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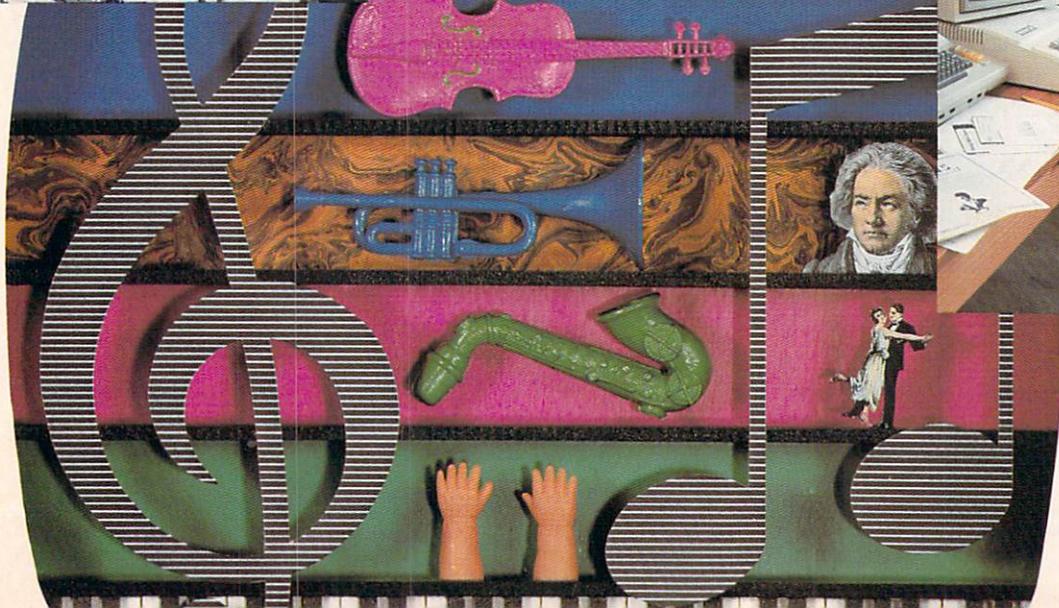
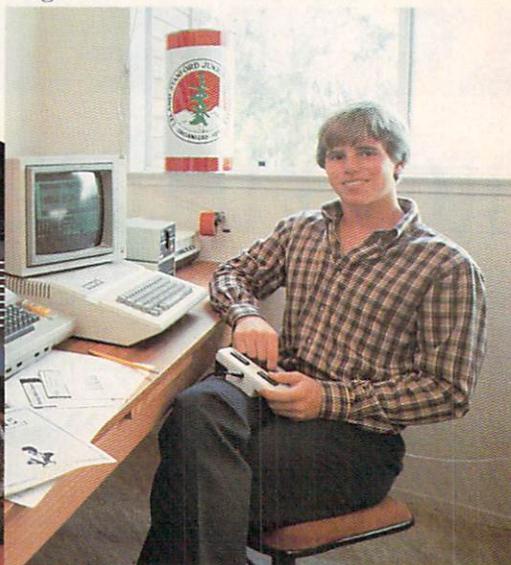


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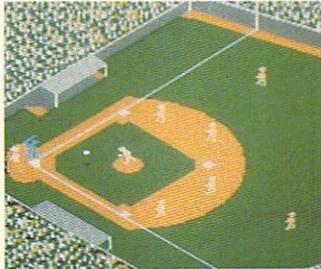
Sorry, we goofed. Inside, we've provided a few corrections for programs from previous issues.

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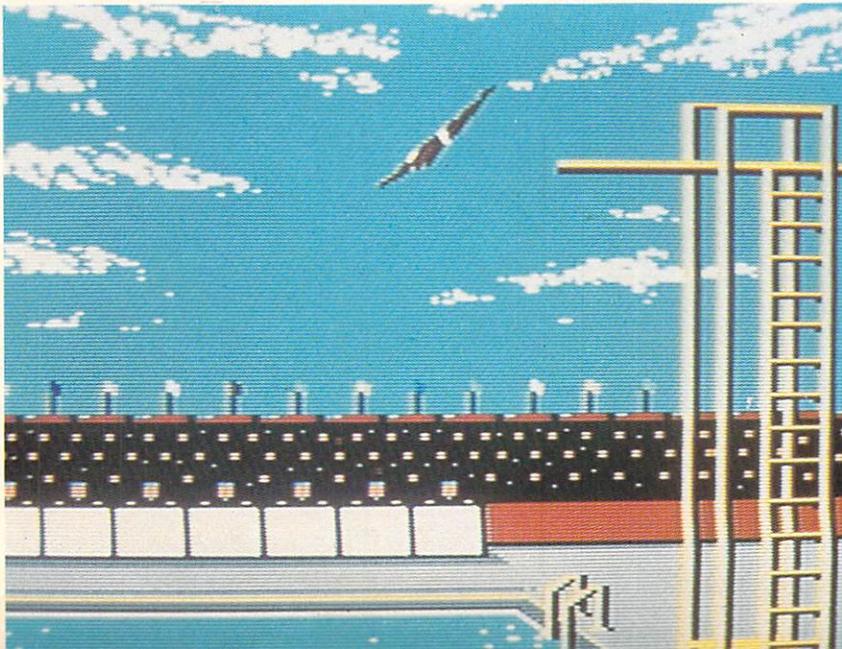
Questions from readers are answered.

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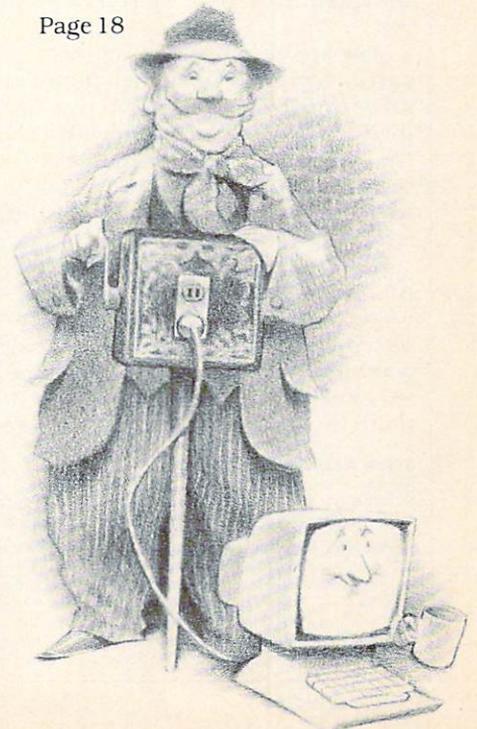
**96 ADVERTISERS' INDEX**

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# If getting the whole family together is a real challenge, maybe you need games that really challenge the whole family.

## Introducing a new generation of computer games. Family Learning Games from Spinnaker.

Ever notice how a little fun with the family can be a little hard to arrange? Well, now there's a solution - Spinnaker's Family Learning Games. A whole family of great games that make getting the family together seem like child's play. And make "family fun" really seem like fun again. What's more, they'll even help your kids develop some very important skills.

What makes our Family Learning Games so special? Well, for one thing they're designed to challenge and excite everyone in the family, from grade schoolers to grownups. Their unique combination of chance and strategy makes them perfect for young players, yet challenging enough that everyone will want to play them again and again.

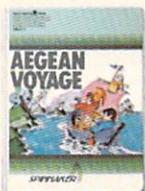
But what makes our Family Learning Games even more unique is how they help kids learn - about problem solving, strategizing, spelling, even Greek mythology. That's

quite a bit more than they'd learn from a typical board game (if you could even get them to play a typical board game).

So next time you want to get everybody together, don't get discouraged - get Spinnaker's Family Learning Games.

You'll find the biggest challenge in family fun won't be on the refrigerator. It'll be on the computer.

Spinnaker games are available for ColecoVision® and for Coleco Adam,™ Commodore 64™ and Atari® home computers.



**It's New!**  
**AEGEAN VOYAGE.™**  
Where do monsters lurk? And which islands have treasures to behold? Heed the oracle's words, for only his clues can lead you to riches and a safe return. **Ages 8 - Adult.**



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Design a challenging adventure game that everyone can play - or let the computer design one for you. It's exciting, creative - and utterly addictive!  
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**UP FOR GRABS.™**  
It's a wildly exciting crossword game where everyone has to think fast. More words will help you win - but don't get caught with leftover letters!  
**Ages 8 - Adult.**

**SPINNAKER**™  
We make learning fun.

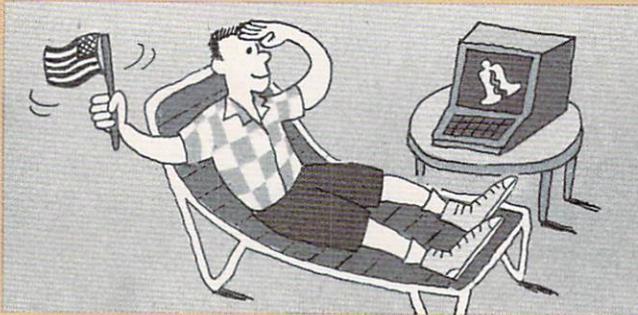
Cartridges for: ColecoVision, Coleco Adam, Atari and Commodore 64.

# LIBERTY BELL

BY JOEY LATIMER

Since July 8, 1835, when the Liberty Bell cracked, it has been silent though not forgotten. Now its tolling can be heard again across the country with this program which displays the famous Liberty Bell on your computer screen!

Long after the last firework has faded and everyone has packed up their picnic baskets and gone home, you can continue to celebrate the 4th by listening to the endless ringing of the *Liberty Bell* right in your own living room!



## ADAM/Liberty Bell

```

9 REM --INITIALIZE--
10 a=5
20 n=1
30 HOME
40 GR
49 REM --DRAW BELL--
50 COLOR= 3
60 FOR co=2 TO 37
70 READ y
80 VLIN 0,y AT co
90 NEXT co
100 COLOR= 10
110 PLOT 17,3
120 PLOT 22,3
130 COLOR= 13
140 FOR ro=4 TO 32
150 READ x,y
160 HLIN x,y AT ro
170 NEXT ro
179 REM --SWING CLAPPER--
180 FOR q=1 TO 170
190 COLOR= 5
200 PLOT a,34
210 FOR t=1 TO 60
220 NEXT t
230 IF q/31<>INT(q/31) THEN 260
239 REM --RING BELL--
240 PRINT CHR$(7);
250 n=-n
260 IF q<155 THEN 340
269 REM --BREAK BELL--
270 COLOR= 9
280 FOR ro=32 TO 21 STEP -1
290 READ co
300 PLOT co,ro
310 FOR c=1 TO 12
320 NEXT c
330 NEXT ro
340 COLOR= 0
350 IF q<170 THEN PLOT a,34
360 a=a+n
    
```

```

370 NEXT q
380 FOR x=1 TO 500
390 NEXT x
400 PRINT TAB(2);"Press any key to begin again."
409 REM --WAIT FOR KEYPRESS--
410 GET k$
420 RUN
1000 DATA 9,9,9,9,9,9,9,9,7,6,5,4,3,3,3,3,3,3,3
1010 DATA 3,3,3,3,4,5,6,7,9,9,9,9,9,9,9,16,23,15
1020 DATA 24,14,25,13,26,12,27,12,27,11,28,11,28
1030 DATA 11,28,11,28,11,28,11,28,10,29,10,29,10
1040 DATA 29,10,29,9,30,9,30,8,31,8,31,7,32,7,32
1050 DATA 6,33,6,33,5,34,4,35,3,36,3,36,3,36,20,20
1060 DATA 20,19,18,17,16,16,15,15,15,15
    
```

## Apple/Liberty Bell

```

9 REM --INITIALIZE--
10 A=5
20 N=1
30 HOME
40 GR
49 REM --DRAW BELL--
50 COLOR= 8
60 FOR CO=2 TO 37
70 READ Y
80 VLIN 0,Y AT CO
90 NEXT CO
100 COLOR= 10
110 PLOT 17,3
120 PLOT 22,3
130 COLOR= 13
140 FOR RO=4 TO 32
150 READ X,Y
160 HLIN X,Y AT RO
170 NEXT RO
179 REM --SWING CLAPPER--
180 FOR Q=1 TO 170
190 COLOR= 5
200 PLOT A,34
210 FOR T=1 TO 20
220 NEXT T
230 IF Q/31<>INT(Q/31) THEN 260
239 REM --RING BELL--
240 PRINT CHR$(7)
250 N=-N
260 IF Q<155 THEN 350
269 REM --BREAK BELL--
270 COLOR= 9
280 FOR RO=32 TO 21 STEP -1
290 READ CO
300 PLOT CO,RO
310 FOR C=1 TO 12
320 Z = PEEK(-16336)
330 NEXT C
340 NEXT RO
350 COLOR= 0
360 IF Q<170 THEN PLOT A,34
370 A=A+N
380 NEXT Q
390 FOR X=1 TO 500
400 NEXT X
410 PRINT TAB(7);"PRESS ANY KEY TO BEGIN AGAIN."
419 REM --WAIT FOR KEYPRESS--
420 GET K$
430 RUN
1000 DATA 9,9,9,9,9,9,9,9,7,6,5,4,3,3,3,3,3,3,3
1010 DATA 3,3,3,3,3,4,5,6,7,9,9,9,9,9,9,9,9,9
1020 DATA 16,23,15,24,14,25,13,26,12,27,12,27
1030 DATA 11,28,11,28,11,28,11,28,11,28,11,28
1040 DATA 10,29,10,29,10,29,10,29,9,30,9,30
1050 DATA 8,31,8,31,7,32,7,32,6,33,6,33,5,34
1060 DATA 4,35,3,36,3,36,3,36,20,20,20,19,18
1070 DATA 17,16,16,15,15,15,15
    
```

```

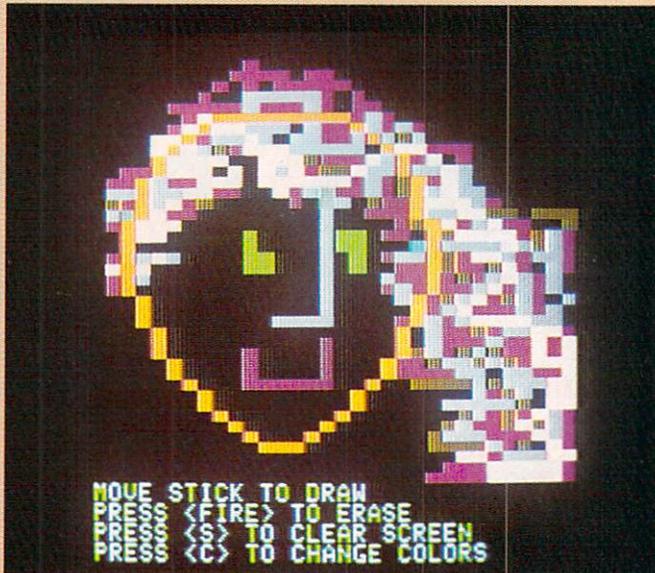
70 N=1
80 POKE C+3,25
90 PRINT CHR$(147)
99 REM --DRAW BELL--
100 FOR CO=1 TO 20
110 READ Y
120 FOR RO=0 TO Y
130 POKE SB+CO+D*RO,160
140 POKE CB+CO+D*RO,0
150 NEXT RO
160 NEXT CO
170 FOR RO=3 TO 17
180 READ X,Y
190 FOR CO=X TO Y
200 POKE SB+CO+D*RO,160
210 POKE CB+CO+D*RO,7
220 NEXT CO
230 NEXT RO
240 POKE 7733,160
250 POKE 7736,160
260 POKE 38453,0
270 POKE 38456,0
279 REM --SWING CLAPPER--
280 FOR Q=1 TO 93
290 POKE A+C,0
300 POKE A,81
310 FOR T=1 TO 50
320 NEXT T
330 IF Q/17<>INT(Q/17) THEN 420
339 REM --RING BELL--
340 FOR V=15 TO 0 STEP -1
350 FOR T=1 TO 30
360 NEXT T
370 POKE 36878,V
380 POKE 36874,239
390 NEXT V
400 POKE 36874,0
410 N=-N
420 IF Q<85 THEN 540
429 REM --BREAK BELL--
430 POKE 36878,15
440 FOR RO=17 TO 10 STEP -1
450 READ CO
460 POKE SB+CO+D*RO,102
470 X=X+10
480 POKE 36877,X+150
490 FOR T=1 TO 20
500 NEXT T
510 POKE 36877,0
520 POKE CB+CO+D*RO,0
530 NEXT RO
540 IF Q<93 THEN POKE A,32
550 A=A+N
560 NEXT Q
570 FOR T=1 TO 1500
580 NEXT T
590 POKE 214,20
600 PRINT
610 PRINT CHR$(144);" PLEASE PRESS ANY KEY.";
619 REM --WAIT FOR KEYPRESS--
620 GET K$
630 IF K$="" THEN 620
640 RUN
1000 DATA 3,3,3,3,2,1,1,1,1,1,1,1,2,3,3,3,3,3
1010 DATA 8,13,7,14,6,15,5,16,5,16,5,16,5,16
1020 DATA 4,17,4,17,4,17,3,18,2,19
1030 DATA 1,20,1,20,1,20,11,11,11,10,9,8,8,8
    
```

**SOLUTION TO LAST MONTH'S PUZZLE**

You may have noticed that three of the chefs always give you the same wrong telephone number. If you look at the numbers on a telephone, you will see that each digit (except for 1 and 0) is accompanied by letters of the alphabet. Wrong numbers spell the names of guilty chefs. For example, the wrong number 945-4356 tells you that W-I-L-H-E-L-M stole your recipe.

**PORTRAIT**

BY JOEY LATIMER



If you've always wanted to be a Rembrandt, but can't stand the smell of turpentine, then this program may be just the thing for you! *Portrait* draws the outline of a face and leaves the rest up to you.

Set your computer to all uppercase letters before running the program (except for the T1-99/4A). First choose the color of your "brush" (this applies only to computers with built-in color capabilities) by pressing the "C" key. When you've selected a color, type "F" and the face outline will appear on your screen.

You can draw either with a joystick or by using your keyboard (type "D" and use the direction keys previously indicated on the screen). To erase, type "E" and again use your direction keys. Or, hold down the fire button on your joystick. You can change "brush" colors at any point by pressing the "C" key.

To clear your drawing from the screen press the "S" key. When you're finished, type "Q" for quit.

If you wish to draw on a blank screen, don't type "F" for face outline at the beginning.

**ADAM/Portrait**

```

10 DIM j(8),xt(8),yt(8)
20 REM --PRINT INSTRUCTIONS--
20 HOME
30 PRINT " PLEASE PLUG CONTROLLER INTO"
40 PRINT " PORT #1. USE KEYPAD FOR INPUT."
50 PRINT TAB(36);"PRESS ANY KEY TO BEGIN."
60 GET r$
70 HOME
80 HGR
90 FOR i = 1 TO 8
100 READ j(i),xt(i),yt(i)
110 NEXT i
120 READ x,y,nc,s
130 VTAB 22
140 PRINT "USE STICK TO DRAW <FIRE>=ERASE";
150 PRINT " 1=CHANGE COLOR 3=DRAW FACE"
160 PRINT " 7=QUIT";SPC(9);"9=CLEAR SCREEN"
170 IF s = 1 THEN HCOLOR= 0:HPLLOT hc,hr
180 HCOLOR= nc
190 HPLLOT x,y
200 hc = x
210 hr = y
    
```

## BEGINNER PROGRAMS

```
219 REM --READ JOYSTICK--
220 k = PDL(13)
230 IF k = 15 THEN 300
240 IF k = 1 THEN nc = nc+1
250 IF nc = 3 THEN nc = 5
260 IF nc > 15 THEN nc = 1
270 IF k = 3 THEN 420
280 IF k = 7 THEN TEXT:HOME:END
290 IF k = 9 THEN RESTORE:GOTO 80
300 s = 2
310 IF PDL(7) = 1 OR PDL(9) = 1 THEN s = 1
320 jv = PDL(5)
330 IF jv = 0 THEN 170
340 FOR i = 1 TO 8
350 IF jv = j(i) THEN x = x+xt(i):y = y+yt(i):i = 8
360 NEXT i
370 IF x > 254 THEN x = 0
380 IF x < 0 THEN x = 254
390 IF y > 159 THEN y = 0
400 IF y < 0 THEN y = 159
410 GOTO 170
419 REM --DRAW FACE--
420 FOR i = 1/40 TO 8*ATN(1) STEP 1/40
430 H PLOT SIN(i)*48+127,COS(i)*64+79
440 NEXT i
450 GOTO 200
1000 DATA 1,0,-1,2,1,0,3,1,-1,4,0,1
1010 DATA 6,1,1,8,-1,0,9,-1,-1,12,-1,1
1020 DATA 128,80,2,2
```

### Apple/Portrait

```
10 DIM K$(8),XT(8),YT(8)
19 REM --PRINT INSTRUCTIONS--
20 HOME
30 PRINT "DO YOU WANT TO USE THE <K>EYBOARD OR","<J>OY
STICK?"
40 GET C$
50 IF C$ <> "K" AND C$ <> "J" THEN 40
60 HOME
70 IF C$ = "J" THEN PRINT "PLEASE PLUG IN YOUR JOYSTIC
K AND CENTER THE STICK.":GOTO 120
80 PRINT TAB(47);"HERE ARE YOUR DRAWING KEYS:"
90 PRINT TAB(57);"U I O"
100 PRINT TAB(57);"J L"
110 PRINT TAB(57);"M ."
120 PRINT TAB(49);"PRESS ANY KEY TO BEGIN."
130 GET R$
140 IF C$ = "J" THEN XS = PDL(0):YS = PDL(1)
150 HOME
160 HGR
170 FOR I = 1 TO 8
180 READ K,XT(I),YT(I)
190 K$(I) = CHR$(K)
200 NEXT I
210 READ X,Y,NC,S
220 VTB 22
230 IF C$ = "K" THEN PRINT " D=DRAW";SPC(18);"E=ERASE"
:GOTO 250
240 PRINT " MOVE STICK TO DRAW";SPC(6);"<FIRE>=ERASE"
250 PRINT " C=CHANGE COLOR";SPC(10);"F=DRAW FACE"
260 PRINT " Q=QUIT";SPC(18);"S=CLEAR SCREEN"
269 REM --ERASE AND PLOT PIXEL--
270 IF S = 1 THEN HCOLOR= 0:H PLOT HC,HR:H PLOT HC+1,HR
280 HCOLOR= NC
290 H PLOT X,Y
300 H PLOT X+1,Y
310 HC = X
320 HR = Y
329 REM --READ KEYBOARD--
330 K = PEEK(49152)
340 IF K < 127 AND C$ = "K" THEN 330
350 IF K < 127 AND C$ = "J" THEN K$ = "" :GOTO 470
360 K$ = CHR$(K-128)
370 POKE 49168,0
380 IF K$ = "E" THEN S = 1
```

```
390 IF K$ = "D" THEN S = 2
400 IF K$ = "S" THEN RESTORE:GOTO 150
410 IF K$ = "C" THEN NC = NC+1
420 IF NC = 4 THEN NC = 5
430 IF NC > 7 THEN NC = 1
440 IF K$ = "F" THEN 620
450 IF K$ = "Q" THEN TEXT:HOME:END
460 IF C$ = "K" THEN 540
469 REM --READ JOYSTICK--
470 S = 2
480 IF PEEK(49249) > 127 THEN S = 1
490 IF PDL(0) < XS-15 THEN X = X-1
500 IF PDL(0) > XS+15 THEN X = X+1
510 IF PDL(1) < YS-15 THEN Y = Y-1
520 IF PDL(1) > YS+15 THEN Y = Y+1
530 GOTO 570
540 FOR I = 1 TO 8
550 IF K$ = K$(I) THEN X = X+XT(I):Y = Y+YT(I):I = 8
560 NEXT I
570 IF X > 278 THEN X = 0
580 IF X < 0 THEN X = 278
590 IF Y > 159 THEN Y = 0
600 IF Y < 0 THEN Y = 159
610 GOTO 270
619 REM --DRAW FACE--
620 FOR I = 1/30 TO 8*ATN(1) STEP 1/30
630 XF = SIN(I)*52+139
640 YF = COS(I)*50+79
650 H PLOT XF,YF
660 H PLOT XF+1,YF
670 NEXT I
680 GOTO 290
1000 DATA 77,-1,1,44,0,1,46,1,1,74,-1,0
1010 DATA 76,1,0,85,-1,-1,73,0,-1,79,1,-1
1020 DATA 139,79,2,2
```

### Atari/Portrait

```
10 DIM KT(9),J(9),XT(9),YT(9),TAB$(18)
20 OPEN #1,4,0,"K:"
30 GRAPHICS 0
40 TAB$(1)=CHR$(125)
50 TAB$(2)=CHR$(29)
60 FOR I=3 TO 18
70 TAB$(I)=" "
80 NEXT I
89 REM --PRINT INSTRUCTIONS--
90 PRINT "DO YOU WANT TO USE THE <K>EYBOARD OR","<J>OY
STICK?"
100 GET #1,C
110 IF C<>74 AND C<>75 THEN 100
120 FOR I=1 TO 9
130 READ E,F,G,H
140 J(I)=E
150 KT(I)=F
160 XT(I)=G
170 YT(I)=H
180 NEXT I
190 IF C=74 THEN PRINT TAB$(1,6);"PLEASE PLUG IN YOUR
JOYSTICK.":GOTO 240
200 PRINT TAB$(1,6);"HERE ARE YOUR DRAWING KEYS:"
210 PRINT TAB$(2,16);"U I O"
220 PRINT TAB$(2,16);"J L"
230 PRINT TAB$(2,16);"M ."
240 PRINT TAB$(2,9);"PRESS ANY KEY TO BEGIN."
250 GET #1,K
260 RESTORE 1020
270 READ X,Y,NC,S
280 GRAPHICS 7
290 POKE 752,1
300 PRINT #6,CHR$(125);
310 IF C=75 THEN PRINT "D=DRAW";TAB$(3,18);"E=ERASE":G
OTO 330
320 PRINT "MOVE STICK TO DRAW";TAB$(3,6);"<FIRE>=ERASE
"
330 PRINT "C=CHANGE COLOR";TAB$(3,10);"F=DRAW FACE"
```

# GRADUATE TO SUNRISE SOFTWARE AND BECOME . . .

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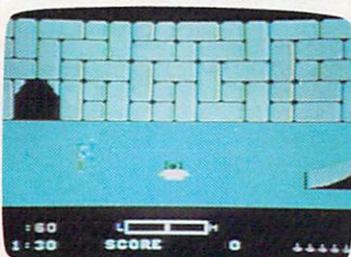


### GUST BUSTER™

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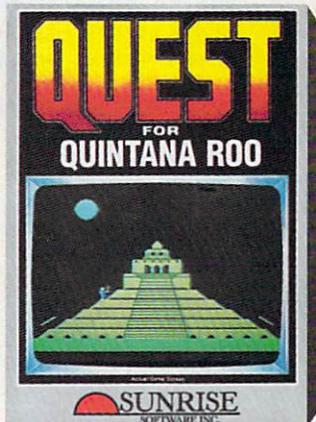
## AN ARCHEOLOGIST!



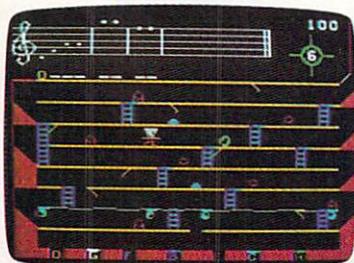
### QUEST FOR QUINTANA ROO™

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## A SPELUNKER!



### mountain king™

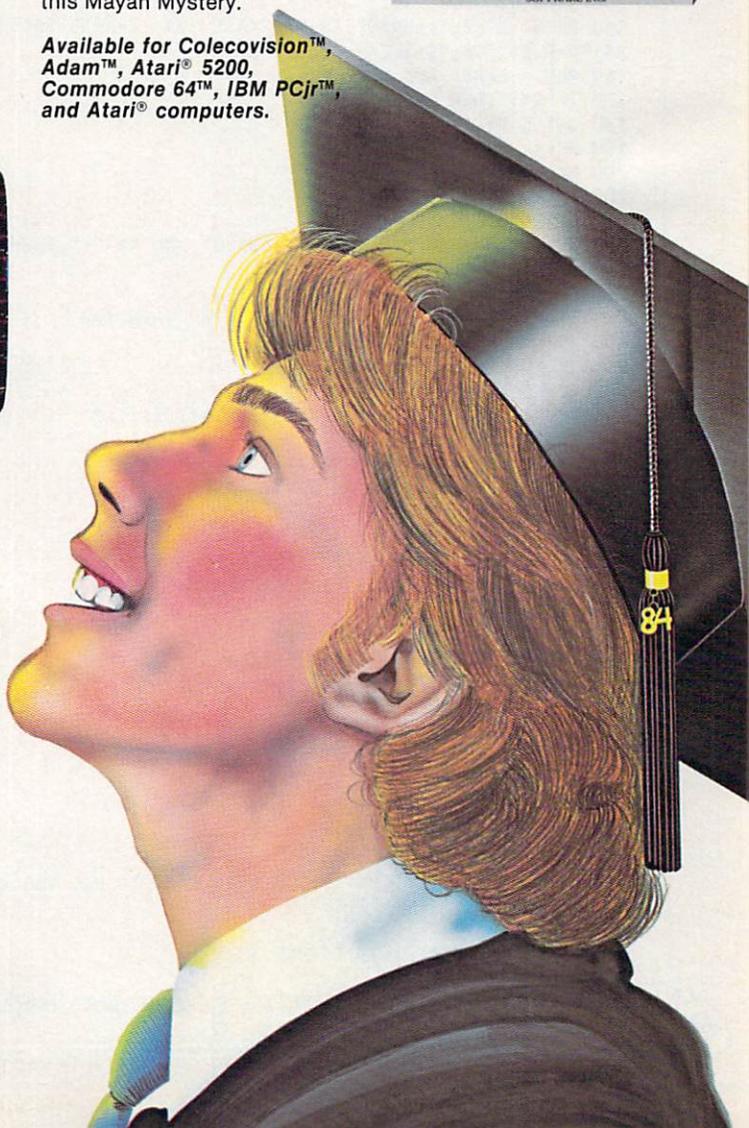
Welcome to the land down under, where eerie melodies provide challenging hints to test your exploration skills. Armed with a flashlight and raw courage, you must use all your senses and abilities to locate the flame spirit, enter the tomb, and escape with the crown.

Available for Colecovision™, Adam™, and IBM PCjr™ home computers.

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# PROGRAMMING P.S.

Corrections to previous months' programs—and enhancements suggested by our readers

## CORRECTIONS...

### TRS-80 Color Computer w/Extended Color BASIC/ Biorhythms (May, pages 88-89)

This program is incorrect because of errors that occurred in the editing. The program treats every 100th year, for example, as having 365 days, but the year 2000 (and every other year that is evenly divisible by 400) will be a leap year. To correct these problems, add line 545

545 NEXT X

and change lines 210, 350-390, 540, 550, 570-590, 610, and 650 to read as follows:

```
210 L1=ABS(D(3)/4=INT(D(3)/4) AND (D(3)/100<>INT(D(3)/100) OR D(3)/400=INT(D(3)/400)):IF L1=0 AND LF=1 THEN
PRINT "NOT A LEAP YEAR!":SOUND 200,1:PRINT:LF=0:GOTO
110
350 LY=ABS(D(4)>=2 AND (D(5)/4=INT(D(5)/4) AND D(5)/10
0<>INT(D(5)/100) OR D(5)/400=INT(D(5)/400))
360 FOR J=0 TO (M(D(4))+LY*ABS(D(4)=2))*8 STEP 8
370 LINE (J,15)-(J,175),PSET
380 NEXT J
390 LINE (0,96)-((M(D(4))+LY*ABS(D(4)=2))*8,96),PSET
540 FOR X=D(3) TO D(5)-1:IF X/4=INT(X/4) AND (X/100<>I
NT(X/100) OR X/400=INT(X/400)) THEN J=J+1
550 IF D(1)=1 THEN 570 ELSE FOR X=1 TO D(1)-1
570 J=J-D(2)+1
580 IF D(1)>2 THEN J=J-1
590 IF D(4)=1 THEN 610 ELSE FOR X=1 TO D(4)-1
610 IF D(4)>2 THEN J=J+LY
650 FOR X=0 TO 8*(M(D(4))+LY*ABS(D(4)=2))
```

We apologize to the program's author and to our readers.

### VIC-20/Phone Cost Monitor (May, pages 72, 74)

Due to a printer's error, one letter in line 730 was illegible. The line should read as follows:

```
730 IF FL = 0 AND MIN >= BG AND SEC = 1 THEN CO = CO+A
T
```

## ...AND ENHANCEMENTS

We encourage you to try translating our programs for other computers—especially the reader-written programs, which appear each month for only one computer. If you're willing, we'll publish your name and address here so that other owners of your brand of computer can write you (with a stamped, self-addressed envelope, of course) for copies of your translation.

### TIPS TO THE TYPIST

1. When you type program lines into your computer, be sure to copy them *exactly* as written. Numbers, punctuation marks, and spaces are very important!
2. Remember to press RETURN or ENTER *after* every completed program line.
3. Run the program when you finish typing it in by typing RUN and pressing the RETURN or ENTER key. If the computer gives you an error message, don't panic. Mistakes can be fixed. List the program and by typing the word LIST and

- pressing the RETURN or ENTER key and double-check each line. A foolproof way to correct a mistake is to type in the entire line again (including its line number). When you list the program again, you should find the new line in place of the old.
4. If you need more help, read the programming guide written for your computer. It will answer questions that can't possibly be covered here.
5. When all else fails . . . turn off the computer and relax.

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## FOR THE TI 99/4A

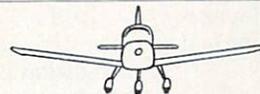
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### EDITOR/ASSEMBLER

The Dow E/A turns your TI into an assembly language machine. For use with TI's Mini Memory Module. Fast and convenient. Allows use of entire RAM in the Module. Manual includes sample program with detailed explanations. See reviews in "The Best Texas Instruments Software" by the editors of Consumer Guide and in Aug 83 Home Computer Magazine. Cassette. \$25.  
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This is a typical customer comment: "Your Editor Assembler and Primer are just great! They have helped me get off the ground in my efforts to learn to program my TI99/4A, was getting nowhere until you came along!" Other customers have said that the Primer enabled them to understand a different introductory assembly language text they had previously purchased.



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GAMES									
Title Manufacturer Price	Brief description	Hardware/ Equipment required	Backup policy	Ratings					
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AZTEC Datamost Inc. 2660 Nordhoff Place Chatsworth, CA 91311 (818) 709-1202 \$39.95 ©1982	Crawl, jump, and climb through perilous depths of mysterious pyramid, searching for a valuable idol in exciting action-adventure game for ages 10+. † —DELSON	Reviewed on Apple II/II plus/IIe. 48K (disk). Also for Commodore 64 (disk). Version planned for Atari.	Defective disks replaced free; \$5 fee if user-damaged or for backup copy.	★ ★ ★	★ ★ ★	★ ★ ★	★ ★ ★	D	★ ★ ★
B.C.'S QUEST FOR TIRES Sierra On-Line Sierra On-Line Bldg. Coarsegold, CA 93614 (209) 683-6858 \$34.95 (disk) \$39.95 (cartridge) ©1983	Johnny Hart's comic strip comes to life in delightful, animated arcade game. Help Thor rescue Cute Chick by steering him over, under, around, and through obstacles in his path. Great for kids ages 8+. —DELSON	Reviewed on Atari 400/800/XL series. 32K (disk), 16K (cartridge). Also for Apple II/II plus/IIe. 48K (disk); Commodore 64 (disk or cartridge); Coleco ADAM (cartridge). Version planned for IBM.	Defective disks replaced free w/in 90 days; \$5 fee thereafter or if user-damaged.	★ ★ ★	★ ★ ★	★ ★ ★	★ ★ ★	A	★ ★ ★
MURDER ON THE ZINDERNEUF Electronic Arts 2755 Campus Drive San Mateo, CA 94403 (415) 571-7171 \$40 ©1983	Challenging mystery adventure calls upon your deductive powers to gather evidence and uncover the culprit of a murder aboard a dirigible. For ages 12+, 8+ with adult help. † —DELSON	Reviewed on Atari 400/800/XL series. 48K (disk). Also for Commodore 64 (disk). Versions planned for Apple and IBM. Joystick required.	Defective disks replaced free within 90 days; \$7.50 fee thereafter or if user-damaged.	★ ★ ★	★ ★ ★	★ ★ ★	★ ★ ★	A	★ ★ ★
OPERATION WHIRLWIND Broderbund Software 17 Paul Drive San Rafael, CA 94903 (415) 479-1170 \$39.95 ©1983	Command a battalion of tanks, infantry, artillery, and assorted vehicles in colorful strategy/war game featuring four levels of difficulty and realistic play action. † —DELSON	Reviewed on Atari 400/800/XL series. 48K (disk). Version planned for Commodore 64. Joystick required.	Defective disks replaced free; \$5 fee if user-damaged.	★ ★ ★	★ ★ ★	★ ★ ★	★ ★ ★	A	★ ★ ★
RAINBOW WALKER Synapse Software 5221 Central Ave Richmond, CA 94804 (415) 527-7751 \$34.95 ©1983	Hop along a rainbow, turning it into a beautiful, multihued pattern. Ideal for younger players frustrated by more difficult programs, but dull for proficient players. For ages 8+. —DELSON	Reviewed on Atari 400/800/XL series. 32K (disk or cassette). Versions planned for Apple and Commodore 64. Joystick required.	Defective materials replaced free w/in 90 days; \$5 fee thereafter or if user-damaged.	★ ★ ★	★ ★ ★	★ ★ ★	★ ★ ★	E	★ ★ ★
REGATTA Howard W. Sams Software 4300 W. 62 St. Indianapolis, IN 46268 (800) 428-7267 \$29.95 ©1983	Small-craft sailing simulation combines realistic yachting techniques with moderately difficult courses. Teaches newcomers the essentials of the sport. For ages 10+. —DELSON	Reviewed on Apple II/II plus/IIe. 48K (disk).	Defective disks replaced free w/in 90 days; \$15 fee thereafter; \$5 fee for backup copy.	★ ★	★ ★	★ ★	★ ★	A	★ ★
STAR LEAGUE BASEBALL Gamestar Inc. 1302 State St. Santa Barbara, CA 93101 (805) 963-3487 \$31.95 (Atari) \$29.95 (Commodore)©1983	Absorbing sports simulation for ages 8+ lets players pitch, hit, and field balls by taking on the computer or other players in nonstop action. Good for ages 8+. —DELSON	Reviewed on Atari 400/800/XL series. 32K (disk or cassette). Also for Commodore 64 (disk or cassette). Version planned for Apple. Joystick required.	Defective material replaced free w/in 90 days.	★ ★ ★	★ ★ ★	★ ★ ★	★ ★ ★	A	★ ★ ★
STAR RAIDERS Atari, Inc. 1312 Crossman Road Sunnyvale, CA 94086 (800) 538-8543 \$44.95 ©1980	This classic shoot-'em-up combines strategic elements of defending a series of space stations with arcade skills of blasting away enemies in a <i>Star Wars</i> -like setting. —DELSON	Atari 400/800/XL series. 16K (cartridge). Joystick required.	Defective cartridges replaced free w/in 90 days.	★ ★ ★	★ ★ ★	★ ★ ★	★ ★ ★	A	★ ★ ★
TELENGARD Avalon Hill Game Co. 4517 Harford Road Baltimore, MD 21214 (301) 254-9200 \$28 (disk) \$23 (cassette) ©1983	Take on elves, dragons, and other foes as you map your way into and out of multileveled dungeon. Role-playing adventure game offers limitless questing for ages 12+. —DELSON	Reviewed on Apple II/II plus/IIe. 48K (disk). Also for Atari 400/800/XL series. 48K (disk or cassette) and Commodore 64 (disk or cassette). Version planned for IBM.	Defective materials replaced free.	★ ★ ★	★ ★ ★	★ ★ ★	★ ★ ★	D	★ ★ ★
TUTANKHAM Parker Brothers 50 Dunham Road Beverly, MA 01915 (617) 927-7600 Approx. \$35 ©1983	Explore a multileveled tomb, picking up treasure, unlocking secret doors, and fighting off monsters in first-rate adaptation of the arcade game, for ages 10+. —DELSON	Reviewed on Commodore VIC-20. 12K (cartridge). Also for Coleco ADAM (cartridge). Joystick required.	Defective cartridges replaced free w/in 6 months; \$8 fee thereafter.	★ ★ ★	★ ★ ★	★ ★ ★	★ ★ ★	D	★ ★ ★

**RATINGS KEY** O Overall performance; D Documentation; EH Error-handling; GQ Graphics quality; EU Ease of use; V Value for money; ★ Poor; ★★ Average; ★★★ Good; ★★★★★ Excellent; NA Not applicable; E Easy; A Average; D Difficult; † Longer review follows chart

dor's home planet!

*Weather Command* is probably most appropriate for children over 12 years old. The documentation isn't as thorough as it might have been, so the package is likely to appeal most to those who already know a bit about weather. One of the standard children's books on weather may make it a bit easier and entertaining for young, novice meteorologists.

—TONY MORRIS

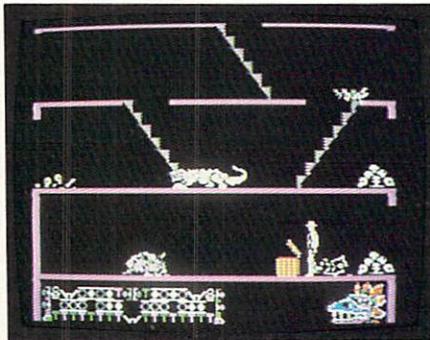
## GAMES

### Aztec

**HARDWARE REQUIREMENTS:** Apple II/II plus/IIe, 48K (disk). Also for Commodore 64. Version planned for Atari.

**MANUFACTURER:** Datamost Inc.

**PRICE:** \$39.95



So you couldn't make it to see *Indiana Jones and the Temple of Doom*, and the video store's fresh out of *Raiders of the Lost Ark*? You might want to look into *Aztec*, an action/animation adventure game with the most exciting, true-to-life treasure hunting this side of the silver screen.

Though difficult to learn, *Aztec's* play system has one of the most complete control panels for human movement and action I've seen. Your character can walk, run, jump, kneel, crawl, stop, turn right or left, climb, place and light dynamite, open and look into boxes, take their contents, and fight with a pistol or machete (by lunging, slashing, moving right and left, or spinning around in place). It may take a while to master the commands, each triggered by a single key press, but getting there's fun as you pick up ways to map your path through a vast underground labyrinth in search of a golden idol.

In addition to the terrific command system, *Aztec* boasts eight lev-

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designed so that whatever you choose to do makes the next thing happen. And you won't run out of things to do, either. The underground empire of ZORK is so huge, your adventure can last for weeks or even months.

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## WHAT'S IN STORE SOFTWARE REVIEWS

els of play, a random system of floor and room arrangements that present an almost endless variety of maze configurations, and a wide assortment of monsters to confront the adventurer.

Playtesters ages 10 and up found *Aztec* one of the best games of the year, especially relishing its command system and the ability of the hero to overcome most difficulties when properly and carefully controlled. Players learned to plant dynamite and seek shelter before it exploded, and to avoid traps such as the infamous closing walls.

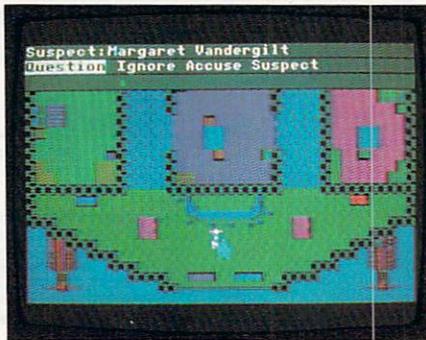
—JAMES DELSON

### Murder on the Zinderneuf

**HARDWARE REQUIREMENTS:** Atari 400/800/XL series, 48K (disk). Also for Commodore 64. Versions planned for Apple and IBM. Joystick required.

**MANUFACTURER:** Electronic Arts  
**PRICE:** \$40

If you're a mystery, text- or text/graphic-adventure devotee, or just interested in about a half hour's dedicated brain teasing, this game is



for you. There are no spaceships to blow up or hairpin turns to navigate. But your mental skills will be tested to the limit as you attempt to solve a mystery aboard a dirigible, 5,000 feet above the Atlantic, in the year 1936.

You play this game solo against a set of computer suspects, taking on the "role" of one of seven great detectives whose traits have been fed into the computer. The stable of sleuths includes such notables as "Agatha Marbles," "Lieutenant Cincinnato," and "Jethro Knight," among others.

Wander through the airship *Zinderneuf* (shown by a nice on-screen

scrolling display), searching for clues, uncovering them in out-of-the-way places, and interrogating passengers to obtain information about the case. You gradually build up your evidence until you think you have solved the problem. During the course of the game you can accuse several different people. But watch out! People whom you incorrectly "finger" won't speak to you again on that trip.

If you solve the case correctly, the computer awards you with a detective rating based on your speed, the amount of evidence you've found, and the number (if any) of false accusations you made before cracking the case. The game lasts only 36 minutes (12 game hours), so you've got to make the most of your time while leaving as few stones unturned as possible.

Playtesters found it to be completely involving; their sleuthing know-how improved with every new game. Team play is especially fun. Group efforts help to unravel clues faster, and more eyes looking at the map can spot suspects before they

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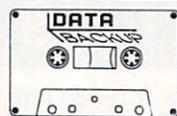
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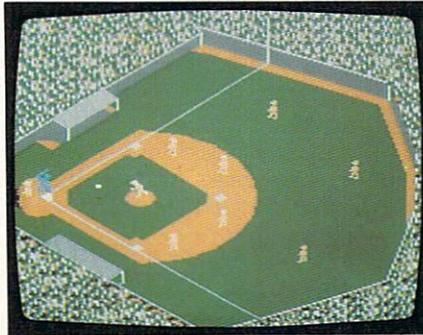
get too far away. This suspenseful sleuth adventure's suitable for ages 8 and up with parental guidance, 12 and up without it. —JAMES DELSON

### Star League Baseball

**HARDWARE REQUIREMENTS:** Atari 400/800/XL series, 32K (disk or cassette). Also for Commodore 64. Joystick required. Version planned for Apple.

**MANUFACTURER:** Gamestar  
**PRICE:** \$31.95 (Atari); \$29.95 (C 64)

Pitchers, batters, and baseball fans of all ages will find this delightful and highly playable arcade/strategy game a lasting entertainment value. Solitaire and two-player versions allow for numerous options. Put together a team from a variety of pitchers and different types of batters (steady hitters versus sluggers). In the field, the joystick control allows the pitcher to throw sizzling fastballs, slow sliders, screwballs, knuckle balls, and more. After the ball's hit, the control switches over to the fielders who catch fly balls and field grounders, and throw to



specified bases.

At bat, you can bunt, hit away, even try to sacrifice. Practice in the pregame warmup helps a great deal. Once on base, the excitement starts. Good players can steal successive bases and, with luck, even go for home (an infrequent occurrence in the real thing, I'm told). Unlike other baseball programs, the nonstop action here makes for exciting play throughout the game.

Baseball fans and nonsportspeople alike found *Star League Baseball* an absorbing and thoroughly entertaining game. Multiplayer games were popular, with three-person

teams taking turns batting and pitching. We even improvised a World Series, which went on for some five hours of exciting play.

This program is exceptionally good for ages 8 and up, though those with good reflexes tended to do better at bat, and those with an eye for strategy were more proficient on the pitcher's mound. —JAMES DELSON

### Operation Whirlwind

**HARDWARE REQUIREMENTS:** Atari 400/800/XL series, 48K (disk). Joystick required. Version planned for Commodore 64.

**MANUFACTURER:** Broderbund Software  
**PRICE:** \$39.95

Here's one of the easiest to grasp war games to date. It features a straightforward, coherent rule book, simple play system with four levels of difficulty (beginner to expert), and realistic, you-are-there play action. You command a battalion of infantry, tanks (light and heavy), reconnaissance vehicles, artillery, engineers, and a headquarters unit. Split into two columns, your units

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## HOW TO MAKE FRIENDS ON OTHER PLANETS



First, go to another planet. (That's easy if you're traveling through space in *PLANETFALL*, the great science fiction comedy from Infocom's interactive fiction line.)

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so that whatever *you* choose to do affects what will happen next. And there'll be plenty happening—it's an adventure filled with everything from dread diseases to mutant monsters, and it can last for weeks or even months.

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## INFOCOM<sup>TM</sup>

\*It's compatible with almost every popular home computer. *PLANETFALL* is a trademark of Infocom, Inc.

## WHAT'S IN STORE SOFTWARE REVIEWS

must fight across a scrolling landscape, take a defended town, occupy it, and (in the three more difficult scenarios) defend your gains against a series of counterattacks.

What makes this game unique in the field of other battle simulations is its active and colorful play system. More sophisticated war games may be appealing to experienced players, but they're overwhelming to beginners. Broderbund has simplified many of the more complex elements.

Several novel ideas have been worked into this simulation: Your army can build bridges—allowing you to cross rivers with ease instead of having to ford them. Also, the joystick-controlled play system makes for a much faster moving game.

As an instructional tool, this simulation is an excellent introduction to armored warfare in the second half of this century. Several playtesters complained that they were repeatedly wiped out by the computer, no matter what they did. Then they observed that you don't win battles by charging everything you have into the mouths of enemy guns. That

was tried in World War I, and failed, leading to the innovation of the tank.

—JAMES DELSON

### Telengard

**HARDWARE REQUIREMENTS:** Apple II/II plus/IIe, 48K (disk). Also for Atari and Commodore 64. Version planned for IBM.

**MANUFACTURER:** Avalon Hill  
**PRICE:** \$28 (disk); \$23 (cassette)

Role-playing adventure games, in which you play a single voyager or a party of adventurers taking on untold dangers in pursuit of mysterious powers and unfathomable riches, continue to proliferate. Avalon Hill's *Telengard* is one of the most challenging games to come along in the past year. Though it is strictly a one-player game, it has incorporated some of the most advanced elements of the genre into an exciting, challenging, and exhausting scenario.

It has a lot of the features found in other role-playing games, but *Telengard's* strengths lie in several unique aspects of the program. First, it is the only game on the mar-

ket in which your search for treasure takes place on a virtually limitless playing field. According to the folks at Avalon Hill, no one has successfully mapped their way to the edge of any floor in the 50-level dungeon! This means that players can roam the halls and rooms of the labyrinth forever without ever duplicating their steps, a feature that has helped establish this as a game with long-lasting value in a crowded market. Second, characters whose names begin with the letters "SV" can be saved on disk when they enter one of the many inns accessible from the highest level of the maze (the instructions for this maneuver are poorly explained in the manual). This means that you can explore to your heart's content. If you die in battle, or at the hands of a minotaur or mummy, or lose experience levels, you won't have to start all over again.

Even without the multiplayer features, colorful graphics, and arcade action of other adventure games, *Telengard* offers players, ages 12 and up, the opportunity for limitless questing.

—JAMES DELSON

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