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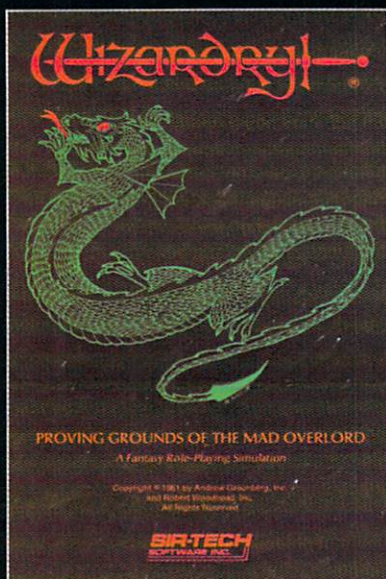
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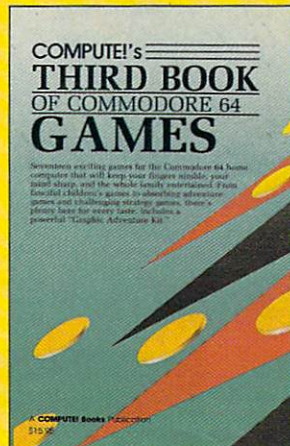
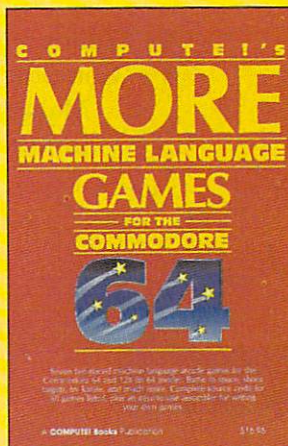
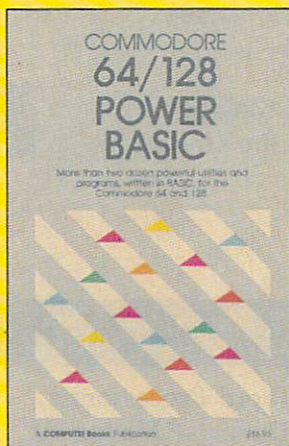
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Seven of the best machine language games for the 64 have been gathered into one volume in this follow-up to the popular COMPUTE!'s Machine Language Games for the Commodore 64. Selected from recent issues of COMPUTE! and COMPUTE!'s Gazette, the games range from the frantic "Prisonball" to the delightful "Biker Dave." This is more than just a collection of exciting fast-action games, though, because complete and commented source code for each program is included in the book. Machine language programmers can see exactly how each game is written and what design techniques are used. *A disk is available for \$12.95 which includes all the programs in the book, including source code.* (947BDSK).

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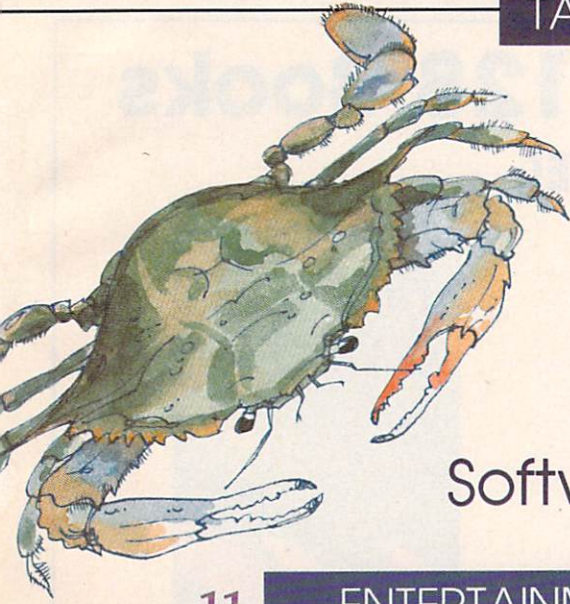
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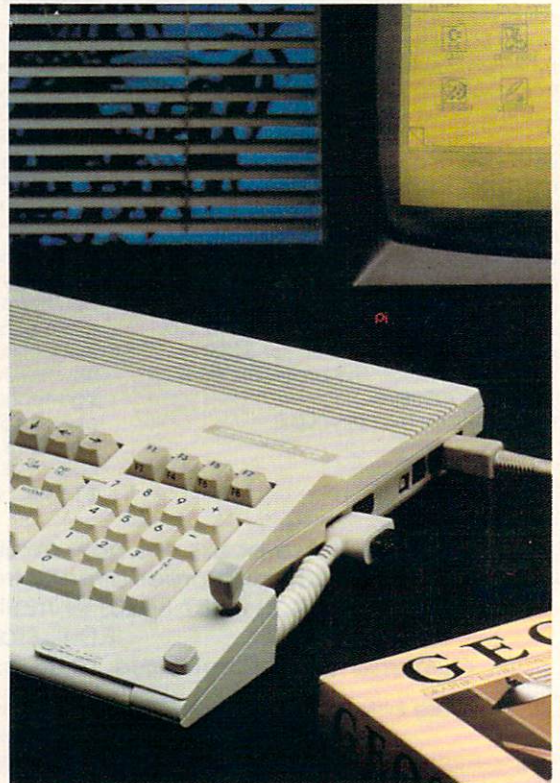
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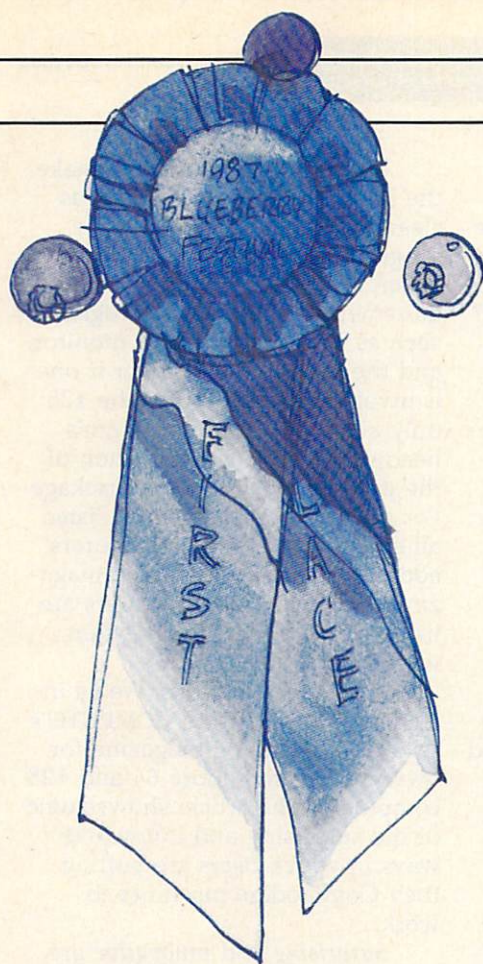
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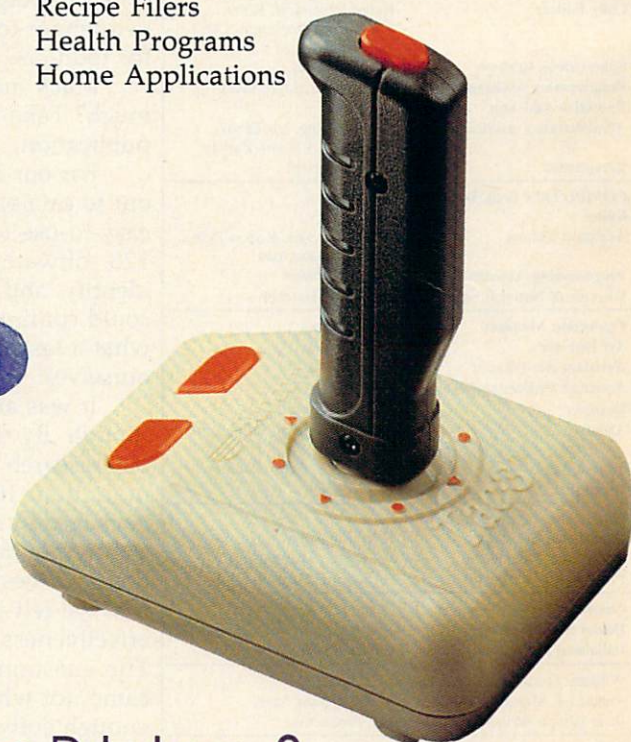




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COMPUTE! Publications, Inc.
One of the ABC Consumer Magazines, Inc.
A Capital Cities/ABC, Inc. Company
 ABC Publishing, President, Robert G. Burton
 1330 Avenue of the Americas, New York, New York 10019

EDITOR'S NOTES

What to buy, what to buy...

You've answered part of that already: You bought a Commodore 64, 64c, 128, or 128-D. Now comes the tough part: Which software will you select to run on your machine?

There is a universe of programs for your computer that addresses every conceivable activity, from diverting and delightful games to complex and challenging educational packages, from software development tools to paint programs for toddlers. And more.

Much more, in fact. How much? Take a look at this publication.

For our *Buyer's Guide*, we set out to catalog and arrange in an easy-to-use format as much 64 and 128 software as we could locate and identify, and whose availability we could confirm. Little did we know what a task we had set for ourselves!

It was an enjoyable task, though. By the time we completed our research, we had come across more than 1000 separate software packages in dozens of categories, not to mention the printers, modems, drives, and input devices that we felt were essential to the effectiveness of the *Buyer's Guide*. The question around our offices became not whether we'd find enough software, but whether we had room for everything we found.

As you will see, we made room. More than that, we attempted to come up with an organizational strategy that delivered absolute ease of use to you, the consumer. To that end, we've organized the many types of software into general categories and then further divided them among appropriate subcategories. Within each subcategory, the listings are arranged alphabetically by title. Naturally, some products don't fit precisely into a single category, just as others could fit comfortably into several different areas. In such cases, we've made what we feel are the most sensible decisions, all of them with an eye toward enhancing the usefulness of the *Buyer's Guide*.

Likewise, we've tried to make the individual product entries as clear as possible. Following the program title, you'll find the publisher, the price, any special requirements for using the program such as a joystick or color monitor, and the program distributor if one is involved. Programs for the 128 only are noted in the program's heading. A capsule description of the product completes the package. For ease of reference, we've listed all of the software manufacturers' addresses at the back of the magazine. Hardware manufacturers are listed in the appropriate section, with their products.

As an added bonus, we've included an article from *COMPUTE!'s Gazette*, the leading magazine for owners of Commodore 64 and 128 computers. The article shows some of the surprising and innovative ways in which users are putting their Commodore machines to work.

Surprising and *innovative* are words often used to describe the 64 and 128. With several million 64s and well over a million 128s sold in the United States alone, these are arguably the most successful home computers ever developed. A quick glance at our listings offers one clue to the machines' ongoing success; a closer look confirms that reason. With this much software to choose from, there's not much you can't do on your computer.

We're aware that even hundreds of listings might not include everything for the 64 or 128. If we've overlooked a product you're aware of, let us know. It may be that the product is no longer in distribution, but if it is still on the market, we want to include it in the next edition of *COMPUTE!'s Commodore 64 & 128 Buyer's Guide*. Drop us a line if you have any ideas or suggestions as to how we might improve the usefulness of our *Buyer's Guide*. We'd like to hear from you.

For now, though, welcome to our first *Buyer's Guide*.

—Keith Ferrell, Features Editor

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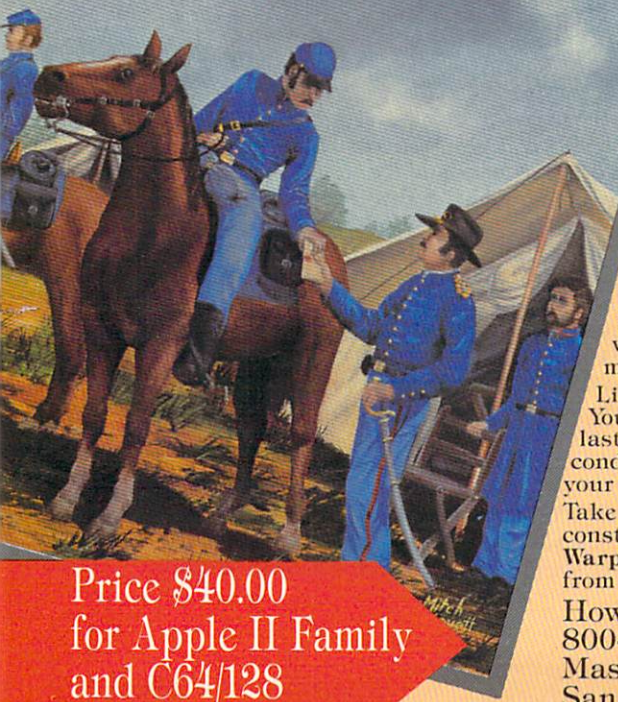
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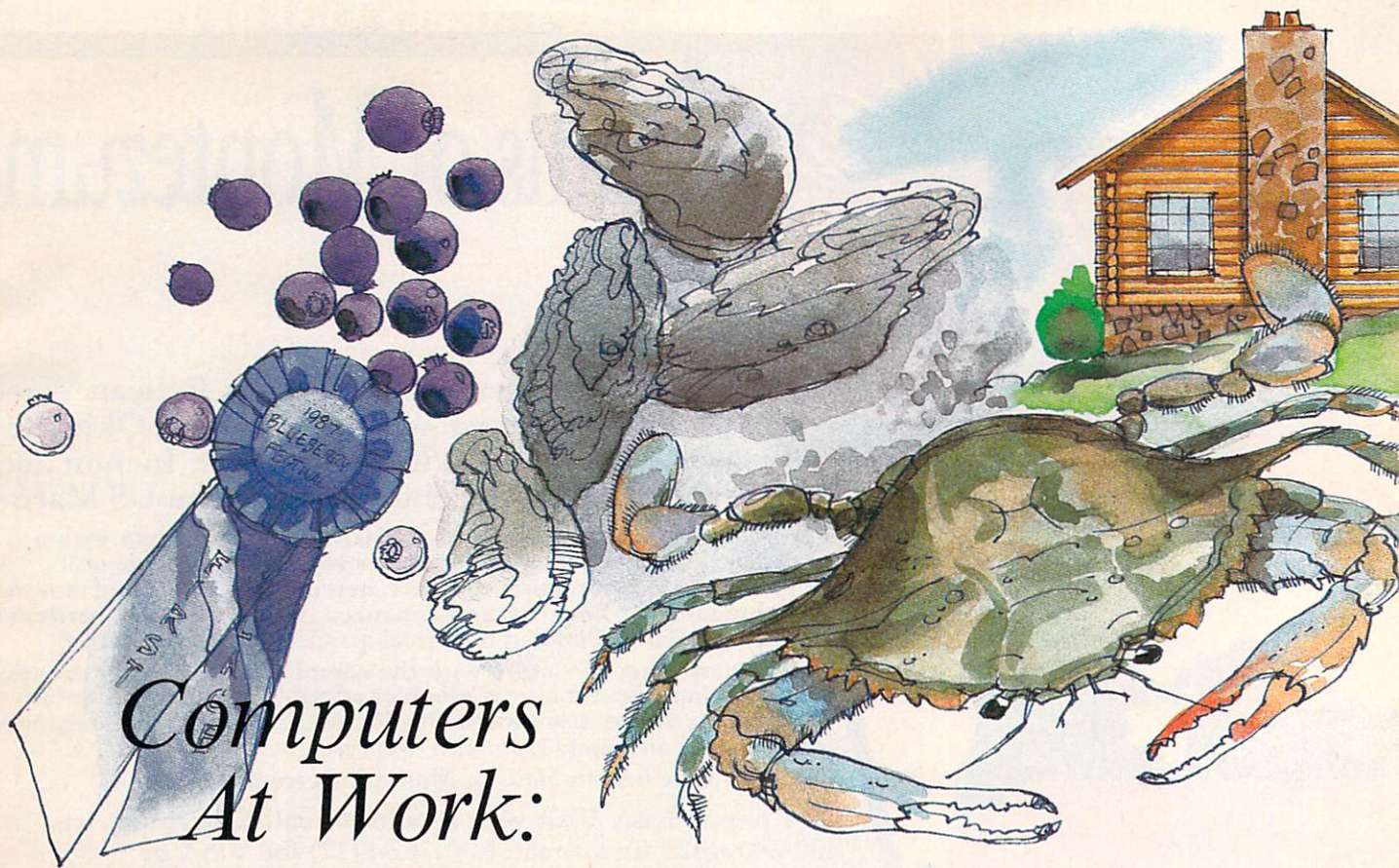
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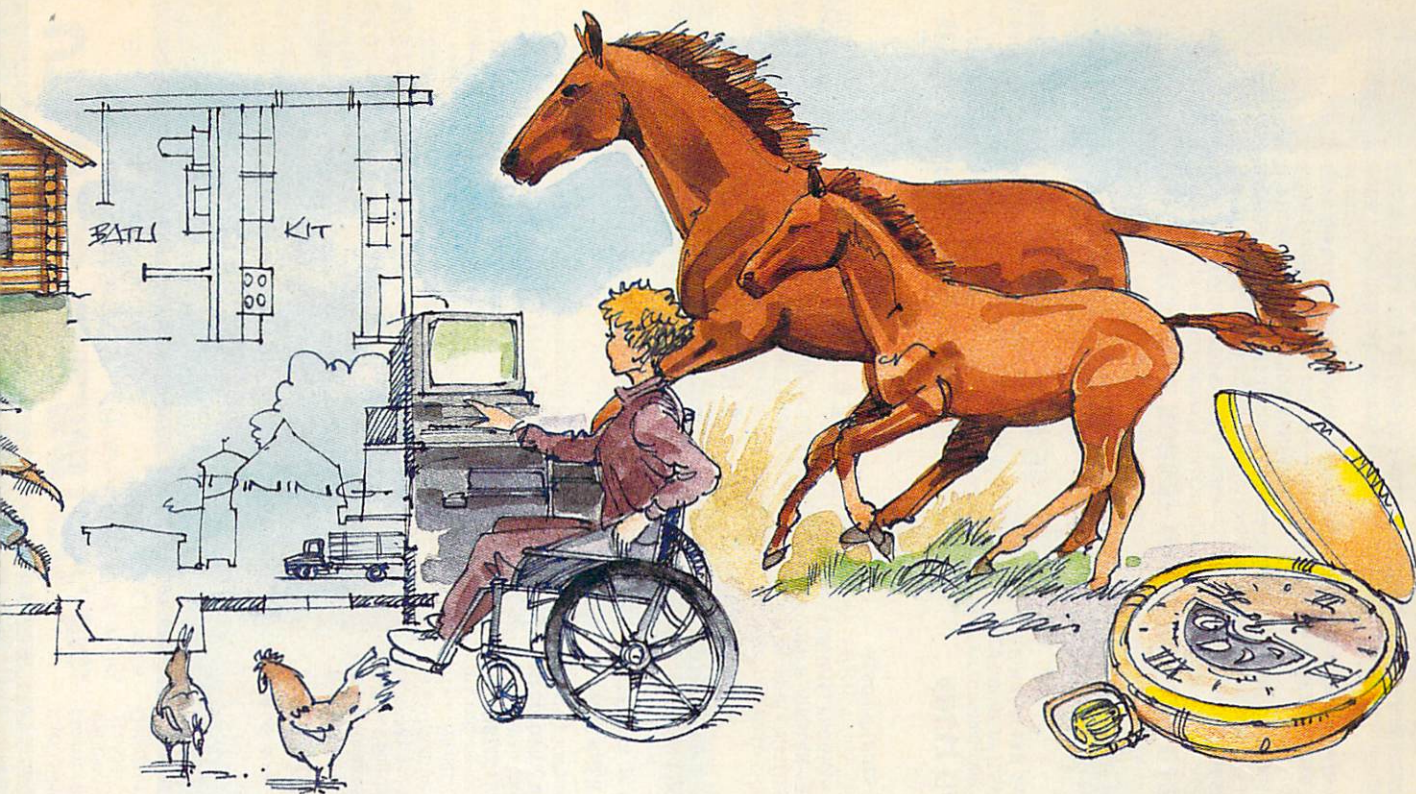
Keith Ferrell, Features Editor

As this Buyer's Guide shows, there are hundreds of different things you can do with your 64 or 128. Among the most versatile machines on the home computer market, the 64 and the 128 inspire users to all manner of unexpected applications. As this article, reprinted from a recent issue of COMPUTE!'s Gazette, shows, some of those applications make an impact on the local community, others form the foundation of lucrative businesses, while still others provide hours of enjoyment and companionship.

People will always find new uses for the versatile Commodore 64 and 128. We recently talked to quite a few 64 and 128 owners, and found out that their machines are more productive than ever.

The versatility of the machines—and the huge base of applications software available for them—is matched by the variety of applications they're used for. Perhaps not surprisingly, many of those applications are business related. Many people have found Commodore 64s and 128s to be perfect computers for managing small businesses—and some not so small businesses. More than a few of the users we spoke to count on their Commodores to help manage enterprises grossing a million dollars or more a year.

There's an altruistic side to Commodore users as well. It would be hard to estimate just how many community, charity, and civic functions get a helping hand from citizens with skills, Commodores, and the urge to volunteer.



Disk-Based Publishing

Six years ago Don Vandeventer started publishing a periodical called *The Home Business Directory*. "I did the magazine on a typewriter and I was going nuts," Vandeventer recalls. "I was looking for a computer but, to be honest, I wasn't looking for a Commodore. I didn't think it would meet my needs."

Then he saw a demonstration of *OmniWriter*. On the strength of the demonstration of that word processor, Vandeventer bought a 64 and immediately began producing his magazine on it. "I was very pleased with the power the 64 and *OmniWriter* gave me," he says. "It was exactly what I needed."

As a result of his own cottage industry success, Vandeventer was asked to do articles for publications including *The Mother Earth News* and *In-Business*. "The articles evolved into consulting and writing assignments from other magazines." While the 64 served him well, Vandeventer purchased a 128 as soon as it was available. "In addition to word processing, I do a lot of one-on-one consulting about using Commodore systems in home businesses," Vandeventer says.

Gradually, he found himself becoming more and more familiar with the variety of programs available for business use on the 64. "The more I worked with the 64," he says, "and with people using 64s in business, the more I was impressed. Today, we may measure by the standards of an IBM or a Macintosh or the Amiga, and they're just an entirely different class of computer."

"But we forget that just a few years ago entire banking systems and countries were run with less computer than our Commodore 64."

Nor does Vandeventer believe the 64 has been entirely superseded by these new machines. Too often, he notes, first-time computer purchasers are steered to machines they don't need. People don't have to have 640K of RAM or a hard disk drive, he says. "For many

home and small business applications, the 64 and the 128 are ideal solutions."

Having encountered so many satisfied 64 and 128 users who were using their machines successfully in small businesses, Vandeventer perceived another publishing niche. A little over a year ago he started a new magazine, *Commodore Money Machine*, aimed at the entrepreneur. With a subscription base of 3000, *Commodore Money Machine* is growing steadily.

Do the 64 and the 128 still offer opportunity for the entrepreneurial user? According to Vandeventer, there are plenty of opportunities available.

"Almost any small business or cottage industry," he says, "can use a 64 or a 128 and software. Whether it's word processing, mailing lists, creating flyers to be mailed out, producing small catalogs or newsletters—you're really not limited."

Elder Citizen

In 1982, George Elder, of Cornelius, Oregon, found himself shut in after a coronary. While convalescing, Elder began doing work for a number of local civic and service organizations. Using a typewriter, Elder compiled data, designed forms, and wrote reports and resolutions.

"Because my spelling was atrocious," Elder recalls with a laugh, "I needed something that would provide spelling correction." Elder purchased a 64 and began configuring a system that would meet his needs. "I finally came up with a system that included a dual disk drive and a printer."

Now he maintains databases on all the key individuals in Cornelius, economic development council information, and other matters of local interest. Elder works his equipment hard—since 1982 he's gone through two CPUs and a disk drive. Working out of his home, Elder now serves two communities in various ways. "We just had a Blueberry Festival," he says,

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"and most of the small signs, and all of the record keeping and project planning were accomplished on my equipment." In addition to word processing and a spelling checker, Elder uses database, spreadsheet, and desktop publishing software for the various activities he and his 64 undertake. Elder's health restricts him to his home much of the time. With his 64, he doesn't mind the confinement as much.

"I put in 8 to 12 hours a day in my office," he says. His system has grown since he purchased that first 64. "Now there are two 64s, a drawing board, a copy machine—wall-to-wall equipment!"

Does the 64 hold up under the amount of work Elder produces on it? Absolutely. "I think that for anybody with a small business, just getting started, the 64 is the ideal machine for an entrepreneur on low budget, setting up. It's to his advantage to have the 64, because everything that the bigger machines will do is available for the 64. It's just a matter of deciding which programs you need to do your jobs. It's the most cost-effective computer system around."

Logging On

Timberline Log Homes of the Bitterroot Valley in Montana is a custom manufacturer of log homes. For the past three years, mill manager Sven Abrahamsen has used a 64 to keep a close tally on all of the logs required for each home the company is commissioned to produce. A home can require anywhere from 100 to more than 400 separate logs, each of them precut.

Abrahamsen uses a database to keep track of the list of cut logs, as well as to monitor production. "We don't want to send a house across the country and then find out we're missing two logs and have to freight them out," Abrahamsen notes. Using the 64 to track the logs, Abrahamsen says, "we've found that the 64 pays for itself many times over."

At home, Abrahamsen has a 128 he uses for a variety of purposes, one of which is a community birthday calendar. "Every year we print out a calendar that includes about 800 people from the community." The calendar is a fund-raising project with individuals paying to have their names included. "I sort the names by date and print them out for the calendar," Abrahamsen says.

Farm Equipment

For the past year, Doris Harrelson has been using her 128 to keep track of both her seafood business and her farm. She uses the machine to follow the amount of oysters and crabs purchased for Captain Stan's Seafood, as well as for managing a farm with more than 20,000 chickens. Located in Wenona, Maryland, Harrelson notes that at present she's purchasing about a hundred bushels of hard crabs a week. "And this is a slow period," she says. "We also have a softshell business where we purchase peelers, and then we shed them out. We keep track of all different sizes." Harrelson ships seafood to several states.

Using *Vizastar* and *Vizawrite*, Harrelson tracks a variety of information and handles company mailings. "I enter in my monthly figures and then the program is automated, producing a monthly statement that can be five pages long—which shows you how complicated a seafood operation can be!" The 128 comes in handy for the chicken farm as well. "I use the machine primarily in the chicken raising," she says. "The computer lets me get averages of the feed we use, and so on."

Harrelson is satisfied with the 128, although she would like to see more software designed to run in 128 mode. That caveat notwithstanding, she's pleased with

the contribution the 128 has made to her business over the last year.

She appreciates the 128's simplicity of operation, as well as the efficiency of the software she uses. "Being a novice at using a computer," Harrelson says, "I'm sure that there are things I could be doing that would consolidate a lot of my work. But I just don't have the time to spend a year learning a program."

Harrelson wishes she had more time simply to study software. "But the oyster season is about to start," she notes, "and along with all the other information, I have to keep track of how many bushels of oysters we buy and, once we've shucked them, how they come out. There are four different grades and we track how many of each bushel come out. The 128 and *Vizastar* have set all this up for me."

Reaching Out

As a result of a blood disease, Sharon Serpe, of Bayonne, New Jersey, finds herself occasionally confined to her home. During such times she uses her 64 and QuantumLink to keep in touch with the rest of the world. "On QuantumLink there are lots of different clubs. One of them is called the disABILITIES Club," Serpe says. "I find it to be very helpful in a lot of different ways."

The disABILITIES Club meets at various times, on QuantumLink, with various topics, discussion groups, and areas of interest. Serpe goes online at least once a week.

In what ways is the club helpful? "One, the people alone are helpful. When you're ill, there aren't many people you can talk to about your illness. But when you're online, you can talk with people who've been there themselves. They relate to you, they understand. I've made a lot of friends through the club."

Serpe also calls upon members of the club for advice and information. "If I have any questions about my disability, there are people there to answer my questions."

Conversation flows both ways, Serpe points out. In addition to asking for information, she finds that others seek her out. "If there's something on someone's mind, or they need someone to talk to, you can go to a 'private room' and discuss your problems and help each other out."

Serpe has had her computer for about six months, and quickly overcame her initial nervousness about using the machine. She likes the fact that her 64 provides an opportunity to get in touch with people who might otherwise not get in touch with each other. "You can talk to up to a dozen people at a time," she says.

Would she recommend a 64 and modem for people who are restricted to their homes. "I sure would," she says. "I find sometimes, when I'm disabled and have to stay home, that the 64 gives me a lot of things to do and keeps my mind occupied."

128 = N

Don Reynolds has set up four 128s as remote monitors/controllers for small, unmanned gas plants, producing liquid nitrogen, oxygen, and argon for businesses that include frozen foods and hospitals. "Most of these unmanned plants," Reynolds says, "are in remote locations. It used to be that we'd send a man out to one of these plants about once a week. Whenever one of the plants would shut down, we'd also have to send a man out there, which takes quite a bit of money." It made sense to Reynolds to try to computerize as much of the operation as he could.

Three years ago, the first time he converted a plant, Reynolds tried using a 64. "That didn't really work," Reynolds says, "so we switched up to the 128, mainly for the 80-column display and the expanded memory." Those features allow the machines to be used to keep hourly and daily averages of gas production.

Reynolds wrote a program, "Remote Operator," and a colleague designed the hardware interfaces. "The program is similar to a BBS," Reynolds says. "It operates in the same way. You sign on with an ID and a password, then work through a series of menus. From the menus we retrieve analog information, temperature information, and digital information. We have a series of digital outputs that let us start and stop equipment remotely." The 128s are also constantly scanning for alarms. "They run 24 hours a day," Reynolds explains, "just like a bulletin board. An operator at our main facility has the duty of calling each plant every day and getting a page of information from each of the plants."

If a 128 detects an alarm, it calls the main facility. "The 128 logs on to our host computer and lets us know which of the remote plants is having a problem." The operator then calls the 128 to find out what the specific problem is. It's particularly impressive that many of those problems can be corrected over the phone link with the 128. "If not," Reynolds says, "we send someone out to fix the problem."

Each of the plants is equipped with a 128, a 1571 disk drive, a 1670 modem, and a color monitor. The largest of the plants produces, daily, close to a million cubic feet of liquid nitrogen.

On his own time, Reynolds uses a 128 for programming and a 64 to operate a bulletin board.

Old And New

For a year and a half, Stoney Sikorski kept the books for two antiques businesses on her 64. Although she's recently upgraded to an Amiga, she still keeps her 64 on her desk. Sikorski has run both an antique-watch business and an antiques brokerage on her 64. "I used *OmniWriter* not only for correspondence, but also for generating appraisals of antiques," she says.

For spreadsheet work she used *VizaStar*, which she adapted for bookkeeping and accounting purposes. "I also used *VizaStar* and the 64 to keep track of inventory," she says.

Having moved to the Amiga, Sikorski retains a fondness for the 64. "It did everything I wanted it to do," she says. "I got the Amiga simply because of the increased speed, graphics, and memory it offered. The businesses I ran with the 64 were a little bit smaller, but everything I do now [on the Amiga] I did then. I couldn't imagine running a business without a computer."

She plans to give the 64 to her son when he's a little older.

Horsepower

Honeycutt Farms is an 88-acre thoroughbred-horse boarding and training farm with as many as 80 mares, foals, and yearlings. That many horses—and customers—generates a lot of records, and Honeycutt Farms manages those records on a Commodore 64. "We've had our 64 about three years," reports Diane Hays. "We use it for all of our health records, our billings, and to keep track of mares and foals."

Billings are accomplished using *Superbase*, with all other records kept on *PFS File* and *PFS Report*. Hays says that the 64 delivers plenty of capacity for the purposes they require, although there has been some discussion, recently, of upgrading to a 128.

Despite some early nervousness about the computer, Hays is now relaxed and comfortable with using it. "Over the period of time that I've used the 64, I've found that it's very simple to operate and very adequate for our needs," Hays says.

Meeting The Challenge

Tom Schlechte depends on his 128 and a carefully selected group of software to keep track of more than 600 customers for Atlantic Filter, a water filtration equipment company, and supplier of chemicals and salt to businesses in the Lakeland, Florida area.

Setting up invoice and receivables records for hundreds of customers was a challenge, but a challenge Schlechte was eager to undertake. He wanted to prove something. "You don't have to go out and spend five or ten thousand dollars to do the accounting for any small company," he says.

Having begun with a 64 in 1985, Schlechte's system now includes a 128, dual 1571 drives, and a Star SG10 printer. For business applications, Schlechte believes that the dual drives are all but indispensable. "Once we've loaded the program and put customer data in one drive, and numbers on the second drive, we don't have any disk-swapping problems at all," he says. Ease of use and training was one of the attractions of the Commodore system. Schlechte applied the same standards to the software he selected. "In fact," he notes, "we decided on the software we would use before we decided on the computer."

He recommends that those people considering using their computer for business purposes spend some time studying their needs and the ways in which computerization can meet those needs. Schlechte has only a few reservations about the solution he selected.

"The one problem is that we still have not found any 128 software that suits our needs," he says. "So we're still using 64 software and using the 64 mode on the 128. It's been kind of a disappointment. But the first software company that comes up with an effective accounting program for the 128 is going to make some money. With the right software, you've got something that can be a very serious business machine."

Your Turn?

How do *you* put your 64 or 128 to work? What impact has your machine had on your household? Do you have an unusual or exciting application that you couldn't accomplish without your computer? Why not let us—and your fellow readers—know about it?

In fact, we're interested in hearing about any special applications you've found for your computer. Drop us a line at *COMPUTE!* Publications, and tell us, in a paragraph or two, how your computer has changed your life or your work.

We're looking forward to hearing from you.

*E*ntertainment has always played a large part in computer use. In fact, there were games running on some of the early main-frame computers as soon as those machines were up and running.

The funny thing is, though, those main-frames didn't begin to offer the variety of entertainment packages you have access to with your 64 and 128.

As this section shows, there's a game or diversion for virtually every taste, whether you want to pilot a starcraft in the face of hostile aliens, make yourself the central character in an interactive novel, face the challenge of computer chess, recreate battles from history, assume the role of a character in a fantasy game, fly a jet fighter or a biplane, or beat the bank at Monte Carlo. You can do it all via your computer.

Some of the packages described in this section are classics—programs that have measured up to the tests of time and consumer

loyalty, selling hundreds of thousands of copies over the years.

Others are nearly as new as this Buyer's Guide itself. Developers and publishers continue to stretch the limits of the 64 and the 128 with new techniques and approaches that build upon their predecessors.

In fact, if there was a dilemma involved in preparing this section of the Buyer's Guide, it was deciding which software fit into which category. One user's science fiction arcade game might be another's fantasy game. We think we've come up with a logical organization for the entertainment software section by using 14 different categories of entertainment software. Let us know what you think of this structure, whether or not it serves your needs as effectively as possible.

For now, though, we'll just say, "Enjoy!" Commodore 64s and 128s plus software. That's Entertainment!

ADVENTURE GAMES

Adventure Construction Set

Electronic Arts

14.95

Adventure enthusiasts can create their own adventure games with the Adventure Construction Set. This program contains seven tutorial adventures and one complete adventure. Original adventures with up to 240 rooms and 7500 props can be created by choosing from a variety of title screens, magic effects, creatures, maps, and 30 different musical themes and sounds. There's also a finish option that allows the program to finish designing an adventure according to the theme—science fiction, spy/mystery, or fantasy.

Adventure Creator

Spinnaker Software Corp.

6.95

With *Adventure Creator*, players can design their own computer adventure games, adding booby traps, creating menacing creatures, and designing complex mazes and rooms.

Airborne Ranger

MicroProse

24.95

In this adventure game, the player parachutes behind enemy lines to carry out 12 different missions in three regions of the world. Armed with an M-16 rifle, bayonet, LAW rocket, and time bomb, the player attempts to rescue prisoners, blow up supply dumps, outwit the enemy, and escape without being killed or taken prisoner. The action takes place on a 3-D, scrolling screen of terrain.



In *Alice in Wonderland*, players assume the role of Alice.

Alice in Wonderland

Windham Classics

joystick

14.95

Spinnaker Software Corp.

As Alice, the player can meet the Mad Hatter and other famous characters on a journey through Wonderland. However, the player must get out of this magical land before it vanishes. For ages 10 to adult.

Apollo 18: Mission to the Moon

Accolade

29.95

Players can be both astronaut and mission control specialist in this space-mission simulation based on the Apollo flights of the 1960s. Eight stages of play depict the actual stages of moon flight. The player earns points for successfully completing each stage, and a minimum score is required to progress to the next stage. The game features digitized voice commands and sound effects.

Autoduel

Origin Systems

joystick

39.95

The time is the twenty-first century, and the goal is carry out a courier mission for the FBI. To do so, the player must build the biggest, most

heavily armored vehicle possible, using a variety of weapons, ammunition, and armor. This game is an adaptation of the board game, *Car Wars*. The package includes one disk, a road map, driver's handbook, and toolkit.

Below the Root

Windham Classics

joystick

14.95

Spinnaker Software Corp.

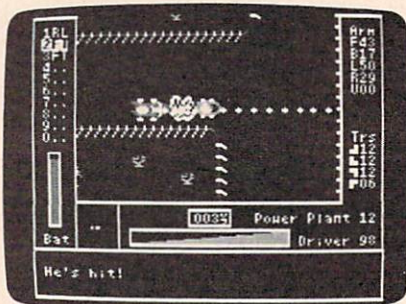
Green-Sky is headed for certain disaster. The player must uncover the hidden secret and save this mysterious land from a resurgence of violence. For ages 10 to adult.

Bop 'n Rumble

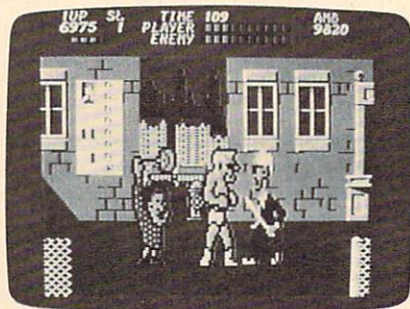
Mindscape

29.95

It's the big city, and all the grannies have to be protected from bag ladies, apes, a fat man, rap dancers, and other city dwellers. The player's job is to protect the grannies, without hitting them, and gain supremacy over all the urban antagonists. The game features graphics, animation, and sound effects.



Autoduel is set in the twenty-first century.



Players must protect "grannies" on the streets of the big city in Bob 'n' Rumble.

Boulder Dash Construction Set

Epyx
24.95

Players can play one of the 15 preprogrammed games, or design their own games using the Construction Kit. Games are built with boulders, growing walls, butterflies, amoebas, an entrance, exit, and diamonds. The object of the games is to mine as many diamonds as possible and escape the caves and intermissions before time runs out. The caves are four screens large, and the intermissions cover one screen; players can earn bonus points if they make it to an intermission. This is part of the Maxx-Out series for 10-14 year olds.

Cauldron

Brøderbund
29.95

Cauldron is a two-part action game with over 190 scenes. In the first part, the player is a witch queen in search of her golden broom, which has been stolen by the pumpkin. In the second game, the players take the part of the pumpkin warrior who must destroy the witch queen. In both games, the object is to collect ingredients to brew a magic spell in the cauldron.

Cycle Knight

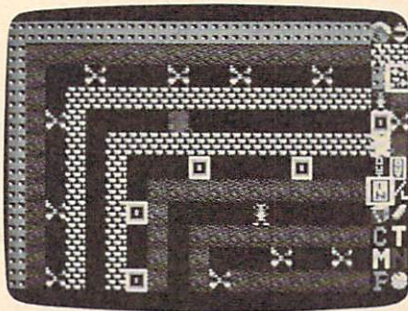
Artworx
19.95

The motorcyclist searches through over 2000 chambers of a medieval castle for a kidnapped queen and her followers. Along the way, the rider races the Black Knight and tries to deal with local creatures using a language simulator. The player can also create his or her own castles. There are five skill levels for one to four players, ages 12 to adult.

Dark Tower

Spinnaker Software Corp.
joystick
6.95

Dark Tower is a 28-screen arcade and puzzle game in which players can explore dark, forbidding castles, and discover fabulous hidden jewels.



In Boulder Dash Construction Set, players can build their own games.

Dolphin's Rune, The

Thunder Mountain
9.95
Mindscape

Undersea graphics and sound provide the background for this adventure game in which the player becomes a dolphin trying to survive in the ocean. The dolphin has to dive nine times to collect the sacred hieroglyphs needed to build the Dolphin's Rune. For ages 10 and up.

Galactic Frontier

Free Spirit Software
29.95

This space exploration game takes the user on a tour through the stars, planets, and moons of our galaxy. The program includes data on each star including spectral class, spectral number, luminosity, type, spectroscopic analysis, diameter, temperature, and age. All data about each star is correct by current scientific knowledge and theory. Planet data include color, chemical analysis, length of year and day, distance from star, temperature, atmospheric pressure, wind speed, number of moons, and lifeforms. Users travel through space seeking out stars and exploring planets, where an advanced race may be found, or hostility, or maybe nothing.

Ghostbusters

Activision
14.95

In this game based on the motion picture of the same name, the player is challenged to build a business and stop a supernatural disaster before it destroys New York City.

Golden Path

Firebird
39.95

A white-bearded wise man and martial arts guru set out on a journey through 45 screens of graphics and animation. An onscreen book of lore offers clues to developing the wisdom needed to follow this *Golden Path*. Obstacles must be overcome in order to solve the puzzle of the quest.

Great British Software

Thunder Mountain
9.95
Mindscape

Three adventure games are included on this one disk. *Brian Bloodaxe* contains over 100 screens, each with a

puzzle that must be solved before Brian can find the crown jewels and take over the throne. At the end of *Revelation*, the monster of the Apocalypse waits for the adventurer. And in *Quovadis*, the player searches for the scepter of hope to defeat the dark lord and free mankind. This game has over 1000 screens.

Guild Of Thieves

Firebird
39.95

Guild of Thieves, the sequel to *The Pawn*, is an illustrated adventure that takes place in the mythical kingdom of Kerovnia. The program combines dialogue, graphics, humor, and puzzles. Players are supplied with a 40-page novella, a Bank of Kerovnia credit card, an Indenture and Contract of Service Certificate, dice, and a play guide.

Hacker

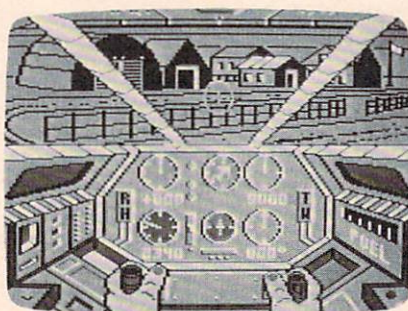
Activision
14.95

The player accidentally logs on to a major corporation's private computer and uncovers files of top-secret, classified information. The player must determine how to proceed through the system and what to do with the information. No clues or rules are provided.

Hacker II: The Domsday Papers

Activision
34.95

As in the original *Hacker*, there are few rules or instructions in this game in which the object is to locate and recover documents, known as the Domsday Papers, which have been stolen from the government. Users are provided with the MSFM Operational Manual which contains top-secret intelligence-gathering information. The game simulates a computer break-in and relies on the user to decide what to do with the clues he or she discovers.



The object of *Infiltrator* is to stop the Mad Leader and his war plans.

Infiltrator

Mindscape
29.95

Captain Johnny "Jimbo Baby" McGibbits is the infiltrator, and his mission is to stop the Mad Leader and his plans of war. This game simulates helicopter flight, complete with an instrument panel display on the screen. The captain's other claims to fame include ballistics expert, neurosurgeon, rock star, motorcycle racer, and a nifty haircut.

Infiltrator II

Mindscape
34.95

Captain Johnny "Jimbo Baby" McGibbits is back, hunting for the Mad Leader to try and stop his war plans. In this simulation, the player can fly a Gizmo DHX-1 attack helicopter on three land-based missions. Each mission is more difficult than the previous, and a new mission cannot begin until the first is completed.

Intrigue!

Spectrum HoloByte
29.95

The player races against the clock to find his or her brother before a device releases a deadly virus into the Washington, D.C. atmosphere. Then, the player must determine who the villain is. There are over 2000 possible solutions to the mystery.

Karateka

Broderbund
joystick optional
14.95

The martial arts warrior Karateka must rescue his princess Mariko from the warlord Akuma, or die. This game uses hi-res graphics, color animation, and a scrolling background for authentic karate moves and hand-to-hand combat.

Knight Orc

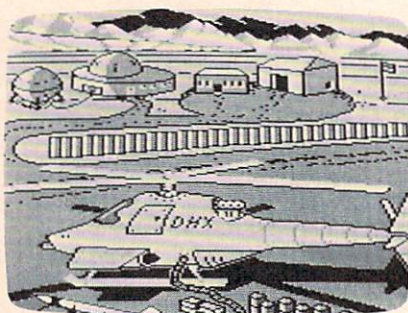
Firebird
39.95

In this three-part adventure game, the player is an orc in a magical world of illusion. The orc has the opportunity to pay back the human race for years of persecution. The program features an advanced language interpreter with a 1000-word vocabulary that accepts high-level commands. The action uses graphics, character interaction, and cross-communication.

Labyrinth: The Computer Game

Activision
29.95

The player has 13 hours to find the secret to getting out of the endless mazes and corridors of the labyrinth, or he or she will be locked in forever.



Infiltrator II picks up the story of Johnny "Jimbo Baby" McGibbits.

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Last Ninja, The

Activision
34.95

The last ninja seeks to avenge the murders of his fellow ninjas and retrieve their stolen secrets from Shogun Kunitoki. This game, based on an ancient legend, features 130 screens of 3-D color graphics, over 1000 animated figures and objects, and six movie-score soundtracks. The ninja uses his weapons—staff and sword, shuriken stars, numchukas, and magic—to battle Samurai henchmen, martial arts masters, dragons, and beasts.

Lode Runner

Broderbund
joystick optional
14.95

A Galactic commando searches for stolen treasures by running, jumping, drilling passages with a laser gun, and solving puzzles. There are 150 game screens plus a game generator to design new game boards.

Maniac Mansion

Lucasfilm Games
joystick
34.95
Activision

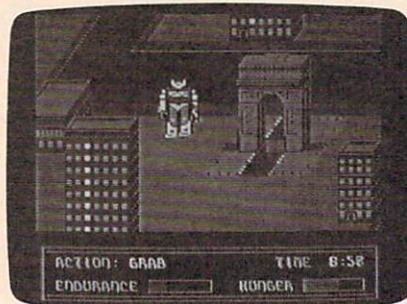
Sandy is held captive in the mansion of Dr. Fred, a mad scientist, and three characters are selected to rescue her. Saving Sandy depends on which characters the player chooses and how he or she gets through the mansion. The mansion contains over 55 rooms filled with objects like man-eating plants, cattle prods, and mutants.

Mount Murdoch

Kidsview
39.95

This adventure program features quadruple-sized characters to aid children and the visually impaired. The package includes two disks. Mount Murdoch, a full-length adventure for

students age 12 and up and adults, is on one disk. A master disk enables parents or teachers to write their own adventures and educational games. The entire package is menu-driven. The accompanying manual is set in large, 18-point type.



Players select a monster and a city to terrorize in The Movie Monster Game.

Movie Monster Game, The

Epyx
19.95

With this game, a player chooses a monster from the movies, such as Godzilla, and picks a city—New York, Tokyo, London—to terrorize. He or she can trample, burn, crush, and rescue, but must also deal with pedestrians, helicopters and the Armed Services.

Pirates of the Barbary Coast

Star Soft International
17.99

As captain of a ship sailing the Barbary Coast, the player will use a map to search for treasure on deserted islands, battle a pirate who has kidnapped the captain's daughter, and trade goods in seven ports of call. The captain first must hire a crew and buy rations before setting sail. He must remember to keep the crew fed and

must be wary of master traders in order to get the most money for the cargo. If an island comes up that matches one on the treasure map, he may want to search there for buried treasure, in spite of possible dangers. He must then search for the pirate, Bloodthroat, to reclaim the daughter.

Pirates!

MicroProse
39.95

As captain of a seventeenth-century pirate ship, the player searches the Caribbean for treasures, Spanish ships, and cities to plunder. The captain must develop skills in sailing, sword fighting, battle tactics, trading, and navigation to survive. There are over 70 graphic scenes and pictures, including a map of the Caribbean, and varied difficulty levels for beginners and more experienced players.

Police Cadet

Artworx
14.95

As a police cadet, the player can learn to control crime, capture snipers, and chase down armed suspects without injuring innocent citizens or other police officers. A report card at the end of the game shows how the player performed and whether he or she passed the training course. The game features hi-res graphics and sound. For players age 8 and up.

Prism Variety Pack #2

Prism/Thunder Mountain
14.95
Mindscape

Six games based on popular movies are included on one disk. The titles include *View to a Kill*, *Friday the 13th*, *Code Name Mat II*, *The Pyramid*, *Test Match*, and *Beaky and the Eggsnatchers*.

Prism Variety Pack #1

Prism/Thunder Mountain

14.95

Mindscape

Six games are combined on one disk—*Poras*, *AAAGH!*, *Condor*, *Johnny Red*, *Egbert Skull*, and *The Fabulous Wanda*.

Rambo First Blood Part II

Mindscape

9.95

In this action game, John J. Rambo fights to free American MIAs from an enemy POW camp and then return to the United States. Trained by the Special Forces and armed with bow, knife, grenades, rocket launcher, and machine guns, Rambo must also fight to stay alive.

Riddle of the Redstone

Software Investments Plus

19.95

Children ages 6–11 can go on a treasure hunt through the 28-room Redstone Estate, which includes a garden maze, greenhouse, stables, and secret caves. To solve the mystery, players have to solve the riddles.

Rocky Horror Show, The

Activision

19.95

Magenta, Eddie, Columbia, Riff-Raff, and Dr. Frank N. Furter welcome Brad and Janet to their zany castle to the tune of *The Time Warp Dance*. As either Brad or Janet, the player searches for his or her sweetheart and the pieces of the Medusa machine before everyone is swept away to Transylvania.

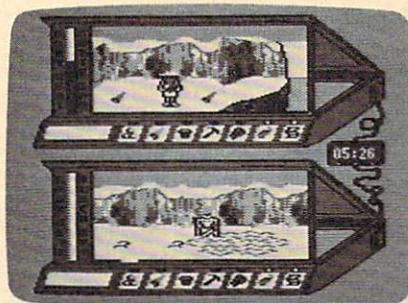
Spy's Adventures Around the World, The

Polarware Software

17.95 ea

This series of games for one to six players offers adventure as well as education. In each game, players learn

about that part of the world while they search for Dr. X, gather clues, and interview informants. Versions are available for North America, Europe, South America, and Asia. Each program is sold separately.



Two spies battle each other in the frozen north in *Spy vs. Spy III: Arctic Antics*.

Spy vs. Spy III: Arctic Antics

Epyx

24.95

The players control two spies as they race across the ice and slush of the arctic to reach a gyroscope, fuel canister, and one-man rocket. Each spy tries to stop the other with TNT, falling icicles, and other polar obstacles. Designed for 10–14 year olds as part of the Maxx-Out series.

Spy vs. Spy Volume 1

Avantage

14.95

Accolade

The spies use tricks such as booby traps, time bombs, and buckets of water to find hidden items, and the Simulvision and Simulplay features help follow the spies in their endeavors. The game is based on MAD Magazine's black and white cartoon characters. There are two volumes of the game, each sold separately.

Swiss Family Robinson

Windham Classics

14.95

Spinnaker Software Corp.

Players ages 10 to adult can face the challenge of survival on a deserted tropical island.

Tass Times in Tonetown

Activision

29.95

Gramps is lost in a strange town where the top newspaper reporter is a dog and the best song is *Tass* by the Daglets. It's up to the player to get into town, find Gramps, and get out before everything goes haywire.

Telengard

Avalon Hill

28.00

In this game, the player creates a character who searches through Castle Telengard, discovering monsters, treasures, and magical items.

Temple of Apshai Trilogy

Epyx

19.95

A trilogy, this adventure begins in the *Temple of Apshai* where the player must develop experience and strength to face future challenges. In the *Upper Reaches of Apshai*, the player meets mazes, monsters, and magic. The player then moves on to Egypt where he or she must face *The Curse of Ra*. There are almost 600 dungeons and dark places in the whole adventure.

Ticket To Spain

Blue Lion Software

29.95

The user travels through Spain in search of a family heirloom. While exploring historical landmarks, attending bullfights, shopping, and dining, the user can learn Spanish culture, language, history, geography, and

contemporary life. The game may be played in either English or Spanish. A phrasebook is included.

Titanic: The Recovery Mission

Activision
19.95

In this combination adventure/strategy/puzzle-solving game, the player attempts to raise the Titanic. He or she must also raise money, keep the media interested, and explore the ship.

Treasure Island

Windham Classics
14.95

Spinnaker Software Corp.

As Jim Hawkins, players can search for pirate gold and a way to outwit Long John Silver, a clever and cunning buccaneer. For ages 10 to adult.

Where in the USA is Carmen Sandiego?

Broderbund
joystick optional
39.95

Carmen Sandiego returns to the U.S. with her gang of thieves to steal the national treasures. Players chase the gang across all 50 states to gather clues and learn about America's cities, coastlines, mountains, rivers, lakes, and history. There are 16 suspects and 1500 clues. Fodor's USA travel guide is included. For adults and children.

Where in the World is Carmen Sandiego?

Broderbund
joystick optional
34.95

The players follow Carmen Sandiego and her gang of thieves around the world, trying to solve their mysteries while learning about world geography at the same time. The crime computer helps organize the clues, and the

World Almanac provides information on the cities and countries visited. There are ten suspects in 30 cities, with over 1000 clues. For both children and adults.

Wizard of OZ

Windham Classics
14.95
Spinnaker Software Corp.

As Dorothy, the player can travel down the yellow brick road and meet characters like the Munchkins and scarecrow on the way to the Emerald City. For ages 10 to adult.

ARCADE GAMES

Aliens

Star Soft International
17.99

The player must battle aliens in this space arcade game.

Choplifter/David's Midnight Magic

Broderbund
joystick
14.95

Two games are included in this package. In *Choplifter*, the player must rescue a team of hostages from behind enemy lines using a helicopter. *David's Midnight Magic* is an arcade-style pinball game with duel flipper controls, bumper action, rollovers, multiple ball play, sound, and graphics. Both games require a joystick.

Combat Leader

Strategic Simulations Inc.
joystick
14.95

Combat Leader combines the speed of an arcade game with the strategy of a war game. The player is commander of over 70 types of tanks, from the

Nazi Tiger tank to the U.S. Abrams M-1. The player chooses the level of command and makes all battle decisions. Using the joystick, commands are carried out instantly. There are eight levels of speed.

Crazy Comets

Star Soft International
joystick
6.99

Players start with three spaceships and will gain a bonus ship for every 10,000 points scored. To score, players must destroy heavenly bodies before they become supernovae. Destroy all and achieve a perfect round, adding bonus points. Rescue space capsules in distress and gain extra bonus points.

Crazy Conveyors

ComputerEasy
9.95

One to four players race against time by climbing ladders, sliding down poles, and traversing unpredictable moving conveyors to clear screens. To score points, players must gather ammo which can be used to fend off a variety of creatures. The built-in screen creator can modify the included 64 screens or add entirely new ones. The program is either joystick or keyboard controlled.

Dark Castle

Three-Sixty
34.95

Play is set in medieval times, where the hero must fight his way through 14 different rooms of the castle. Each room becomes progressively harder as the player sends the hero up against rats, bats, and fire-breathing dragons. Dungeon torture and an evil wizard must also be overcome. The ultimate object of the game is to find and slay the Black Knight.

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Deceptor

Avantage

14.95

Accolade

In this arcade-style game, the player tries to conquer a world of the future. The player can transform into a surface vehicle, an aircraft, and a robotic gladiator.

Delta Patrol

Electronic Arts

19.95

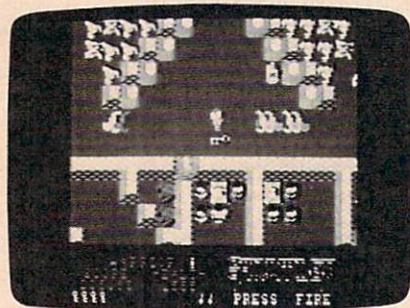
Players become members of an elite police squadron patrolling the Delta Sector, where the assignment is to terminate enemy forces within the sector. More than 200 alien attacks in over 30 levels of competition will hinder the player's progress. The game can either be keyboard or joystick controlled.

Disk 50

Star Soft International

6.99

Players can select from a menu of 50 games. Select a number from the menu and the game will load. To play another game, reboot and select another number. Games include *Galactic Attack*, *Lunar Landing*, *Ski Jump*, *Jet Flight*, *Submarines*, *Derby Dash*, and *Parachute*.



Players search through over 100 mazes in Gauntlet.

Elite

Firebird

24.95

Users command a Cobra spaceship in the space adventure *Elite*. The game tests the user's combat, navigational, and entrepreneurial skills. Players trade between planets and use the proceeds to equip their ships with heat-seeking missiles, beam lasers and other weapons, but players must be prepared to face space pirates. Black-market trading may also cause problems with the police in space. No matter how the money is earned, the player must continue through space, destroying aliens and pirate ships along the way.

Family Feud

ShareData

12.99

This game is the official software version of the popular TV game show.

Gauntlet

Mindscape

joystick

34.95

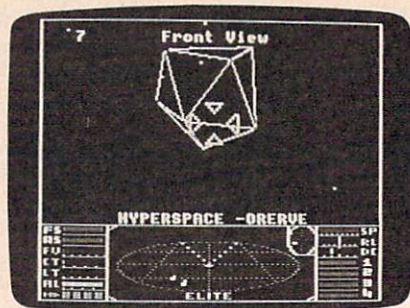
There are over 100 mazes in this arcade-style game for one or two players. Each player chooses a character to search through the mazes for food, treasures, door keys, magic potions, and the exit to the next maze. Throughout the mazes the heroes—Thor, Thyra, Merlin, and Questor—must battle a variety of monsters, ghosts, demons, and sorcerers to survive.

GeeBee Air Rally

Activision

29.95

An arcade-style racing game that features over 250 levels of difficulty. GeeBee Air Rally offers players the choice of 16 different air race courses with 3-D scrolling graphics. Players



Elite requires players to use both navigational and entrepreneurial skills.

must fly over, under, and around the competition. Flying too close may cause a collision, forcing the pilot to bail out.

Ice Busters

Star Soft International

joystick

6.99

Players must combat deadly Snow Bees and vicious Sid the Snowman, who have taken over Ice Mountain. Once the player reaches the mountain, he must contact the mysterious penguin and open the gate to the Snow Bee's domain. To fight the Snow Bees, the player must crush them between blocks of ice or stun them by melting blocks and heating walls.

Into the Eagle's Nest

Mindscape

29.95

The goal is to rescue three Allied saboteurs from a Nazi fortress, salvage the great art treasures of Europe from the Nazis, and destroy the fortress. There are four missions which take place on four floors connected by elevators. The view of the game is from the top looking down. The arcade-style game features four-way scrolling animation, graphics, and sound.

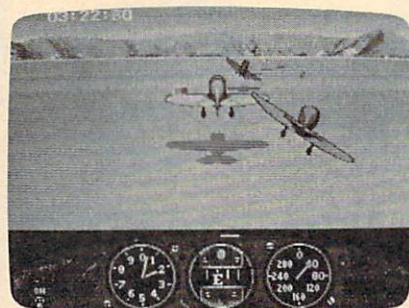
Kung Fu: The Way of the Exploding Fist

UXB

29.95

Spinnaker Software Corp.

The head of the largest remaining Ninja sect has summoned the player to a small Japanese island to fight or die. The player uses techniques of martial arts, such as flying kicks, jabs to the face, and somersaults to try and defeat the dark master. For one or two players.



Gee Bee Air Rally features 3-D scrolling graphics.

Magnetron

Broderbund

29.95

The player pilots a photon fighter and battles Magnetron Generators, which are magnetic-force weapons that push, pull, and swirl your fighter. While battling this force, the player must destroy 50 alien war bases surrounding earth. A game generator allows users to design their own enemy forces.

Night Mission Pinball

SubLogic

joystick optional

29.95

An arcade simulation, this game features five bumpers, seven standup targets, nine rollovers, two spinners, and ten preset modes of play. Users can adjust program parameters to create up to 100 custom modes.

Outpost

Free Spirit

19.95

One or two players defend their outpost from an enemy attack of laser-powered bombs, sweepers, and shield bombs. There are four levels of difficulty, and the game can be played with joysticks or trackballs.

Paperboy

Mindscape

joystick

34.95

The paperboy has to deliver papers to all his subscribers for one week—Monday through Sunday—and avoid neighborhood obstacles such as cats, lawnmowers, cars, workmen, and drunkards. The player scores extra points by breaking the windows of nonsubscribers, and there is a BMX-style training course to test bicycle skills. Based on the arcade game of the same name.

Pitfall!/Demon Attack

Activision

14.95

Two programs are included on one floppy disk in this package. In *Pitfall!*, the player guides explorer Pitfall Harry through a jungle maze in search of treasures. Along the way he encounters quicksand, a bottomless pit, crocodiles, fire, and a killer scorpion. *Demon Attack* involves an intergalactic war in which the player must defend against space invaders with a laser cannon.

Sanxion

Electronic Arts

19.95

Players man a high-speed attack craft while they defend a planet from alien drones. Alien attacks in ten sectors and their corresponding training courses must be completed to be promoted and go on to the Dark Side to challenge a secondary attack force.

The program features a split-screen allowing side-view and overhead view of the battle action. A top-view displays the aliens attacking from behind. The game can either be joystick or keyboard controlled.

SIGMA 7

Avantage

joystick

14.95

Accolade

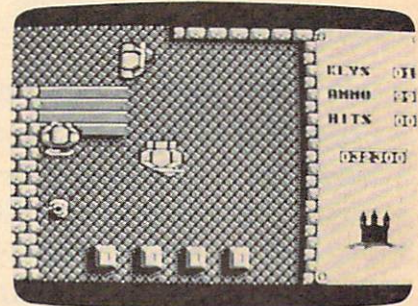
As pilot of a starfighter jet, the player tries to prevent the completion of SIGMA 7, an interstellar battlestation designed by evil aliens. The player must defend against mines, radioactive bombs, robots, and lasers, and survive a game of radioactive tag. This arcade-style game has seven levels of difficulty with three levels of play at each level.

Spindizzy

Activision

14.95

A 3-D arcade game, *Spindizzy* contains 386 multilevel color screens, all suspended in a vacuumless space. The player uses a gyroscopic geographic environmental reconnaissance land-mapping device (GERALD) to explore the illusion and retrieve jewels.



Players must complete four missions on four different floors in Into the Eagle's Nest.

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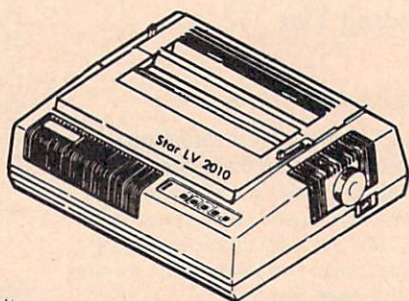
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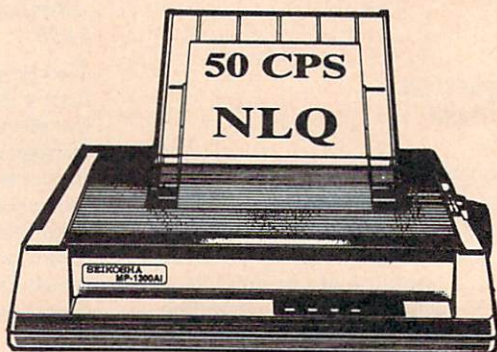
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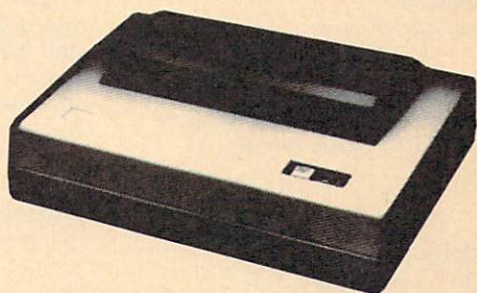
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Star Maze

Sir-Tech Software, Inc.
9.95

This arcade-style game features hi-res, 16-color graphics with a multidirectional scrolling maze covering 16 levels.

Starship

Star Soft International
joystick
6.99

Players must battle through 12 individual games with over 200 animated scenes. The joystick is used to fire weapons and activate shields, while the keyboard engages the laser, detects enemies, provides thrust, and reviews damage. Players encounter hidden possibilities and false routes, making each step along the journey different during each playing.

Superbike Challenge

Bröderbund
joystick or keyboard
19.95

Players race on 12 Grand Prix courses, including Austria's Salzburgering and Silverstone in Great Britain. One player can race against bikers controlled by the computer, or two players can race each other with each racer having their own view of the course on a pair of side-by-side

screens. Onscreen indicators show speed, RPM, lap times, race position, and the course layout. Players can choose from novice, intermediate, or pro level. A save feature allows games to be saved between races.

Superstar Challenge

Star Soft International
joystick
6.99

Players must compete in athletic events including canoeing, a boar shoot, the 100-meter sprint, squat thrusts, swimming, arm dips, soccer, and cycling. Two people can play against each other with the winner challenging the computer's athlete.

Triple Play (#404)

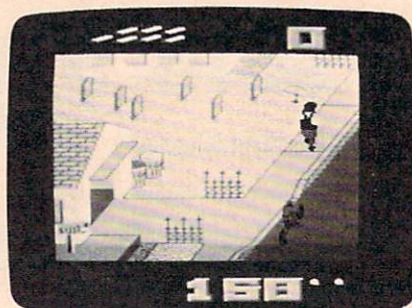
Star Soft International
joystick
6.99

A triple pack of games that includes *Hot Air Balloon*, where the player controls a hot air balloon while trying to trap animals on the ground; *Buffalo Roundup*, where the player must roundup buffalo and put them in the corral; and *Woodpecker In Action*, a game where the woodpecker must pick all of the insects from a tree while avoiding a hawk.

Triple Play (#402)

Star Soft International
joystick
6.99

This triple pack of games includes *Photon Reflection*, a space grid battle; *Kayak*, a white-water river race; and *Save Me Brave Knight*, where the player must battle his way through a guarded castle in search of his fair maiden.



Paperboy is based on the arcade game of the same name.

Yak's Progress

Eurosoft
19.95

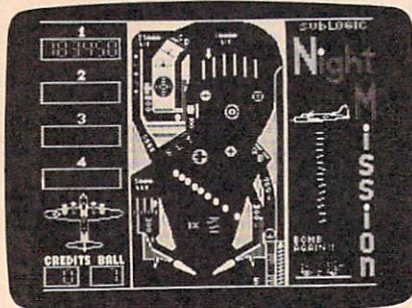
This collection of eight arcade-style adventures includes titles such as *Revenge of the Mutant Camels*, *Laser Zone*, *Sheep in Space*, and *Metagalactic Llamas*. Most of the games involve the possible domination of Earth by the interstellar forces of Zzyax and Irata. All of the games contain scrolling graphics, music scores, and multilevel attack modes.

WAR GAMES

Battlecruiser

Strategic Simulations Inc.
59.95

The naval battles of World War I and World War II can be reenacted in this game which contains 79 classes of battleships, battlecruisers, heavy cruisers, light cruisers, destroyers, and transports. Each ship is rated for weapons and operation. The player determines the speed, course, and firing of torpedoes. The program keeps track of shell hits and damage; damage control can be used to stop fire and flooding. Almost every ship used by Great Britain, Germany, Italy, and France during the World Wars is included.



In Night Mission Pinball, players can adjust parameters to create custom modes.

Battle for Normandy

Strategic Simulations Inc.
39.95

Players can relive D-Day, June 6, 1944, and the 24 days following as the Allied forces landed on the beaches of Normandy and moved inland. As commander of the Allies, the player must land on the beaches and capture strategic towns, and then organize the movement of troops and supplies. Or, the player can command the Germans in their defense of the beachheads and efforts to drive the Allies back into the water. Most of the battle parameters can be changed. In one-player mode, the computer commands the German forces.

Battlefront

Strategic Studies Group
40.00
Electronic Arts

Scenarios for Saipan, Bastogne, Crete, and Stalingrad help recreate major land battles of World War II in this game. The player can command either the Allied or Axis forces, making military decisions that could affect the outcome of the war. Each side has up to 60 battalions divided into three divisions including infantry, armour, antitank, and other units. The game contains features such as terrain, weapon types, weather, and air support, and there are special rules for amphibious and airborne attacks. New games can be created with the game-design kit.

Battlegroup

Strategic Simulations Inc.
59.95

In this World War II game, the U.S. and British forces meet Hitler's army on the Western Front. Most of the weapons in use from 1943 to 1945 are found in this game, including mortars, tanks, troop carriers, antitank guns, flame throwers, and bazookas. The computer calculates the hit probabilities down to each individual soldier and weapon. The battles can be commanded by the player, or four historical scenarios—Africa, Italy, Normandy, and Battle of the Bulge—can be recreated.

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Battle of Antietam

Strategic Simulations Inc.
49.95

Robert E. Lee's army of 40,000 soldiers meet the 87,000-man army of General George McClellan at Antietam Creek in 1862, in this recreation of that bloody Civil War battle. Three versions can be played with five levels in each version; the basic game has simple rules and options and moves quickly. The advanced and intermediate versions require more strategy and use factors such as hidden units and chain of command. Each turn represents 30 minutes of actual battle time.

Battle of Chickamauga, The

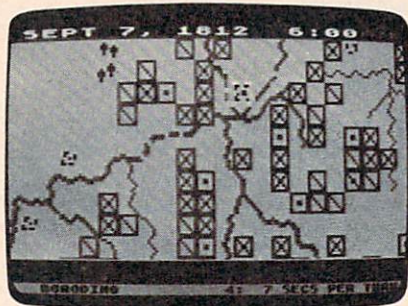
Electronic Arts
joystick optional
34.95

Over 100,000 soldiers took part in the American Civil War battle at Chickamauga Creek, Tennessee, in 1863, and that battle is recreated with this game. The player chooses variables such as morale, visibility, and fatigue, and the computer keeps track of casualties and morale. A player can switch sides with the computer during play. The game accepts either keyboard or joystick entry.

Battles in Normandy

Strategic Studies Group
39.95
Electronic Arts

The sequel to Battlefront, Battles in Normandy recreates the historic day of June 6, 1944 when the allies invaded Normandy. The game depicts the landing and the battles on the beachhead that followed. One or two players can play eight different scenarios, which can be played as they are set up in the game or be varied by using the design kit. An observe mode is also included, allowing players the opportunity to view how the battle was actually fought.



Players can recreate historical scenarios in Borodino: 1812, Napoleon in Russia.

Borodino: 1812, Napoleon in Russia

KREntek
joystick
59.95

The program recreates the three days of Napoleon's battle with Russia including eight historical and what-if scenarios. The user assumes the role of Napoleon while the computer is Russia, or the user may play the two-player version. Instructions for playing by mail are included.

Carriers at War 1941-1945

Strategic Studies Group
50.00
Electronic Arts

As task commander, the player's job is to locate and sink enemy vessels in this simulation of World War II Pacific Ocean carrier warfare. Decisions are based on reports received from the intelligence system and an 84 X 72 hex grid representing over 3 million square miles. There are 31 carriers and 215 other ships in 63 classes. Over 4000 aircraft are divided into 126 squadrons. Six scenarios are included—Pearl Harbor, Coral Sea, Midway, Eastern Solomons, Santa Cruz, and Phillipine Sea. A game-design kit allows the user to create new battles.

Colonial Conquest

Strategic Simulations Inc.
joystick
39.95

The setting is the late nineteenth and early twentieth centuries as the U.S., Great Britain, Russia, Germany, Japan, and France vie for expansion and control of the world. The player is in charge of one of these nations, raising money and armies to colonize other countries. There are three scenarios that either recreate actual conditions or let the player choose the progress. One to six players can take part, and play lasts from 5-25 hours.

Computer Ambush

Strategic Simulations Inc.
59.95

The player is a sergeant with a squad of 11 Americans or Germans fighting for their lives in a bombed-out French town, during World War II. Each man has a name, personal background, and variable fighting skills. The man-to-man combat takes place on a screen displaying buildings, walls, hedges, doors, and windows. Weapons used include grenades, rifles, automatic weapons, explosives, bayonets, and garrotes. The computer plays the German leader, or two players can compete. The package contains a rulebook, two squad cards, two mapboard cards, and two grease pencils.

Conflict in Vietnam

MicroProse
39.95

Full-color graphics help recreate five historical battle scenarios of the Vietnam War. The player controls the troop movements, counterattacks, and artillery bombardments. The battles can be replayed as they really happened, or different strategies can be used to try and alter the outcome.

Crusade in Europe

MicroProse
39.95

One of the Command Series, this war game recreates some of the major land battles of World War II, beginning with the Normandy invasion on D-Day. The player monitors troop movements across maps of France and Germany and wages battles against opposing generals. Battles can be played as they actually occurred, or new strategies can be attempted.

Decision on the Desert

MicroProse
39.95

Players can command either the Allied or Axis forces in the desert warfare of World War II. As commander, the player controls air strikes, armored battalions, and infantry movement in North Africa from 1940 to 1942. The game features accelerated realtime, graphics, and variable skill levels. One of the *Command* series.

Decisive Battles of the American Civil War, Vol. 1

Strategic Studies Group
40.00
Electronic Arts

Volume 1 *Bull Run to Chancellorsville* covers six major battles of the American Civil War—First Bull Run, Shiloh, Second Bull Run, Antietam, Fredericksburg, and Chancellorsville. In this war simulation, the player commands an army through up to four days of battle. Warplan, a war game construction set, and Warpaint, the graphics editor, enable players to design their own battles of the eighteenth and nineteenth centuries.

Desert Fox

Avantage
14.95
Accolade

Based on historical date, this war game features five World War II combat scenarios—surviving strafing runs

by the Luftwaffe, defending against ambushes while navigating a canyon with tanks, trekking through a minefield, bombing the German Stukas with Spitfires, and battling it out in North Africa with tanks.

Europe Ablaze

Strategic Studies Group
50.00
Electronic Arts

Players can take part in the air warfare of World War II, planning both bombing missions and air defense. The player can be a British commander during the Battle of Britain or a member of the U.S. Eighth Air Force in the bombing of Germany. A weather system provides variables such as wind strength and cloud cover. There are 37 plane types and 255 squadrons operating from 127 airbases. Three scenarios are included—Their Finest Hour, Enemy Coast Ahead, and Piercing the Reich.

Field of Fire

Strategic Simulations Inc.
joystick
39.95

Eight battles of World War II are recreated as the player leads Easy Company of the First Infantry through North Africa and Europe. The teams of six men stage raids in North Africa, land at Omaha Beach on D-Day, and fight at the Battle of the Bulge. They use .30-caliber machine guns and M1 rifles, and their skills increase as the game continues. As commander, the player makes decisions based on the strengths and weaknesses of the company and the movements of the enemy. There are three levels of difficulty. Action is portrayed in hi-res color graphics with sound effects.

Gettysburg: The Turning Point

Strategic Simulations Inc.
59.95

The three days of fighting at Gettysburg, Pennsylvania, in 1863, are reenacted in 42 turns with this war game. The game features a command-control system to show the effects of the commanders, ammunition points, fatigue rules, and variable reinforcement. Three versions are available, from basic to advanced. The computer can play either side. For one to two players.

Great War, The

Free Spirit
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An historical simulation of World War I from 1914 to 1919, this game involves over 400 corps-sized units from the armies of 17 countries. Play takes place on a hi-res map of Europe, which features terrain, major cities, and fortresses. Strategy must take into account the army size and power, weather, lines of supply, and neutral countries. Two players can play each other, or one player plays either the Allies or Central Powers against the computer. The game can be saved while in progress.

Guderian

Avalon Hill
joystick
30.00

The World War II German invasion of the Soviet Union is recreated with this game. The German army uses blitzkrieg methods to try to defeat the Soviets by turn 12. The Soviet defenses are not shown until the first battle begins. Play takes place on a color, scrolling map of the area around Smolensk, southwest of Moscow. The computer can play either side, and a paper map is included. Joystick control required.

Gulf Strike

Avalon Hill
joystick
30.00

The Soviet Union and Iraq invade Iran, and the U.S. and NATO forces join the conflict to protect their interests. The game features a full-color scrolling map and air, land, and water invasion units. There's also a solitaire option in which the computer controls the Soviet forces. Joystick control required.

Halls of Montezuma

Strategic Studies Group
40.00
Electronic Arts

Halls of Montezuma: A Battle History of the United States Marine Corps lets the user fight battles such as Belleau Wood, Iwo Jima, Okinawa, and Inchon along with the Marines. The program features night-capable units, brittle units, reports, AI routines, historical articles, players notes, and two programs for designing original games. Warplan is a war game construction set that can be used to change a scenario or create a new battle; Warpaint is the graphics editor that can change the icons in a game.

Kampfgruppe

Strategic Simulations Inc.
59.95

This World War II game takes place on the Eastern Front, 1941-1945. The player commands either the German or Russian forces and their respective arsenals of tanks, tank destroyers, self-propelled artillery, assault guns, mortars, and flame-throwers. The headquarters-control option determines how fast a unit will respond to orders, and the computer calculates damage and combat down to the individual weapons and soldiers. There are four historical scenarios, or scenarios can be created. For one to two players.

Knights of the Desert

Strategic Simulations Inc.
39.95

One or two players command either the German or British troops as each side tries to gain control of North Africa from 1941 to 1943. In the logistics phase, the players must assign supply priorities for each unit before it can be moved. While one player is moving, the opponent can make limited reaction moves. There are twelve turns, and each turn represents two months of actual combat. The computer takes the British command in solitaire mode.

Mech Brigade

Strategic Simulations Inc.
59.95

This game is a battle of the future, employing the weapons currently used by the U.S., England, Russia, and West Germany. Weapons include attack helicopters, Abrams M-1 tanks, self-propelled antitank guided missiles, recon vehicles, missiles, and infantry guns. Hit probabilities are calculated by the computer, and a smoke option is included. The action takes place in four areas of West Germany.

Nam

Strategic Simulations Inc.
joystick
39.95

Introductory and intermediate players can test their command abilities with six historical scenarios from the Vietnam War. Scenarios include the Tet Offensive and jungle patrols. Units are rated for strength and effectiveness and are armed with rifles, machine guns, mortars, and rocket launchers. Play lasts from 1-4 hours for one player.

Napoleon at Waterloo

Krentek Software
joystick
34.95

Players can pit Napoleon's forces against those of the Anglo-Allies and Prussians at the Battle of Waterloo. The player controls the cavalry, infantry, and artillery units as they march across a scrolling battlefield of woods and villages. The screen displays the number of casualties and the level of morale among the soldiers. The whole 11-hour battle is recreated in about 30 minutes of play time. When the game clock reaches 9:00 p.m., the game ends and the national anthem of the winning side is played. Available on disk or cassette.

NATO Commander

MicroProse
34.95

A full-continent, scrolling map shows troop movement as the Soviet forces invade Europe. As commander of the NATO forces, the player must deploy infantry, armor, helicopters, and air forces to protect the western nations. The game includes realtime simulation, multiple combat units, five game scenarios, a pause mode, and four skill levels.

Operation Market Garden

Strategic Simulations Inc.
49.95

The original Market and Garden operations of World War II failed, but this game gives the players a chance to try and change the outcome. In Operation Garden, the British 30th Corps must advance 64 miles across Holland to help secure major bridges over the rivers into Germany. The U.S. and British airborne division try to parachute to the bridges in Operation Market. Action involves air strikes, combat, cross-river assaults, and bridge construction and destruction. There are two levels of play for one to two players.

ENTERTAINMENT

Rebel Charge at Chickamauga

Strategic Simulations Inc.
49.95

Players can test their strategies by recreating the September 19-20, 1863 battle at Chickamauga Creek. The battle takes place on a 64 x 54-square grid map, and players can switch between strategic and tactical displays. The conflict is played in 13 turns, with each turn representing two hours of real time. Introductory, intermediate, and advanced game levels are included.

Rome and the Barbarians

Krentek Software
joystick
34.95

Economic strength is the key in this recreation of the last days of the Roman Empire. As ruler of the Roman legions, the player must decide which cities to defend against the invading barbarians and peasant uprisings, when to hire mercenaries, and how to raise the revenues needed to finance the wars. A scrolling map of Europe displays the various battles and points of invasion. The program is written in machine language.

Russia: The Great War In The East 1941-1945

Strategic Studies Group
39.95
Electronic Arts

In Russia, players view a two-dimensional simulation of the historic Russian battlefields of World War II. Players can study the actual battles in the observer mode. In the interactive mode, two players can choose sides and battle it out, or one player can select an army and fight a computer opponent. A built-in design kit is included allowing the user to change the economic and military parameters of the game.

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GAZ b

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Russia: The Great War in the East 1941-1945

Strategic Studies Group

40.00

Electronic Arts

The player can be commander of either the Russian Red Army or the German Wehrmacht in this simulation of the World War II conflicts on the Eastern Front. Each army has up to seven divisions, and there are three theatres for each side. An economic system provides replacements, reinforcements, lend-lease, rail repair, and Western Front forces. Three shorter scenarios—Leningrad, Stalingrad, and Kursk—are also included.

Spitfire Ace

MicroProse

29.95

One to four players fly a Spitfire plane over Europe and the Pacific, dogfighting for survival and trying to shoot down enemy aircraft. There are 14 combat situations, including Pearl Harbor, D-Day, and Iwo Jima, all portrayed in 3-D graphics.

Tobruk—The Clash of Armour

Datasoft

34.95

As Rommel, head of the German Afrika Korps, the player leads an army of tanks across North Africa and into Egypt in an attempt to defeat the British and the Allies during World War II.

Triple Pack

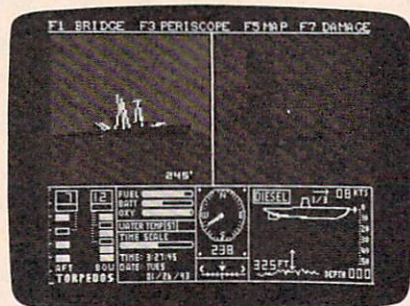
Access

joystick

19.95

Three games are available in this one package. *Beach-Head* is a war game in which the player tries to liberate an island from hostile enemy forces. In *Beach-Head II*, the Allied forces continue the fight against the dictator and the portion of his army that escaped

destruction in the first game. Commandos must stop the Soviets from launching an attack in *Raid Over Moscow*.



Players patrol the Atlantic and Pacific Oceans in *Up Periscope!*

U.S.A.A.F.

Strategic Simulations Inc.

59.95

This war game simulates the daylight bombing of Germany by the U.S. Air Force in World War II. Bombers include the B-17 and B-24 which are escorted by P-38 Lightnings, P-47 Thunderbolts, and P-51 Mustangs. Weather, altitude, morale, experience, and enemy defenses affect each raid, and every plane is accounted for at the beginning and each of a mission. Players can command either the Allied offensive or the German defenses. There are five levels of play. For one or two players.

Under Fire

Avalon Hill

59.95

This World War II simulation contains three maps of Europe, nine scenarios, and a mapmaker disk. The computer can control the U.S., German, or Russian armies and allows simultaneous movement. The armies are divided into ten-man squads and are rated by weapon and quality of training. The view is angled from above the battlefields.

Up Periscope!

ActionSoft

disk drive

29.95

The mission is to patrol the Atlantic and Pacific Oceans in a World War II fleet-class submarine. There are 14 historical scenarios to follow, or the player can create new battles. Targets include enemy freighters, tankers, troop ships, destroyers, and battleships. The submarine carries Mark-10 and Mark-18 torpedoes, surface and attack radars, a variable-power periscope, and oceanic charts. The sub's information is displayed by the on-screen instrument panel, and ships appear in 3-D graphics. The game can be played in reality mode.

War in the South Pacific

Strategic Simulations Inc.

59.95

Three World War II South Pacific scenarios are presented in this package. The first is a hypothetical situation in which the Battle of Midway never took place and the Japanese fleet is still intact in the South Pacific. The second game involves the invasion of U.S. forces at Guadalcanal and the Japanese response. The final game recreates the actual battles at Guadalcanal from October 1942 through March 1943. The games are broken down into one-, four-, and eight-hour segments. Each scenario takes about 20 hours to play, and the whole game takes about 50 hours.

War Game Construction Set

Strategic Simulations Inc.

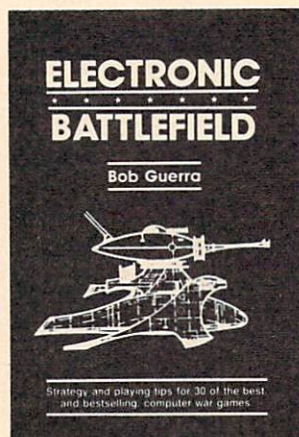
joystick

29.95

Players can design their own war games complete with maps, terrain, man-to-man or large-scale combat, weapons, movement, and fighting attributes. Games can be designed based on actual battles, or new games can be created for any period from ancient wars to futuristic space encounters. Eight complete games are also included.

New from COMPUTE!

War game simulations come alive with two new books from COMPUTE!. Whether you're dodging torpedoes, bombing targets, or planning to defend against an enemy invasion, these books contain the hints and strategies you need for a successful defense—and offense. There's historical information on actual battles, technical information about your war machines, plus many tips on using hidden features of the software.



The Electronic Battlefield

Bob Guerra
ISBN 0-87455-117-X
\$12.95

This comprehensive reference book on computer war games—how to play them and what strategies to use—will find a place on thousands of computer owners' desks. Whether acting as fierce opponent or impartial referee, the computer is perfect for war game play. *The Electronic Battlefield* offers general and specific hints, tips, and play techniques for all the most popular computer games. Filled with detailed information on such games as *Silent Service*, *Roadwar 2000*, *Field of Fire*, *Arctic Fox*, and *Balance of Power*, this book will appeal to players of all ages and levels of experience. Also included in this book are undocumented features of games like *F-15 Strike Eagle*, command reference charts for many of the games, and even tips from the game designers. The perfect resource for any electronic war gamer.

Sub Commander: Tactics and Strategy for WWII Submarine Simulations

Richard G. Sheffield
ISBN 0-87455-127-7
\$12.95



Run silent, run deep. This hands-on approach to popular submarine simulators like *Silent Service*, *Gato*, *Sub Battle*, and *Up Periscope* puts you at the periscope of an American boat in World War II. This collection of undersea warfare tactics and strategies will appeal to every simulator captain. Information about actual World War II submarines, crews, and captains provides an excellent introduction. Detailed accounts of real submarine battles illustrate ways you can pilot your own electronic sub. The heart of the book outlines offensive and defensive tactics and maneuvers that bring you into torpedo range and get you out again safely. Learn how to decimate heavily escorted convoys, how to shoot "down the throat" at a charging destroyer, and how to weather determined-depth charge attacks. You'll be able to immediately apply these techniques and tricks to your own submarine software.

Note: The books do not include any of the software products mentioned.

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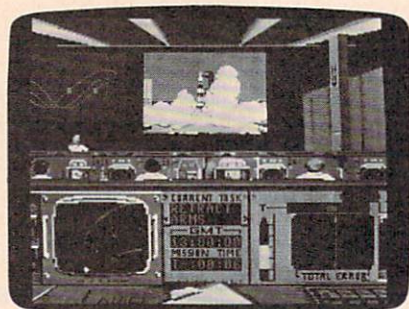
Please add \$2.00 per book shipping and handling. NC residents add 5 percent sales tax and NY residents add 8.25 percent sales tax. Please allow 4-6 weeks for delivery.

COMPUTE! books are available outside the United States from subsidiaries of McGraw-Hill International Book Company.

Warship

Strategic Simulations Inc.
59.95

Almost every warship that fought in the Pacific from 1941 to 1945 is included in this game. Each side—Allied or Japanese—can have up to 20 ships at one time. Seventy-nine classes of ship are rated by size, speed, radar, flotation, armor, and guns. Players select either ship or division command mode; the computer automatically calculates damage and visibility. There are three historical scenarios and one hypothetical. Players can also design their own ships by modifying the given data.



Players can assume the role of astronaut and mission control specialist in Apollo 18: Mission to the Moon.

Apollo 18: Mission To The Moon

Accolade
29.95

Users can recreate any of the original moon missions of the 1960s, assuming both the role of astronaut and mission control specialist. A series of tasks must be performed in order to complete the mission. The program features digitized voice and sound.

B-24

Strategic Simulations Inc.
34.95

This game simulates 19 World War II B-24 Liberator plane missions flown by the 406th Bombardment Group to the Ploesti, Romania oil fields. Players carry out the duties of the pilot, copilot, navigator, engineer, and bombardier, setting the flight path, speed, altitude, and bomb drop-points. Variables include engine performance and accuracy of bombing, as well as random weather conditions. The instrument panel indicates altitude, vertical speed, heading, air speed, and degree of bank/turn and pitch. There are practice training missions to Mostar and Bucharest.

Bismarck—The North Sea Chase

Datasoft
34.95

Players choose whether to command the Royal Navy or the German battleship which sank the H.M.S. Hood in 1941. Battles can be fought with the conventional battleship weapons, or the player can pilot a Fairey Swordfish torpedo plane using the flight simulator.

Chernobyl

Cosmi Corporation
24.95

The user and his computer control a nuclear power reactor and try to avert disaster.

Chuck Yeager's Advanced Flight Trainer

Electronic Arts
34.95

Computer pilots can learn to fly like General Chuck Yeager, testing new aircraft and performing death-defying stunts. In three levels of instruction, the program explains the basics of flying, such as taking off and landing; advanced maneuvers, like aileron rolls and hammerhead stalls; and, finally, formation and stunt flying at mach speeds. A test pilot option lets students test 14 different aircraft using authentic aircraft evaluation charts, or practice flying a variety of aircraft—Sopwith Camel F-1, Spad XIII, P-51 Mustang, F-16, and F-18, or three experimental planes. The flight recorder allows students to create and store their own stunt patterns. A super-fast frame rate helps simulate mach-speed flight, and graphics are shown in three dimensions.

SIMULATORS

A.C.E.

UXB
19.95
Spinnaker Software Corp.

In this air-combat emulator, the player fights against airplanes, tanks, and ships to save the world.

Ace of Aces

Accolade
29.95

A flight simulator based on the RAF Mosquito fighter bomber, this game contains four missions which can be affected by storm clouds and enemy fighter planes.

Acrojet

MicroProse
joystick
24.95

One to four players compete in the decathlon of sport aviation for the title of World's Greatest Sports Pilot. Each player flies a BD5-J sports jet through Immelmans, precision loops, rolls, and inverted ribbon cuts. The program provides 3-D graphics and complete instrument displays.

Deep Space—Operation Copernicus

Sir-Tech
39.95

Players become the pilot of a Katana war vessel and can choose between four missions to test skill and tactics in flying and fighting amid the hurtling debris of the astroid cluster known as the Trojan Group. The program features 3-D animated graphics, and all objects follow actual laws of motion observed in space.

Destroyer

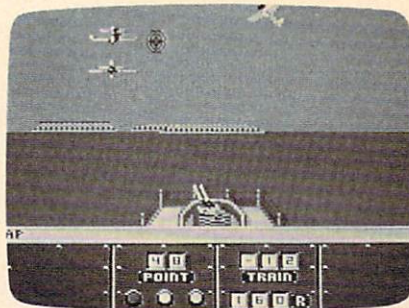
Epyx
joystick
39.95

The captain of this Fletcher Class U.S. Naval Destroyer is responsible for the total operation of the ship—radar and sonar readings, depth charges, anti-aircraft guns, torpedoes, on-board computer, and repair. The ship must constantly be repaired for all controls to function properly. The captain also has to avoid U-boats, Kamikaze pilots, and Zero fighters. There are seven missions to choose, and three levels of difficulty. An instruction manual is included. Joystick controlled.

Drag Race Eliminator

Family Software
24.95

With this program, players can simulate five classes of NHRA competition—top fuel dragster, top fuel funny car, top alcohol dragster, top alcohol funny car, and pro stock. Two players can race each other, or one player can compete against the computer. Features include a .400 start light, elapsed-time clocks, time cards, hi-res graphics, sound, and a 3-D view of the track.



In Destroyer, players are responsible for the total operation of the ship.

Echelon

Access
44.95

Echelon is a top-secret military facility of the twenty-first century, where pilots learn to fly the Lockheed C-104 Tomahawk, a space combat and exploration vehicle. The player is assigned to patrol a new zone and find the solution to several strange events that have occurred there. The game features four weapons systems, a bi-directional teleporter unit, two 3-D screens, infrared graphics, and the LipStik, a voice-activated control headset for giving commands to the spacecraft.

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Players learn to fly a Lockheed C-104 Tomahawk in Echelon.

EOS: Earth Orbit Stations

Electronic Arts
29.95

As CEO, the player is responsible for every aspect of setting up and maintaining space stations, from construction to making a profit. There are 39 different modules to construct, including a shuttleport, telescope, and chemical lab. There are seven versions, each lasting from 2 to 40 hours. The player can also learn about the planets and solar system while playing.

F-15 Strike Eagle

MicroProse
34.95

Players can take part in seven historical flight missions, from dropping M-82 bombs on a Libyan oil refinery to firing air-to-air missiles at a Syrian fighter. This F-15 combat jet flight simulator displays more than 24 cockpit controls and features radar, launch indicators, electronic defenses, missiles, and aerobic and mach-speed capabilities. There are four skill levels.

Flight Simulator II

SubLogic
joystick optional
49.95

Players can simulate flying a Piper 181 Cherokee Archer plane to over 80 airports in four scenery areas, practicing takeoffs, landings, and aerobatics,

and even taking part in a World War I Ace aerial battle. Flight controls and instrumentation are displayed on the computer screen, and the view outside the cockpit appears in high-speed, 3-D graphics.

Gato

Spectrum Holobyte
14.95

Control panels constantly display the speed, depth, heading, and radar trackings of a World War II Gato Submarine. The player is challenged to carry out missions in the South Pacific and return to homebase without being detected or destroyed. Digitized voice commands relay the missions from SUBCOM. Levels of difficulty increase as the game continues.

Gunship

MicroProse
joystick
34.95

Players take control of an AH-64 Apache helicopter to carry out seven rescue, search-and-destroy, and covert missions. The Apache is loaded with 11 guided missiles, four guns, Hellfire laser missiles, a zoom-TV gunsight, and the integrated helmet targeting system (IHITS). The missions take place around the world from Southeast Asia to Central America. This flight simulation program uses 3-D graphics and a joystick flying system, and varies in difficulty from training to expert levels.

Japan Scenery Disk

SubLogic
flight simulation software
24.95

A scenery disk to be used with *Flight Simulator*, *Flight Simulator II*, *Jet*, or any other SubLogic flight simulator, this disk covers the area from Tokyo to Osaka, Japan in detail. It can be used for visual flight or cross-country

navigation and includes downtown Tokyo, Mt. Fuji, the Shin Kansen bullet train network, Osaka castle, and many mountains, lakes, and waterways.

Jet

SubLogic
joystick optional
39.95

Players can take the pilot's seat of an F-16 Fighting Falcon or F-18 Hornet jet fighter. There's a free-flight mode for noncombat maneuvers, as well as various options for aerial dogfights or target strikes.

Jet Combat Simulator

Epyx
19.95

The player assumes the pilot's seat of a McDonnell Douglas F-15 Eagle jet fighter in this simulation. The pilot must learn to take off, land, and perform offensive and defensive maneuvers with the aircraft, and at the same time avoid crashing, spinning, and enemy planes and artillery.



Flight Simulator II simulates the flight of a Piper 181 Cherokee Archer.

Jump Jet

Eurosoft
24.95

Five skill levels help players practice flying the Sea Harrier VTOL. Also known as the Jump Jet, this plane can takeoff or land, vertically, on the deck of an aircraft carrier, hover, and fly backwards. A simulation of the radar, range finder, and instrument panel appears on the screen. Sidewinder missiles may be used against enemy aircraft, and sonic warning messages are sent to the pilot through the Commodore's sound system.

Kennedy Approach

MicroProse
24.95

This simulator puts the player in the air-traffic control towers of some of the busiest airports. A computer-generated voice provides the communications from approaching aircraft and warns of life-threatening emergencies. The player must safely land all planes, ranging from two-seater private planes to the Concorde.

Locomotive Switcher

Signal Computer Consultants, Ltd.
30.00

Hi-res graphics, sound, and car-motion logic add to the realism of this railroad-switching program. There are two modes of operation: In flat-yard mode, the train cars are moved to the shipping docks by user and computer commands; in the hump-yard mode, the cars roll freely to the dock, and the operator must determine the retarder speeds and switch alignments. The object of the game is to minimize the number of moves and damage.

Microbroker

Cardinal Software
19.95

Up to six investors can buy and sell commodities, receive dividends, and make loans in an attempt to make

more money than the other investors. This program is designed to simulate trading on the stock market.

Official America's Cup Sailing Simulation, The

Electronic Arts
joystick
14.95

This game simulates high-speed sailing competition off the coast of Perth, Australia, and includes changing wind and weather conditions, crew error, mechanical failures, and yacht performance like that in authentic 12-meter racing. Players use their joysticks to hoist and winch genoas and spinnakers, to compete against each other and the computer.

PHM Pegasus

Electronic Arts
29.95

The player is the commander of a U.S., Italian, or Israeli patrol hydrofoil missilecraft (PHM), a naval vessel that can travel at 50 knots and cut through 20-foot waves. The PHM carries a 76mm automatic rapid-fire cannon, harpoon cruise missiles, Gabriel missiles, radar, and on-board chaff for defense. The game contains eight missions around the world, including the Persian Gulf, Mediterranean, and the Gulf of Sidra, and color maps. Winning game players are rewarded with promotions.

President Elect—1988 Edition

Strategic Simulations Inc.
24.95

Up to three players can simulate any presidential election from 1960 to 1988 using a roster of 71 candidates and actual statistics. Candidates are rated on social, economic, and foreign policy as well as public image. Players can vary factors such as economic condition, party status, and confidence index to alter the outcome of the election. Fictional candidates may also be created.

Play covers a period from Labor Day through Election Night and can last from one-half to six hours. The package includes a disk, rulebook, strategy sheet, and election map. For grades 5 through college.



In Jet, players are put behind the controls of either an F-16 Fighting Falcon or an F-18 Hornet.

Project: Stealth Fighter

MicroProse
39.95

Players can fly a new stealth aircraft on secret missions over North Africa or the Eastern Block countries, carrying out bombing raids and gathering classified information. Not only must the pilot be able to fly and fight the aircraft, he or she also has to master the jet's electromagnetic profile to avoid radar detection. The graphics portray heads-up displays (HUD) and 3-D cockpit views.

San Francisco STAR Scenery Disk

SubLogic
flight simulation software
24.95

A scenery disk to be used with *Flight Simulator*, *Flight Simulator II*, *Jet*, or any other SubLogic flight simulator, this disk covers the San Francisco Bay area in detail. It is designed mainly for visual flight and includes Fisherman's Wharf, Alcatraz Island, the Golden Gate and Bay Bridges, and prominent buildings in the San Francisco/San Jose-Oakland areas.

Scenery Disk #11

SubLogic
flight simulation software
24.95

One in a series of disks that provides additional scenery and flying environment when used with *Flight Simulator*, *Flight Simulator II*, and *Jet*, or other SubLogic flight simulators. This disk includes airports, radio-nav aids, cities, highways, rivers, lakes, and a hot-air balloon for the central Great Lakes area. There are views of Detroit, Pittsburgh, and Niagara Falls.

Scenery Disk #1

SubLogic
flight simulation software
19.95

One in a series of disks that provides additional scenery and flying environment when used with *Flight Simulator*, *Flight Simulator II*, *Jet*, or other SubLogic flight simulators. This disk includes airports, radio-nav aids, cities, highways, rivers, and lakes, and covers parts of Texas—Houston, Dallas-Ft. Worth, San Antonio, and Brownsville.

Scenery Disk #2

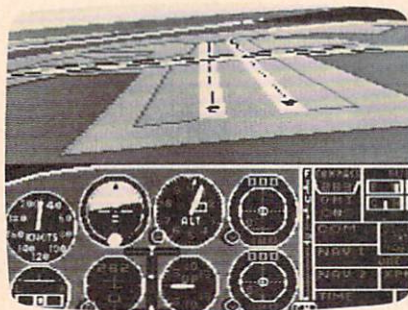
SubLogic
flight simulation software
19.95

One in a series of disks that provides additional scenery and flying environment when used with *Flight Simulator*, *Flight Simulator II*, *Jet*, or other SubLogic flight simulators. This disk includes airports, radio-nav aids, cities, highways, rivers, and lakes, and covers parts of the Southwest—Phoenix, Albuquerque, and El Paso.

Scenery Disk #3

SubLogic
flight simulation software
19.95

One in a series of disks that provides additional scenery and flying environment when used with *Flight Simulator*,



The San Francisco STAR Scenery Disk can be used with any SubLogic simulator.

Flight Simulator II, *Jet*, or other SubLogic flight simulators. This disk includes airports, radio-nav aids, cities, highways, rivers, and lakes, and covers parts of California and the Southwest—San Francisco, Los Angeles, and Las Vegas.

Scenery Disk #5

SubLogic
flight simulation software
19.95

One in a series of disks that provides additional scenery and flying environment when used with *Flight Simulator*, *Flight Simulator II*, *Jet*, or other SubLogic flight simulators. This disk includes airports, radio-nav aids, cities, highways, rivers, and lakes, and covers parts of the Mountain states—Salt Lake City, Cheyenne, and Denver.

Scenery Disk #6

SubLogic
flight simulation software
19.95

One in a series of disks that provides additional scenery and flying environment when used with *Flight Simulator*, *Flight Simulator II*, *Jet*, or other SubLogic flight simulators. This disk includes airports, radio-nav aids, cities, highways, rivers, and lakes, and covers parts of the Midwest—Omaha, Wichita, and Kansas City.

Scenery Disk #7

SubLogic
flight simulation software
24.95

One in a series of disks that provides additional scenery and flying environment when used with *Flight Simulator*, *Flight Simulator II*, *Jet*, or other SubLogic flight simulators. This disk includes airports, radio-nav aids, cities, highways, rivers, and lakes, and covers parts of the Eastern Coast—Washington D.C., Charlotte, Jacksonville, and Miami.

Shirley Muldowney's Top Fuel Challenge

Cosmi Corporation
24.95

A simulated drag-racing game in which players race against three-time world champion Shirley Muldowney.

Silent Service

Microprose
34.95

The player commands a World War II submarine in the South Pacific in this submarine simulation that includes five different battle station screens and a map of the South Pacific. There are six historical missions requiring surface attacks with 5-inch guns, careful tracking, and hitting enemy troopships with torpedoes. To survive, the player must also avoid depth charges, destroyer detection, and shallow water. Graphics include the bridge, conning tower, torpedo room, and periscope. Skill levels range from gunnery to patrolling the Pacific.

Solo Flight

MicroProse
24.95

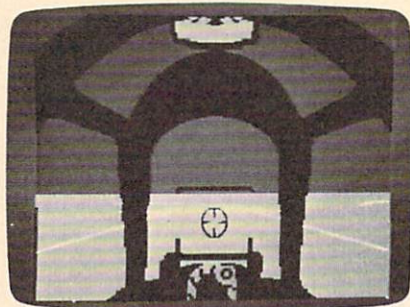
This is a civilian flight simulator that lets the player experience the thrill of a first solo flight. Onscreen instructions guide the pilot through the basics of flight. There are 21 airports to fly into, and a mail mission option

gives the player the opportunity to choose a route to deliver the air mail. The program features instrument displays, navigation maps, dual VORs, emergencies, and weather changes.

Sonar Search

Signal Computer Consultants Ltd.
15.00

As a World War II destroyer commander, the player uses sonar to find, track, and destroy five enemy submarines. The commander must also recognize the sound of oncoming torpedo propellers and alter course before the ship is hit. The game uses hi-res graphics and sound. Recommended for players over the age of 12.



In Spitfire 40, the screen displays a full-color instrument panel.

Spitfire 40

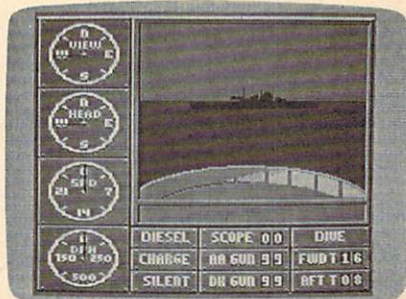
Avalon Hill
35.00

Players can fly a Mark II Supermarine Spitfire simulation, shoot down German bombers before they reach Britain, land, and record flight hours and number of kills on a disk. Medals are awarded and there's a flying certificate for 50 hours in flight. The screen displays a full-color instrument panel.

Sub Battle Simulator

Epyx
39.95

As commander of a World War II submarine, the player can choose from 24 American and 36 German missions, including seek and destroy, rendezvous, lifeguarding, and patrol. There are six classes of U.S. Navy submarines and German Kriegsmarine U-Boats, each individually outfitted with equipment characteristic of the 1939-1945 era. The missions are based on historical data, and there are three modes of command—target practice, single mission in a combat setting, and wartime command for the duration of the war. Weapons include anti-aircraft guns, torpedoes, mines, and deck guns. The player also has to be on the lookout for destroyers, depth charges, aircraft, and inclement weather. A manual and quick-reference command card are included.



Players command a World War II submarine in Sub Battle Simulator.

Super Dispatcher

Signal Computer Consultants Ltd.
35.00

The advanced version of Train Dispatcher expands dispatcher control to 60 trains on single, double, and triple tracks in three territories. Added features include signal fleeting, train reversing, and randomly introduced hot boxes and derailments.

Super Huey

Cosmi Corporation
12.95

Players command a helicopter in this simulation game.

Test Drive

Accolade
29.95

Players have the opportunity to test drive some of the world's best sports cars. After selecting a car, the player views the road from the viewpoint of

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SOFT-BYTE



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the driver. The object is to drive different sections of highway within a certain time limit, avoiding slower vehicles, oncoming traffic, falling rocks, and the highway patrol.

ThunderChopper

ActionSoft
29.95

Players are in command of a Hughes 530MG Defender helicopter, facing escort, land, and sea rescue, and combat scenarios. The action can be seen through the cockpit windows in either day, dusk, and night flight modes. The on-board flight computer provides mission instructions and pilot performance feedback while monitoring the status of all on-board systems. Advanced instrumentation is patterned after equipment now being tested by the U.S. Army. Armament includes TOW and Stinger missiles, a Hughes Chain Gun, and Zuni rockets.



Instrumentation in ThunderChopper is patterned after actual equipment being tested by the U. S. Army.

Tomahawk

Datasoft
34.95

The player selects combat or training missions at four levels to simulate flying a U.S. Army Apache helicopter. Simulations include ground attack, air-to-air interception, day- and night-vision systems, and flying by instruments. The display is three-dimensional.

Top Gun

Mindscape
9.95

Players can take the pilot's seat of an F-14 Tomcat in this combat flight simulation. The jets are equipped with heat-seeking missiles and 22m rapid-fire cannons to shoot targets, or the pilot can maneuver the jet out of the way of enemy fire. Two players compete against each other, or one against the computer.

Top Gunner Collection

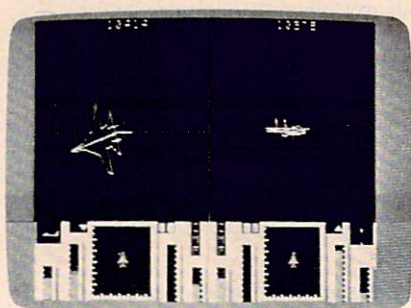
MicroProse
24.95

Three flight simulators are included in this one package. *Hellcat Ace* is a World War II air-to-air combat simulator that takes the player on 14 missions over the Pacific. Maneuvers include loops, aileron rolls, bailouts, and ocean ditches. An F-86 Sabre battles a MIG-15 over Europe in *MIG Alley Ace*. One or more players can challenge each other or the computer in this World War II flight combat simulator. Players fly a rescue helicopter through an underground labyrinth in search of trapped captives in *Air Rescue*. All three games feature multiple difficulty levels.

Train Dispatcher

Signal Computer Consultants
BASIC cartridge
15.00

The game allows the player to control the movement and location of 12 trains in a 150-mile radius. As train dispatcher, the player is in control of 20 switches and 64 signals for both single- and double-track sections. Twenty-three screens are automatically updated to monitor the traffic.



Players control an F-14 Tomcat in Top Gun.

SCIENCE FICTION GAMES

Aliens: The Computer Game

Activision
34.95

Based on the recent movie of the same name, *Aliens* is a fast-action program that reproduces many of the elements in the motion picture through the use of simulation, mazes, karate sequences, and other arcade-style game features.

Deep Space: Operation Copernicus

Sir-Tech Software, Inc.
39.95

It's the year 2123, and the player is the pilot of a Katana war ship on the way to protect Earth's interests in the Asteroid Belt. There are four missions in this space-combat program which tests flying and fighting abilities. The graphics are three-dimensional, and the objects in space, including the space ship, respond to the actual laws of motion in space. A representation of the ship's instrument panel is displayed on the screen. The program is packaged in a sealed envelope with a letter from the president, a preflight briefing card, memo, and intelligence report.

Demolition Mission

Mindscape
9.95

There are eight orbiting space stadiums in this space-age demolition derby. The pilot drives an Alleykat Space Racer around 32 different race tracks, each over 20 screens long. The game features arcade-type graphics and sound effects.

Eliminator

Thunder Mountain
9.95

Mindscape

Players can pilot an eliminator craft across enemy territory and fight off invading ships.

Leviathan

Thunder Mountain
9.95

Mindscape

The player maneuvers his or her spaceship, Leviathan, through three planets, over scrolling landscapes, attempting to vaporize enemy ships.

Omnicon Conspiracy

Epyx
joystick
39.95

In this joystick-controlled game, the player takes the role of Captain Ace Powers of the Star Police. The mission is to discover why a starship has suddenly disappeared into a realm ten lifespans away. Solving the mystery requires strategy and assistance from a droid named PAL, a computer, weapons, a smuggler friend, a psychic cult, and the Star Police reference library.

Portal

Activision
39.95

The player returns to Earth in the year 2106 to find that the only survivor is Homer, a living computer.

Using Homer, the player tries to find out what happened to Earth and its inhabitants.

Power

Avantage
14.95
Accolade

The player must protect Earth's plutonium plants from a terrorist attack by the alien Demoids. A space-war game.

Reach for the Stars

Strategic Studies Group
45.00
Electronic Arts

One to four players compete to colonize and manage empires in space. Empires can be built and maintained by improving the industry and environment, and by building warships. There are four classes of warships, transports, and explorers. Game options include novae, natural disasters, solar debris, and xenophobes. A tutorial is included.

Star Fleet I

Interstel
39.95

FLEET members begin as cadets in the academy and compete in order to advance to Admiral Emeritus, where they can control 36 galactic cruisers, 13 ship systems, and 500 crew members in an attempt to eliminate evil from the galaxy. Communication is conducted through the Star Fleet Headquarters BBS. Features of this space strategy game include phasers, torpedoes, shields, transporters, mines, computers, navigation, color animation, sound effects, and music. The package includes a 100-page officer's manual and a quick-reference command card.

Starglider

Firebird
39.95

The player is commander of an airborne ground-attack vehicle challenging the almost-invincible starship, Starglider. To defeat the ship requires quick reflexes, skill, and a few tricks. Maneuvers occur in 3-D animation. The package includes a flight training manual, color poster, key guide, and a novella, which sets up the story.

Star Trooper/Penetrator

Spinnaker Software Corp.
joystick
9.95

Two games in one. In *Star Trooper*, armed with only a jet pack and a laser blaster, the player must survive relentless alien attacks. In *Penetrator*, the player commands a fighter plane. The mission is to blow up a neutron bomb cache.



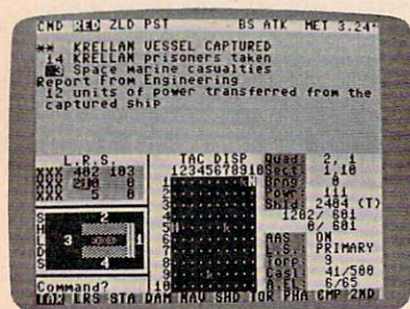
Players assume the role of Captain Ace Powers of the Star Police in the Omnicron Conspiracy.

Tracker

Firebird
39.95

Tracker combines artificial intelligence with fast action and graphics to create a space adventure game. The player controls eight skimmer craft in order

to defend against the invading Cycloids. Using the artificial intelligence of the program, the Cycloids try to remember the player's strategy so it cannot successfully be used again.



In *Star Fleet I*, players begin as cadets and work their way up to Admiral Emeritus.

Transformers: Battle to Save the Earth, The

Activision
29.95

The player uses eight Autobots to stop the Decepticons from stealing energy and taking over Earth. The player controls the Autobots, from transformation stages to actual battles. The game is based on the Transformer toys by Hasbro.

Zoids

Activision
14.95

An Earth man has crashed on Zoidstar in the middle of a war between the Blue Zoids and the Red Zoids. The Red Zoids have created a leader, Redhorn the Terrible, whose goal is to destroy the universe. Zoidzilla has been created to fight Redhorn, but that machine is smashed into a million pieces. The player must find all of Zoidzilla's pieces, rebuild it, and defeat Redhorn.

Z-Pilot

Spinnaker Software Corp.
joystick
9.95

As the *Z-Pilot*, the player is the last hope of the Universe. With virtually unlimited weaponry, and eye-popping acceleration and handling, he or she commands the Z-Fighter against ruthless alien forces.

FANTASY GAMES

Cycleknight

Artworx
19.95

One to four players can ride hi-tech motorcycles through a fantasy land in search of a kidnapped queen and her villagers. The medieval-style castle has over 2000 chambers, or players can design their own castle. A language simulator helps players communicate with the creatures in the adventure. There are five skill levels.

Dan Dare, Pilot of the Future

Electronic Arts
19.95

Dan Dare, Pilot of the Future is the first of the Amazing Software line. In this adventure game, Dan Dare searches for his cohorts on an atomic asteroid. Dan must rescue his friends and stop the asteroid from destroying earth. Each screen in the program represents a panel from the comic book of the same name. The game includes sound, animation, and 3-D graphics.

Darkhorn

Avalon Hill
30.00

There are nine maps in this fantasy game, and nine more can be designed and stored by the players. Players can create armies of men, dwarves, and elves to attack castles and take over

enemy fortresses. Four players can enter commands at the same time, and they can play just one map, or all nine in one campaign.

Destiny

Software Investments Plus
19.95

Players enter the land of Adventure to win back the kingdom of King Ecreip III. To fulfill their destinies, players must first unlock the mysteries of the crystal key.

Exodus: Ultima III

Origin Systems
color monitor
39.95

In this one- to four-player game, players try to defeat Exodus, progeny of Mondain from *Ultima I*. This installment of the *Ultima* series contains full-color graphics and a musical soundtrack. The package includes a double-sided disk, cloth map, two spell books, a rule book, and a reference card.

Gemstone Healer

Strategic Simulations Inc.
29.95

The war with the demons of the netherworld continues in this sequel to *Gemstone Warrior*. As the gemstone warrior, the player must return the broken gemstone to the demons' lair and restore it with magical healing tools while battling the forces of evil. Players do not have to be familiar with *Gemstone Warrior* to play this game.

Gemstone Warrior

Strategic Simulations
joystick optional
14.95

The creatures of the Netherworld have stolen the gemstone and broken it into five pieces. The warrior must search through wilderness, labyrinths, and strange dungeons to find the pieces and return them to the temple.

He uses a crossbow, fireballs, magic, and wisdom supplied by the player. The game is played in hi-res, animated color graphics.

Guild of Thieves

Firebird
39.95

This sequel to *The Pawn* takes place in the mythical kingdom of Kerovnia, combining dialogue, graphics, humor, and challenging puzzles for a fantasy adventure. The package includes a 40-page novella, a Bank of Kerovnia credit card, an Indenture and Contract of Service certificate, dice, and a play guide.

Legacy of the Ancients

Electronic Arts
29.95

The setting is the land of Tarmalon, and the mission is to find the wizard's compendium, which contains evil powers. The search begins at the Museum of the Ancients and continues through 12 towns, forests, castles, and a series of dungeons. Along the way, the player has opportunities to play five games (three combat and two at the casino tables) battle many creatures, rob banks, and gamble away prizes.

Moebius: The Orb of Celestial Harmony

Origin Systems
joystick
59.95

Kaimen has stolen the magical orb from Moebius, and it is the player's responsibility to recover it before the entire universe is destroyed. This fantasy-adventure game incorporates graphics and an element of magic into the search for artifacts, good karma, and mind strength. There are 26 types of terrain and four planes to explore—earth, water, air, and fire. The game features window-options menus and is stored on two double-sided disks.

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Phantasie

Strategic Simulations Inc.
joystick
39.95

The player chooses up to six characters—from monks and wizards to gnomes and lizard men—to aid in the search for the nine rings to defeat the Dark Lord. The journey takes place in Gelnor, where the band of warriors must explore dungeons, solve puzzles, and battle many monsters. Along the way, new characters may be recruited and magical spells can be learned. Action is in hi-res color graphics.

Phantasie II

Strategic Simulations Inc.
joystick
39.95

In this sequel to *Phantasie*, the warrior and his gang are out to remove the curse of the Dark Lord Nickademius by locating and destroying the evil orb. The journey continues through wilderness, dungeons, the Astral Plane, and the Netherworld. Characters from *Phantasie* can be incorporated into this game, or new characters may be invented.

Phantasie III:

Wrath of Nikademus

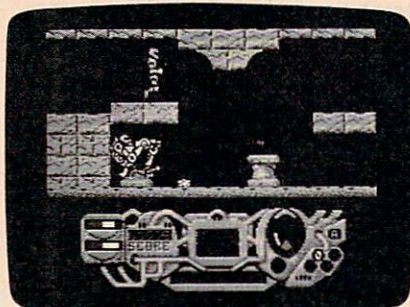
Strategic Simulations Inc.
joystick
39.95

The final game in the *Phantasie* trilogy, this fantasy adventure pits the noble warrior in a battle to stop the Dark Lord from conquering the entire world. Again, a band of six characters is led on a search through dungeons and wilderness, battling a variety of monsters and magic. Bows, arrows, and new magical spells have been added, along with some new evil mongers. The goal is to find and defeat Nikademus in the final confrontation.

Questron

Strategic Simulations Inc.
joystick
39.95

As Last Defender of the Realm, the player tries to defeat the sorcerer Mantor through stealth and cunning. To do so, the player must first journey through a strange land, battle a variety of creatures, and then steal back the Great Book of Evil Magic.



The Rad Warrior is set in the year 2500 A.D.

Rad Warrior

Epyx
24.95

It's the year 2500 a.d. and warrior Tal is out to save the human race from invaders. To do so, Tal has to find the antiradiation suit, travel to the invaders' base, and destroy their power source. Along the way, Tal must battle with mutated wildlife, acid rain, and enemy drones. He's helped by maps, weapons, energy packs, and a special pair of antigravity boots. This adventure is part of the Maxx-Out series, designed especially for 10-14 year olds.

Realms of Darkness

Strategic Simulations Inc.
39.95

The player and a band of eight followers explore wilderness, cities, and 30 levels of underground dungeons on the way to fulfilling seven quests. It

requires power and cunning to defeat the many monsters encountered along the way. The game can be played with the keyboard or joystick and as a menu-driven or text-adventure game.

Rings of Zilfin

Strategic Simulations Inc.
39.95

Players get clues from kings, sorceresses, and dragons in a search for the ring of Zilfin. Evil beings can be destroyed with arrows or swords, and later with magic power, when the player achieves the rank of Grand Master Wizard. But time is of the essence, since the player must find the ring before Lord Dragos.

Roadwar 2000

Strategic Simulations Inc.
39.95

It's the year 2000, and the United States is on the verge of destruction from bacteriological warfare. The player is assigned the task of locating eight scientists and taking them to a secret underground lab where they must develop a life-saving serum. The search is made harder and more dangerous by the hordes of mutant beings and rival road gangs the adventurer meets on the journey.

Shard of Spring

Strategic Simulations Inc.
joystick
39.95

The player guides five characters (dwarves, trolls, elves, gnomes, and humans) through towns, taverns, wilderness, and dungeons, gathering clues and weapons on their search for the shard of spring. During battles, a zoom feature shows details of the terrain so the adventurers can find new weapons or escape, if necessary. Play lasts 40-80 hours.

Sword of Kadash

Polarware Software
8.95

One player searches through over 200 rooms of puzzles in the Fortress of the Dragon, collecting weapons, armor, and treasures, and looking for the enchanted sword.

Talisman

Polarware Software
17.95

As a prisoner of the Persian king Darius, the player is sent out to search for an ancient talisman and destroy an evil genie. Accompanied by Abu, the king's vizor, the player travels through deserts, forests, mountains, and across oceans. Commands can be given in full and multiple sentences; the program has a vocabulary of over 1001 words. There are also over 150 graphics, including sand, camels, and palm trees. An interactive-fiction game.

The Bard's Tale II: The Destiny Knight

Electronic Arts
39.95

A continuation of *The Bard's Tale*, this version of the dungeon fantasy game has a new story line and additional dungeons, magic, combat strategies, characters, clues, monsters, and territory. There's a new master magician, the Archmage, and seven timed puzzles titled "Snares of Death." Adventurers can explore six cities and 25 dungeon levels, and can create new characters in the starter dungeon.

The Bard's Tale

Electronic Arts
39.95

This three-part adventure game takes place in the fantasy town of Skara Brae, which is under the curse of the evil wizard, Mangar. In the first part of the adventure, the player searches the town for treasures and magic,

which will aid a small band of characters in their fight against Mangar. Next, this party must survive a variety of obstacles. The ultimate goal is to find and defeat Mangar. Characters use items such as weapons, shields, armor, gloves, and rings in the adventure. Four types of magic—conjuring, magic, sorcery, and wizardry—can also be summoned. The action takes place in 16 dungeons, two towers, and some mazes, and the graphics are depicted in three dimensions.

The Eternal Dagger

Strategic Simulations Inc.
39.95

In this sequel to *Wizard's Crown*, monsters have crept back into the Middle World, and the player's mission is to defeat the evil beings and seal off the portal with the eternal dagger. Characters from *Wizard's Crown* can be imported to this game, or players can create new characters. The fantasy adventure offers additional dungeons and magic spells.

The Sentry

Firebird
39.95

In this fantasy game, energy is the most valuable commodity, and it is under the control of the sentry and her legion of landgazers. The player and his robot attempt to regain control of the land by absorbing the energy from the sentry. At the same time, strategy and careful maneuvering are necessary to avoid the energy-absorbing stares of the landgazers. There are 10,000 landscapes in the program. The package includes a disk, booklet, quick-key guide, and pin-on sentry button.

Ultima I

Origin Systems
39.95

In this fantasy adventure, the player searches the land of Britannia, and space, for clues to defeat the evil wizard Mondain. The game is written in

assembly language for speed and graphics capabilities. The package contains a double-sided disk, four maps, a reference card, a manual, and coins of the realm.

Ultima IV: Quest of the Avatar

Origin Systems
color monitor
59.95

In this *Ultima* version, the player must find the Codex and become an avatar to destroy the evils still lurking in the hearts of the people of Britannia. During the search, the player may discover eight characters and many different magical items to help in the quest. There is also a variety of creatures, situations, and scenarios the player must confront and defeat during the search.

Valhalla

Eurosoft
24.95

Thirty-six animated characters, and the players, search through over 81 different locations for the lost treasure of Valhalla. There are a total of six adventures, each taking place in Norse mythology.

Wheel & Deal

Free Spirit
9.95

Players can act out their fantasies and desires with this game. Choices include buying an exclusive piece of real estate, taking an opponent to court, riding the stock market with a hot tip, or winning a fortune in the lottery.

Wizard's Crown

Strategic Simulations, Inc.
39.95

Eight characters aid the player in a search for the stolen crown of the emperor. Armed with weapons, magic,

stealth, and healing, the band encounters monsters, the undead, and a variety of mazes, buildings, and dungeons. When the final battle begins, the computer can resolve the conflict, or the player can control the action. There are five levels of play for 1-8 players.

Xyphus

Polarware Software
8.95

The player must fight his or her way through six scenarios while at the same time building up the abilities of the characters in the group. Each character has independent movement, so careful strategy must be used to complete the adventure.

ROLE-PLAYING GAMES

Alternate Reality: The Dungeon

DataSoft
39.95
Electronic Arts

Four levels of dungeons with many challenges and monsters await players of this fantasy role-playing game. The user's character will develop experience, stamina, strength, and wisdom the more the game is played. *Alternate Reality: The Dungeon* is the second in a series of *Alternate Reality* fantasy role-playing games, succeeding *The City*.

Beyond Zork

Infocom
44.95
Activision

Beyond Zork combines interactive fiction with a character-building role-playing game. The game is not a sequel to *The Zork Trilogy*, but is a new chapter set in the Zorkian universe. The user creates his own character,

choosing different levels of six attributes, which increase with experience. Windows display your attributes, your location, and your inventory. Players choose the screen option—either with the onscreen map and window display or with a standard text-only screen. Programmable function keys allow single-keystroke commands.

Book One: Secret of the Inner Sanctum

New World Computing
39.95
Activision

The first in a series of fantasy role-playing games called *Might and Magic*. Players guide a party of six adventurers through the three-dimensional Land of Varn in search of the Inner Sanctum. During the quest, there are 50 areas to explore with 13,000 locations, any of which may contain the winning clue. Players will encounter over 200 good and bad monsters, cast magic spells, and try to find over 250 magic items.

Little Computer People Discovery Kit

Activision
14.95

Once the discovery kit is set up, a little person moves into the 2½-story house. Any computer user can communicate and play games with the resident, or watch while the little person carries out his or her daily activities.

Master Ninja: Shadow Warrior of Death

Paragon Software
34.95

Players assume the identity of a ninja warrior sent on a quest to recover a magic sword stolen by an evil Japanese warlord. The ninja must be guided through over 25 chambers of the warlord's castle, fighting evil ninjas, samurai guards, mystic ninja

priests, curses, and deadly tigers. The player uses the ninja's martial arts skills and weapons to kill his opponents, recapture the sword, and kill the warlord.

Plundered Hearts

Infocom
34.95
Activision

In this interactive romance, the player assumes the role of the heroine, who finds adventure aboard a ship sailing the Carribean, while she searches for her ailing father. The player controls the heroine's fate as she encounters pirates, crocodiles, and rough seas.

Railroad Tycoon

Spinnaker Software Corp.
joystick
6.95

In *Railroad Tycoon*, the player is in charge of an old-time American railway empire and is responsible for whether the railroad is expanded or goes bankrupt.

Star Trek: The Promethean Prophecy

Simon and Schuster Software
32.95

The user assumes the role of Captain Kirk as he leads the crew of the Starship Enterprise through an unmapped sector of space. The Enterprise comes under attack and the food supply becomes contaminated as a result. Prometheus Four must be explored in order for the crew to survive. To win the game and save the crew from starvation, a series of puzzles must be solved which reveal the mysteries and secrets of Prometheus Four. The familiar Star Trek characters are at the user's disposal, speaking and reacting according to their Star Trek personae. The game's parser understands close to 1000 words and handles multiple sentences and objects. An online help feature offers assistance to beginners.

Wrath of Denethenor

Sierra On-Line
19.95

In this game, the player takes the role of any of a variety of characters and is assigned a goal. He or she can experience many adventures along the way, including robbing banks, pillaging treasures, brawling in a bar, and fighting at sea. The character may also learn magic spells and grow in skill and knowledge. The Dungeon Master invents the situations and calculates the outcomes of the adventures by rolling dice with 6 to 128 sides.

Border Zone

Infocom
34.95
Activision

Three hazardous missions must be completed in *Border Zone*, a spy adventure set in the Eastern Bloc country of Frobnia. In each of the three chapters, the player assumes the role of a different main character. Each chapter has its own conclusion, but also contributes to the overall story, which is centered around an assassination plot. The game includes a real-time feature, which continues to tick, regardless of the player's actions.

Deadline

Infocom
14.95

The player assumes the role of a police detective, pitted against the clock to solve a mysterious murder. There are over a dozen possible endings to the story, but only one ending best fits the facts.

Enchanter

Infocom
24.95

The player becomes a novice magician sent into single-handed combat with a dark and fierce power, the Evil Warlock, who controls the kingdom. The player must defeat the Warlock, using spells acquired along the way.

TEXT GAMES

A Mind Forever Voyaging

Infocom
128 only
34.95

The player journeys into a simulation of the future as the world's first conscious intelligent computer.

Accolade's Comics

Accolade
39.95

Accolade's Comics is an interactive fiction game in which the player decides the story endings by choosing the answers to questions asked of Steve Keene, the hero. This comic-book style game has two main themes, a variety of major and minor story lines, and eight arcade-like games to play.

Ballyhoo

Infocom
34.95

The game is set at the circus as the player tries to find the abducted daughter of the circus boss. As he searches, the player explores the world of the circus by walking the tightrope and watching clowns.

Breakers

Broderbund
39.95

The breakers are a group of evil, slimy creatures that have invaded the planet Borg. The player attempts to defeat these creatures, communicating with them in English, using the BTZ parser.

Bureaucracy

Infocom
34.95

The object of this game is to get the bank to acknowledge a change-of-address form. While trying to complete this seemingly simple task, the player becomes entangled in a series of bureaucratic mishaps that has the player traveling from the feeding trough of a greedy llama to the lofty branches of a tree deep in the Zalagan jungle. The player must solve puzzles to outsmart the bureaucrats.

Classic Mystery Library

Infocom
49.95

A collection of Infocom's mystery games including *The Witness*, *Suspect*, and *Moonmist*.

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Enchanter Trilogy

Infocom
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Hollywood Hijinx

Infocom
34.95

The player's Uncle Buddy Burbank and Aunt Hildegarde have passed away, but have left a Malibu mansion, filled with Hollywood memorabilia. To inherit the house and its contents, the player must find ten wacky treasures hidden throughout the house and the grounds.

Infidel

Infocom
14.95

The game is set in the desert of Egypt near the banks of the River Nile. The player must find the buried entrance to the last great pyramid, and once inside, seize priceless treasures.

Killed Until Dead

Accolade
joystick
29.95

In this murder-mystery text game, the player tries to prevent a murder rather than solve it. There are 20 plots and five potential suspects. A clock runs continuously throughout the program. To gain clues, the player has to answer murder trivia questions and study the characters using character profiles, a video-telephone, and a surveillance machine.

Leather Goddesses of Phobos

Infocom
34.95

Leather Goddesses of Phobos is a spoof of 1930s pulp fiction and features both a male and female playing mode. The story begins with a regular

patron of Joe's Bar in Ohio being kidnapped by minions of the Leather Goddess of Phobos, who are plotting to take over Earth. If the player escapes, he or she will begin an interesting journey through the solar system. Materials must be collected by the player in order to defeat the Leather Goddesses and save Earth.

Moonmist

Infocom
34.95

A ghost roams Tresyllian Castle in the misty coast of Cornwall, England. The player discounts it as legend until his friend Tamara is threatened by the White Lady. After arriving at the castle, the player encounters a strange cast of characters and must solve a mystery and find hidden treasure.

Nord and Bert Couldn't Make Head or Tail of It

Infocom
34.95

Eight short stories make up this interactive-fiction game based on word play and double meanings. Each story is played by solving the word puzzles. In *Buy the Farm*, the user must respond with clichés such as "leading a horse to water." Homonyms are the answer in *Shopping Bizarre*, and in *Play Jacks*, the clue words begin with "jac." Other stories include *Act the Part*, *Eat Your Words*, *Shake a Tower*, *Visit the Manor of Speaking*, and the finale, *Meet the Mayor*.

Perry Mason: The Case of the Mandarin Murder

Telarium
32.95

Spinnaker Software Corp.

As Perry Mason, the world-famous criminal lawyer, the player can do almost everything a courtroom lawyer can do, from cross-examining witnesses to introducing evidence. For ages 16-adult.

Planetfall

Infocom
34.95

The player assumes the role of a lowly deck swabber in the Steller Patrol. His ship explodes, which jettisons him onto a mysterious, deserted planet. A multipurpose robot named Floyd is his companion as he uncovers the secrets of the planet.

Quizam!

Interstel
29.95

Electronic Arts

For one to eight players, *Quizam!* features eight game boards, eight levels of difficulty, and over 2000 multiple-choice questions. The players must decipher and answer questions in order to access eight satellites that are orbiting the Earth. Questions come from two main categories—fun facts which include sports, games, culture, television, and potpourri; and school days with questions from vocabulary, history, art, and other studies. The package also includes *Quizzer!*, a program that allows players to design their own questions and answers.

Science Fiction Classics

Infocom
49.95

A collection of science fiction games including *The Hitchhiker's Guide to the Galaxy*, *Planetfall*, and *A Mind Forever Voyaging*.

Seastalker

Infocom
14.95

Seastalker is designed for newcomers to the Infocom line of interactive fiction. The player assumes the role of a scientist whose latest invention is a Scimitar, a two-person submarine. An urgent message arrives that the Aquadome is being attacked by a sea monster. The scientist and his assistant board the Scimitar and try to save the Aquadome.

Sorcerer

Infocom
39.95

The player has advanced to the illustrious Circle of Enchanters and must attempt to rescue his mentor Belboz and defeat the evil demon Jeearr.

Spellbreaker

Infocom
44.95

The player becomes the leader of the Circle of Enchanters and is the most powerful magician in the land, but magic is failing and the kingdom must be saved as his magic powers fade.

Starcross

Infocom
14.95

The player journeys through space, meeting various interstellar beings. He first discovers an alien spaceship that spins so rapidly that it produces an artificial gravity. While exploring it, something discovers the player. The object of the game is to unravel the mystery of the spaceship.

Stationfall

Infocom
34.95

Stationfall is the sequel to *Planetfall*. The player's assignment is to travel to a nearby space station to pick up a supply of trivial forms with an old companion, Floyd. At the nearly deserted space station, the player finds an alien ship docked. The mystery of the ship and the strange forces within and around it is the conflict the player encounters.

Suspect

Infocom
34.95

The player attends a masquerade ball, where he mingles with bluebloods and power brokers. The evening goes

well until the player is framed for murder. Observation, deduction, and interrogation must be used to come up with proof of innocence.

Suspended

Infocom
14.95

The player is in charge of a computer complex 20 miles below the surface of the planet. The computers control the weather, food production, and the transportation system on the planet surface. The player must control robots to keep the computers running, but each robot is limited in its abilities.

The Crimson Crown

Polarware Software
17.95

In this follow-up to the game *Transylvania*, the player returns to Transylvania with Princess Sabrina and Prince Erik to recover the crimson crown that's been stolen by the vampire. Danger awaits all in the forest and its underworld. Action is depicted in graphics and text, and commands are given in English sentences. It is not necessary to have played *Transylvania*.

The Hitchhikers Guide to the Galaxy

Infocom
24.95

Players assume the role of Arthur Dent, whose house is being bulldozed to make way for a highway bypass, but Earth is about to be destroyed for similar purposes. Arthur Dent then begins a series of intergalactic misadventures. The program is based on the book by the same name.

The Lurking Horror

Infocom
34.95

Players explore the basements and storage rooms in old campus buildings where they discover shapes

emerging from the darkness, and hear eerie sounds drawing near. Players must choose whether to venture through unknown passageways. Puzzles must be solved and unusual characters must be dealt with.

The Weapon of Choice

Free Spirit
19.95

The player takes the role of a young warrior on the North American plains searching for adventure. This text adventure accepts simple sentences, such as "Go north," to advance the plot and develop the ending.

The Witness

Infocom
14.95

In *The Witness*, a man named Freeman Linder has received threatening phone calls and letters. The player assumes the role of detective and is hired by Mr. Linder. Before Mr. Linder can tell you all he knows, he is murdered right before the player's eyes. As the witness, the player must figure out who committed the crime, how, and why.

Transylvania

Polarware Software
17.95

The adventurer uses English commands to conduct the search for Princess Sabrina, lost in the forests of Transylvania. This interactive text game features puzzles, text, and graphics.

Trinity

Infocom
34.95

The player is spending the last day of his London vacation, but it is also the first day of World War III. An H-Bomb is about to vaporize the city, and the

player must escape to a secret universe. Players can explore this universe and learn to control its inexorable power.

Wishbringer

Infocom
14.95

The player assumes the role of a mail clerk in a small town. A ransom note for a kidnapped cat arrives in the mail, which will lead the player through adventures to Wishbringer, a stone possessing magic powers.

Zork I

Infocom
34.95

An interactive fiction title that takes the player to the ruins of an ancient empire, far underground. The player must search for the Treasures of Zork. Puzzles, and strange creatures and sights will be encountered.

Zork II

Infocom
39.95

In this sequel to *Zork I*, the player journeys to the long-hidden region of the empire that's controlled by the Wizard of Frobozz. The Wizard must be dealt with as the player explores the garden of a unicorn and a maze of oddly-angled rooms.

Zork III

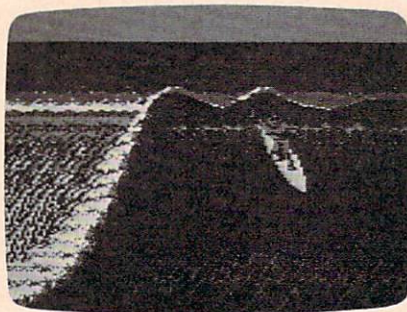
Infocom
39.95

In the third of the *Zork* series, the Dungeon Master draws the player into his inner sanctum. Players must find out why they're in the ruins of the empire before they can escape and the game ends.

Zork Trilogy

Infocom
59.95

The package set of *Zork I*, *II*, and *III*. The trilogy is set in the ruins of an ancient empire, far underground.



Up to eight players can participate in California Games.

SPORTS GAMES

10th Frame

Access
joystick
39.95

Up to eight players can participate in this bowling game. There are several levels of play, including league competition. Scoring is automatic.

4th & Inches

Accolade
joystick
29.95

4th & Inches features three screens—a scrolling football field, a statistical screen that shows the players' performance and personal records, and a play menu from which to choose offensive and defensive plays. The game incorporates 22 players, the football, and the ball's shadow. The view of the field is from the press box, and action follows the player with the ball. A 30-second clock can be implemented for more realistic play, and the players' energy levels decline as the game progresses. For one or two players.

Beach Blanket Volleyball

Artworx
14.95

One or two players can practice three-on-a-team beach volleyball with this game. There are nine levels of difficulty and a self-running demonstration. For ages 14 and up.

Bop 'n Wrestle

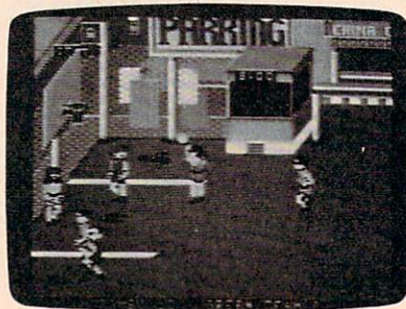
Mindscape
29.95

Gorgeous Greg fights for the professional wrestling championship belt against ten other contenders with moves like the airplane spin, back breaker, drop kick, full nelson, pile driver, stump, and flying body press. Two players can control opposing contenders or one player can challenge the computer. The action takes place in a three-dimensional ring and requires either joystick or keyboard input.

California Games

Epyx
39.95

Up to eight players can take part in this survey of California-style recreation. Games include surfing, throwing flying discs, skateboarding, rollerskating, and riding BMX bicycles.



In Street Sports Basketball, players compete in a neighborhood-style game.

Championship Baseball

Activision
29.95

In this baseball simulation the user controls the action—hitting, pitching, catching, running the bases, and sliding. Split-screen graphics allow players to view the plate and the whole field at the same time. The game offers a four-division, 24-team league.

Championship Wrestling

Epyx
39.95

With this game, one or two players can experience the slams, smashes, and throws of championship wrestling. The game incorporates 25 wrestling moves, including some of the dirty tricks involved in the sport, and the crowd takes part in the action, too. There are eight wrestlers, who can perform in three modes—practice, competition, and world records. Records of each wrestler are updated after each competition.



Players must choose sides from the "neighborhood" before play begins in Street Sports Baseball.

Computer Baseball

Strategic Simulations Inc.
14.95

Players can make up and manage any major league baseball team using the data for over 20 past and present teams included in this game. As manager, the player decides when to steal,

bunt, hit, or replace the pitcher. The game features hi-res animated color graphics. Introductory level. Additional data disks are available for \$15.

Computer Quarterback

Strategic Simulations Inc.
joystick
39.95

This pro-football game begins with the pro draft. The player has \$3 million with which to draft a complete team. Each team has an arsenal of 36 offensive and 24 defensive plays to use against each other or the Robots, the team controlled by the computer. A clock makes sure the game is played in realtime—the ball must be hiked within 30 seconds or that side is penalized. Additional data disks containing statistics from recent NFL teams are available for \$15 each.

Equestrian Showjumper

Artworx
14.95

Up to six players can compete in this steeplechase game. Each player controls the horse's walk, canter, gallop, turns, jumps, and other movements. There are 12 steeplechase courses with walls, fences, and gates to jump, or players can use the editor to design their own courses. A master scoreboard updates scores and faults. For ages 14 years and older.

Famous Courses of the World

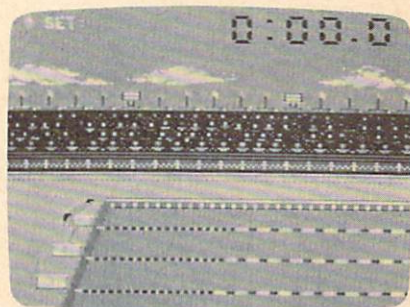
Access
World Class Leader Board
19.95

Additional courses are provided for use with *World Class Leader Board*. Volume I contains Harbour Town, Sunningdale, Dorado Beach, and the Access course, Pine Ridge. Volume II includes Pebble Beach, Muir Vield, Colonial Country Club, and a course designed by Access, Glenmoor Country Club.

Fight Night

Accolade
29.95

This boxing game requires strategy as well as skill. It includes a boxer construction set.



Up to eight players can compete in Summer Games.

GBA Championship Basketball Two-on-Two

Gamestar
34.95
Activision

Each player can control two men in basketball competition—two against two, one on one, or one or two players against the computer. The teams play in 24-team leagues, and the players are based on real pro-basketball players. There are several practice games, including practice shooting, horse, one-on-one, and around the world. Crowd noises provide background sound effects, and a sample sports page is updated with the results of each game.

GFL Championship Football

Activision
34.95

This football simulation is played using an on-the-field perspective. The action takes place on the field where the user is actually running plays and taking hits.

Hardball

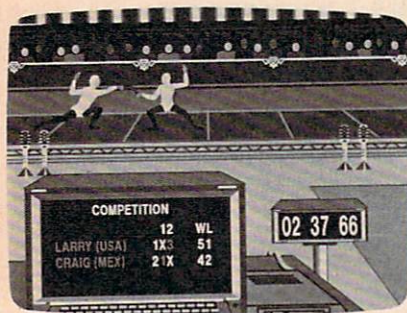
Accolade
29.95

A baseball simulation, *Hardball* offers a 3-D perspective of each field angle. Different screens provide the strategy selections for the managers. There are six pitches that can be thrown by left- or right-handed pitchers, and players appear in large-sized graphics.

Highland Games

Artworx
14.95

Players ages nine and up can test their skills at traditional Scottish competition with *Highland Games*. There are six events—hammer throw, discus, long jump, caber toss, weight toss, and tug-of-war—with bagpipe sound effects in the background. For one or two players.



Players can compete against each other or the computer in *Summer Games II*.

Hole in One Golf

Artworx
14.95

Players can tee off on the North Course and play a round of golf at the Fairport Country Club, or use the editor to design their own golf course. This golf game includes backspin, topspin, hook, slice, and power of the swing as well as water traps, rough,

and bunkers. The zoom feature magnifies the putting area on the green. The disk contains the master program and six additional courses. For ages 14 to adult.

International Hockey

Artworx
24.95

The fast action of hockey is recreated in this game for eight year olds and up. *International Hockey* includes bodychecks, fighting penalties, puck passing, graphics, and sound effects such as crowd noise, organ, and digitized speech. One or two players can compete in three skill levels.

Leader Board

Access
joystick
39.95

One to four players can simulate an actual game of golf on one of these 18-hole courses. Players choose their clubs, distance, and type of shot. There are three levels of difficulty, and the computer calculates the handicaps and scores.

Maxi Golf

Thunder Mountain
9.95
Mindscape

In this golf simulation, the player can experience many of the trials of a real game of golf, including wind force and direction, stance, club selection, and course hazards.

Mini-Putt

Accolade
joystick
29.95

One to four players can play on their choice of courses with each course representing a theme, such as famous movies, sports, or countries. Players can view the action from either the



Players design their own motorcycles in *Super Cycle*.

golfers-view window, the overview window, or the play-screen window. Three types of obstacles are found on the course: paths, such as bridges; setbacks, consisting of pop-up barricades; and timing, such as windmills.

Mini-Putt

Accolade
joystick
29.95

This game offers cartoon-style animation for play on the miniature golf courses and holes. Each course has a different theme, and the individual holes represent characters of that theme. For one to four players.

Monday Morning Manager 128-Team Disk

TK Computer Products
Monday Morning Manager
20.00

The team data disk gives the user an additional 128 teams to play *Monday Morning Manager*, including all of the 1984 and 1985 teams.

Monday Morning Manager

TK Computer Products
44.95

Users can choose players from major league teams from 1905 through 1985, along with four all-time all-star

teams. Play is determined by the actual stats of the players involved, which are updated after every play. In an observe mode, players can select two computer managers and watch a game progress by itself. Nine main menu selections give the user the ability to create his own team, make trades, draft players, and keep stats.

NBA

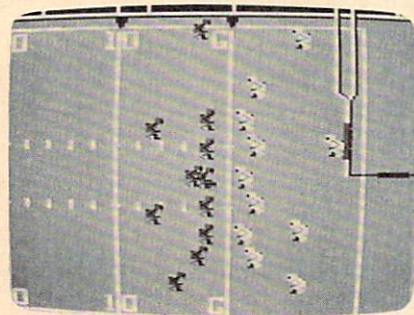
The Avalon Hill Game Company
\$39.95

Players can control basketball players of the past and present in this statistical basketball computer game. Users can pick the starting lineups and send in substitutes. The program includes 20 great teams from the past and a stat keeper that keeps track of how well each team is doing. The game features three playing modes: head-to-head, solitaire, and autoplay. The autoplay mode allows the same teams to play several games in a row.

On-Court Tennis

Activision
\$29.95

The player can challenge a friend or a real-to-life professional tennis player supplied by the computer. Lobs, swings, and bounces occur just as they would in a real game. Players get to choose the court surface as they play in a world-class match.



Super Sunday allows players to choose from 20 Super Bowl teams.

Prism Sports Pack

Prism/Thunder Mountain
\$14.95

Six different sports games are included on one disk—*Turbo 64*, *Derby Day*, *Pilot 64*, *Handicap Golf*, *World Cup*, and *Test Match*.

Professional Tour Golf

Strategic Simulations Inc.
\$39.95

One to four players can play with or against their favorite pro golfers, or watch the computer tee off, chip, and putt. Statistics for 20 professional golfers are provided, and games may be played at Pebble Beach or on a course designed just for this game. Players choose their clubs, angle, and spin. Wind, trees, sand, water, and the difficulty of the course help determine the score for each hole.

Sierra Championship Boxing

Sierra On-Line
\$24.95

Some of boxing's most famous bouts can be recreated with this game, or players can create new matches using a list of 50 former and current boxers. As the trainer, the player plans a strategy and determines height, weight, stamina, and best punch for the contender. In the arcade mode, players can fight each other or the computer. Two manuals explain the art and strategy of boxing, and the history of the sport.

Star League Baseball/ On-Field Football

Solid Gold Software
\$14.95
Activision

Two different games are combined in this one package. *Star League Baseball* recreates the nine-inning game with animation, sound effects, and true-to-the-game action. In *On-Field Football*, players can call the plays for both offense and defense during four quarters of action.

Star Rank Boxing II

Gamestar
\$29.95
Activision

Two players can play each other or one player can challenge the computer in a battle for the boxing title. Each boxer must defeat four challengers on the way to the championship; challengers become more skillful as the match progresses. In the exhibition bouts, boxers can fight in welterweight, middleweight, or heavyweight classes, with up to five boxers in any one class. Players must create a training regimen for their boxers and improve their skills in blocking and ducking punches, throwing crosses, jabbing, uppercuts, and body shots. A tale of the tape containing the boxer's statistics and record appears before each fight.



Players can either assume the role of general manager, head coach, or player in Superstar Ice Hockey.

Statis Pro Baseball Season Disks

Avalon Hill
Statis Pro Baseball
\$20.00 ea

Season disks to be used with *Statis Pro Baseball* are available for the following years: 1951, 1954, 1956, 1961, 1982, 1983, 1984, 1985, and 1986.

Statis Pro Baseball

Avalon Hill
joystick optional
\$35.00

This game uses actual major league baseball player statistics. As manager, the user chooses the lineups and makes substitutions; as a baseball player, he or she takes part in the action, hitting, pitching, fielding, and stealing bases. Major league season disks are available separately.

Steve Garvey vs. Jose Canseco in Grand Slam Baseball

Cosmi Corporation
\$24.95

A baseball simulation game that includes hi-res graphics and ballpark sound effects. A scrolling screen gives the user a television-like view of the action.



In Superstar Soccer, two players can compete against each other or one can play against the computer.

Street Sports Basketball

Epyx
\$39.95

One or two players compete in this neighborhood-style basketball game. The court is set up in the schoolyard, alleyways, or a park, and three players for each team are chosen from ten neighborhood dribblers. Much of the

strategy involves how well each player has put together his or her team, and how well the hoop-shooters can avoid local obstacles such as oil slicks and fences.

Street Sports Baseball

Epyx
\$39.95

This baseball game is played on a neighborhood diamond made from trash-can lids and old tires, and the players are neighborhood pals. There are 16 players to choose from, and each has an individual level of skill in hitting, fielding, and throwing. Players also have to be able to avoid tree stumps, bushes, and puddles. The pitcher can throw four balls—fast, slow, right curve, and left curve. There's a split-screen view of the field, with one screen showing a bird's-eye view. For one to two players.

Summer Games

Epyx
\$19.95

Up to eight players can enter their athletes in summer olympic competition, including swimming, diving, track, skeet shooting, pole vaulting, and gymnastics. Athletes compete against each other, vying for the gold medal.

Summer Games II

Epyx
joystick
\$39.95

Up to eight players can compete against the computer or each other in this representation of the Summer Olympic games. Events include rowing, triple jump, javelin throwing, high jumping, fencing, cycling, kayaking, and equestrian events. There are also opening ceremonies, national anthems, and medals.

Super Cycle

Epyx
\$19.95

In this motorcycle game, the player can design a motorcycle and then ride it at speeds up to 180 mph, bank into turns, run other riders off the road, and try to avoid crashes and burns. There are nine courses to ride during day and night, with obstacle-like lamp posts, oil slicks, and pylons. Players also choose the color of their bikes and matching riding jackets.

Super Sunday

Avalon Hill
\$35.00

With this statistical-based game, each player enters the offensive and defensive plays for his or her team and then watches as the game is played. There are 20 Super Bowl teams to choose from, and season disks for the champions are available separately. The game also contains solitaire and autoplay options.

Superstar Ice Hockey

Mindscape
\$34.95

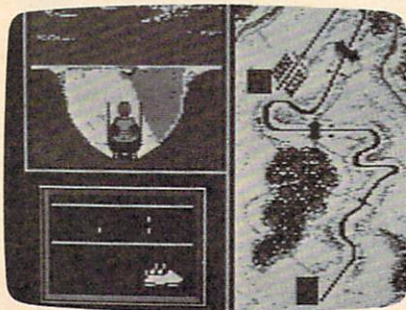
One or two players can face off against each other or the computer in this ice-hockey game. This is a multi-level game in which the player can be: the owner and general manager, trading and recruiting players or sending the team to a training camp; head coach, where he or she sets and changes the lines, and plans strategies; or, the player can act as goalie or center. This simulation allows for two-on-two, four-on-four, or six-on-six games. A team can compete against 19 other teams in four divisions for up to nine seasons.

Superstar Soccer

Mindscape
\$34.95

In Superstar Soccer, the player can perform as soccer player, coach, or owner and manager. As center or

goalie, the player can run, shoot, pass, and even become injured. As the coach, the player calls the plays and sends the team to training camp. The owner/manager trades and recruits team members. One or two players can compete against the computer or each other.



Players can compete in seven different Winter Olympic games in *Winter Games*.

Thai Boxing

Artworx
14.95

In this kick-boxing game, players can see the effects of their hits in the opposing fighter's face, and then in seconds try to help when the challengers are too worn out. This game features a 3-D display, fast action, six backgrounds, sound effects, and music. For eight year olds and older.

The Great American Cross-Country Road Race

Activision
14.95

This 3000-mile car race takes place across the U.S. The player chooses which route to take through which cities in order to finish in the top ten. Variables include weather, fuel, road conditions, and the competition.

The World's Greatest Baseball Game, Enhanced

Epyx
19.95

One or two players can manage and control, or just manage a baseball team, using one of the 75 teams provided, or by creating their own team. Players include actual World Series and all-star teams, 1984-1985 season teams, classic players, and current stars. Actual statistics for players are included. The game includes trading functions and trivia questions.

The World's Greatest Football Game

Epyx joystick
19.95

This football-strategy game lets one or two players coach as well as play a game of football. Players can use the playbook or design their own offensive and defensive plays, and then take part in the execution of those plays. Joystick input.

Top Fuel Eliminator

Gamestar
29.95
Activision

Players can join the auto-racing circuit and compete in a nine-event season, from qualifying rounds to winning the circuit. The driver races against the computer opponent on a randomly generated race course. There are eight performance areas which to judge the races. Split-screen graphics allow the player to view the course from overhead and in the cockpit.

Tournament Disks

Access
Leader Board
19.95

Additional course disks are available for use with *Leader Board*. Each disk contains four Access-designed courses and costs \$19.95.

Winter Games

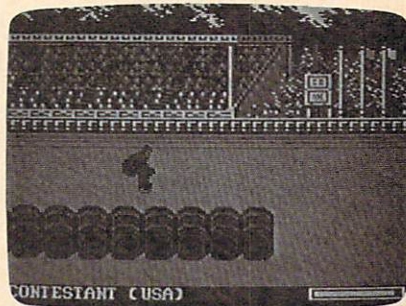
Epyx
39.95

This game lets players take part in seven of the Winter Olympic games, including figure skating, bobsledding, and the biathlon. The game includes the opening ceremonies and national anthems. For one to eight players.

World Class Leaderboard

Access
39.95

Three famous 18-hole golf courses are reproduced in this golf game, including distance, traps, trees, rough, and water hazards. Players can tee off at St. Andrews, Doral, and Cypress Creek. A fourth course, the Gauntlet Country Club, was designed for this program. The program also offers a printout of the scorecard, an editor to rearrange the holes, a top view of each hole, a practice putting green, and driving ranges.



In *World Games*, Players can choose to represent any one of 18 countries in athletic competition.

World Games

Epyx
39.95

Players take the part of athletes representing 18 countries as they compete in some not-so-common athletic events. There's cliff diving in Mexico, Sumo wrestling in Japan, weightlifting in Russia, bull riding, barrel jumping, log rolling, the caber toss, and giant slalom. A history and travelogue is included, as well as seven options of practice and competition. For one to eight players.

World Tour Golf

Electronic Arts
34.95

Players can choose from 12 of the world's greatest golf courses or become an architect and design their own course. Courses include St. Andrews, Pebble Beach, Augusta National, and Shinnecock Hills. The program also includes a championship course made up of the world's most difficult holes. One to four player can participate with a choice of either match or medal play. Players can also compete against up to three computer golfers and set characteristics for each. Split screen animated graphics give both an overhead view and a golfer's-eye view of the hole. In addition to normal hazards, players will encounter random weather conditions each time they play. Players can also practice on the driving range and putting green.

TRIVIA GAMES

Rock 'N Roll Trivia

Mindscape
9.95 ea

Music lovers can test their expertise with this trivia game. Each disk contains over 1000 questions and answers in six musical categories and three levels of skill. The five-volume set covers the golden oldies of rock and roll. Each volume is sold separately.

T.V. Trivia Tunes

Donavan Scientific Software
joystick
19.95

The object is to name a T.V. theme song, randomly selected from a list of over 200 tunes, in as few notes as possible. Some of the tunes also include trivia about the show, which can be used as clues. One or two people or teams may compete against each other or the computer. An editor program is sold separately.

Trivia Test

Cardinal Software
19.95

Over 1300 questions test the knowledge of players ages 12 to adult. There are two modes of play—letter fill-in or multiple choice—and the computer keeps a running score.

Tune File Editor

Donavan Scientific Software
T.V. Trivia Tunes
14.95

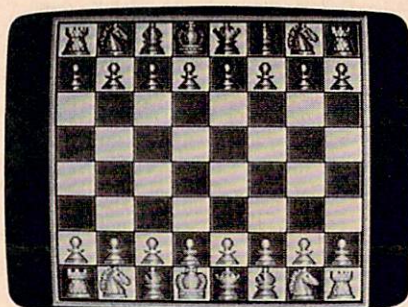
The *Tune File Editor* allows users to add their own list of tunes to *T.V. Trivia Tunes*.

BOARD GAMES

Bridge 5.0

Artworx
29.95

One person can play a complete game of contact bridge—from bidding to playing the hand—with this game. The human plays with the computer against two computer opponents. The program is based on the Stayman and Blackwood conventions, and can review each bid, keep score, and inform the user of any illegal moves. Hands can be replayed or stored. For ages 15 and up.



Chessmaster 2000 teaches chess strategy in addition to playing the game.

Chessmaster 2000, The

Software Toolworks
39.99
Electronic Arts

This complete chess program helps teach strategies of the game as well as plays chess. It features a teach mode in which the program shows all possible legal moves, a hint mode to suggest possible moves, two-player mode in which the computer referees, and a watch-the-computer-think mode. Chessmaster 2000 allows users to replay a game while the program analyzes the moves, or the computer can play itself while the user watches. There are over 71,000 moves, an on-screen chess clock, 12 levels of play, and both joystick and mouse control. The package includes a library of classic games, a tutorial booklet, and discount membership in the U.S. Chess Federation.

Chessmate

Cardinal Software
19.95

This chess program allows the user to analyze his or her own game, save games, or watch a game step-by-step with the Chess Movie option.

Compubridge

Artworx
24.95

Based on Shirley Silverman's *Five Card Major Bridge Teacher's Manual*, this game helps beginners learn to play bridge, and it helps advanced players improve their skills. There are ten chapters of text and eight sections of quizzes. The questions are randomly generated, and the program offers alternatives to weak moves. For ages 15 and up.

Computer Diplomacy

Avalon Hill
35.00

The year is 1901, and each player represents a European country negotiating to protect its interests. One to seven players take part in moving their armies and fleets across a map of Europe, trying to build more units and create or break alliances and treaties. The package includes a *Gamers Guide to Diplomacy* booklet.

Cyrus Chess

Mindscape
9.95

This chess game is designed for any level of play from beginner to tournament level, and for players of all ages.

Fortress

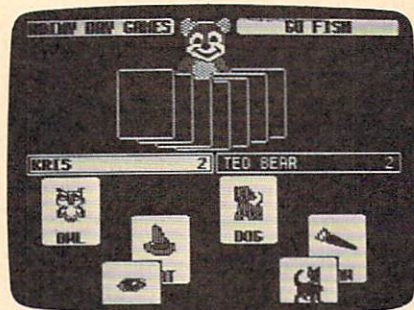
Strategic Simulations Inc.
joystick optional
14.95

The object of this game is to capture a fortress, occupy it, and dominate the countryside surrounding it. Two players can play against each other or one against the computer opponents—Genghis Khan, Count Vauban, Lord Maginot, Sir Galahad, and the Squire. The entire game lasts ten minutes.

Rainy Day Games

Baudville
29.95

Children can play card games with Ted Bear, including Concentration, Old Maid, and Go Fish. Each card game features three skill levels. Ted Bear plays fair and accepts losing well, setting a good example for the child. The program can be used to develop the ability to concentrate and use strategy. One to four players can participate.



Children can play card games with Ted Bear in Rainy Day Games.

Sargon III

Hayden Software
39.95
Spinnaker Software Corp.

Players compete against the computer in this chess game with over 68,000 opening moves and nine levels of play. There are instructions for beginners, strategy problems for advanced players, and hints. Games can be stored to disk, and there is a library of 107 world-famous matches on the disk.

Scrabble

Electronic Arts
32.95

A 12,000- to 29,000-word scrabble dictionary is the judge in this electronic version of the board game, *Scrabble*. One player can play the computer, or up to four players can play each other.

Shanghai

Activision
29.95

This game is based on the original game played by the Chinese, Mah Jongg. Colored tiles are stacked on each other and must be matched and removed according to the characters painted on each piece. There are solitaire and multiple-player options.

GAMES OF LOGIC

Crossword Magic

Gessler Educational Software
59.95

Users can create their own crossword puzzles in any language. The program formats the words into a puzzle and stores them on a disk. Puzzles can be played on the screen or printed.

Crypto-Mania

White Bag Software
14.95
TK Computer Products

One to four people can play this word game, in which players form words from encrypted letters. The game ends when no one can create anymore words.

Logic Games Disk #2

Cardinal Software
19.95

Seven games of logic are included on this one disk. Titles include *Concentration*, *Mastermind*, *Capture*, *Magic*, *Poker Solitaire*, and *Twister*.

Money \$pin

TK Computer Software
14.95

Players spin for cash-point amounts to select letters, buy vowels, and guess each of the 1600 puzzles included with the program. Puzzles

Professional Football Handicapping System

Software Exchange
39.95

Designed to predict the winner, point spread, and total points in NFL games, this program can be used to handicap college football games as well. The user enters the data, and the program performs the statistical analyses.

Pure Gold Lotto

The Rosewater Company
19.95

This program assists the user in selecting lottery numbers for U.S. and Canadian lotteries. The package includes a booklet containing the addresses and telephone numbers of all the state lotteries and other important information, including taxes on winnings.

Racing Analysis Program Package

Software Exchange
29.95

This handicapping program analyzes data from past performances of horses and displays the rating number for each. The user enters the information from the facing form. There's a version for thoroughbreds and one for harness racing. The program can also keep track of bets and winnings.

Vegas Craps

California Dreams
29.95

Players can place their bets and roll the dice in this recreation of Las Vegas-style craps. The program helps players learn the rules of the game. The bets, odds, and payoffs are the same as in Las Vegas.

Vegas Gambler

California Dreams
29.95

This package for at-home gamblers includes Slot Machine, Blackjack, Poker, and Roulette. Each game features color

graphics and sound, including the clink of money falling out of the machines. The games use the same bets, rules, and payoffs as in Las Vegas.

Vegas Video Poker

Applications Plus
29.95

The program is designed to teach users how to win at Las Vegas-style video poker. In video poker, the player competes against a machine that has predetermined payoffs for each poker hand. The payoffs depend on how hard it is to win with that hand. *Vegas Video Poker* prepares the user to play the casino version of video poker by providing computer analysis of every possible poker hand and offering strategies to win more often with greater payoffs. The program's strategies are based on a computer analysis of over 2 million poker hands. A 24-page reference guide, and a pocket reference card are included.



Video Vegas simulates Las Vegas casino games.

Video Vegas

Baudville
29.95

Video Vegas is a four-games-in-one package that simulates casino games in Las Vegas. The games include Blackjack, Draw Poker, Slot Machine, and Keno. The Blackjack game includes a card-counting feature.

ENTERTAINMENT PROGRAMS

Gamemaker Designer's Sports Library

Activision
Garry Kitchen's GameMaker
19.95

A library of sports images to use with Garry Kitchen's GameMaker to create sports games.

GameMaker Designer's Science Fiction Library

Activision
Garry Kitchen's GameMaker
19.95

This disk contains a collection of science-fiction images such as spaceships, planets, and aliens to use with Garry Kitchen's GameMaker to design science-fiction games.

Garry Kitchen's GameMaker

Activision
39.95

Five design tools help users create their own computer games. SceneMaker can be used to design a backdrop for the game while SoundMaker contributes sound effects. The Music Maker adds music, and the SpriteMaker can create characters and objects. An editor combines all the elements so they work together.

Golden Oldies, Volume 1

Software Toolworks
14.95
Electronic Arts

Four games in their original versions are collected in this package. *Adventure* is a dungeons-and-dragons type adventure game in which the player searches the Colossal Cave for treasures while avoiding peril. With *Eliza*, the user confers with the program as if he or she were talking with a psychiatrist. The user enters statements and *Eliza* responds with questions and

ideas. Pong is a ping-pong game based on the video game of the same name. There is also an alternate version which takes advantage of some of the modifications in personal computers. Life is a representation of a universe with its own elements and physical laws in which the player creates colonies that live, grow, and die.

Super Track Builder

Signal Computer Consultants, Ltd.
Super Dispatcher
20.00

Super Track Builder lets players build their own single-, double-, and triple-track territories to use with *Super Dispatcher*, a train simulation. Dispatchers can design tracks with unlimited switches, block mileage, and train position configurations, and they can even name the stations.

Triple Play (#403)

Star Soft International
joystick
6.99

This three-pack includes *Little Teacher*, a math educational game; *Bath Time*, where the water level in a pool must be controlled; and *Blooming Flowers*, in which players must tend to flowers and make them bloom.

Read All About It— In COMPUTE!'s Gazette!

Where do Commodore 64 and 128 owners turn for the most up-to-date news, the best programs, reviews of the latest products, in-depth articles and features, and insightful columnists?

They turn to COMPUTE!'s Gazette, the number-one magazine for owners of Commodore computers.

Every month, GAZETTE brings you page after page of material directly related to your computer. Our feature articles let you look behind the scenes of the software industry, give you the chance to meet other 64 and 128 users, and address issues and opportunities that affect you. GAZETTE's review section gives you previews of the software you may want to

buy—or not buy. Columns and departments deliver opinion and technical advice clearly, in formats you can use.

And, every month there are programs by some of the best software writers in the business. The programs range from exciting arcade games, to educational packages, to full-featured productivity software such as word processors. Every program is completely listed in the magazine so you can type it in—or you can subscribe to GAZETTE Disk and receive the programs ready to run.

If you have a Commodore 64 or 128, COMPUTE!'s Gazette is the one magazine you can't do without.

Subscribe today—call TOLL FREE 1-800-727-6937.

Education

The chance to learn new things, and to go on learning, continually developing one's skills and talents, is one of the great opportunities afforded owners of home computers. And it's an opportunity that Commodore owners take seriously.

So do the software developers and publishers. Just look at the number of educational packages included in this section. We've located dozens of programs in a variety of disciplines. With the right software, your computer can become your own private classroom or campus.

There is software here for everyone. We begin, in fact, with a look at preschool software: You're never too young to begin computing! Their color capabilities and their ability to produce music and synthesize voices makes the 64 and 128 natural choices for younger users. In fact, more than one software developer has expressed a preference for the 64 and the 128 as early educational computers.

But older users are hardly neglected. Flip through the pages of this section, and you'll see educational programs of every variety, for virtually every interest.

Students from first grade through adult can improve their reading, spelling, foreign

language, and grammatical skills with programs from the language arts section. In the math section, you'll find everything from cartoon characters offering instruction on simple math to detailed algebra instruction programs. Science software includes programs to help the student master astronomy, chemistry, biology, as well as topical databases.

Computer science software lets students learn how their computers work. Business students can use their computer to master accounting, marketing, and financial planning. Social science software includes U. S. and world history and geography.

Basic skills is where you'll find software designed to help young people develop thinking skills. The computer keyboard is the perfect place to learn to type—software puts instructions right on the monitor. There are programs and databases in the sports section designed to help manage school teams.

Finally, we include a special section for teachers, with more than a dozen programs that help teachers design tests and manage student records. And there's software that gives students practice in taking standardized tests.

PRESCHOOL

Big Bird's Special Delivery

Sesame Street

9.95

Hi Tech Expressions

A matching game, using object recognition and classification skills. Children help Big Bird and Little Bird deliver packages to the right stores. For ages 3-6.

Early Games for Young Children

Springboard

34.95

Nine games help children ages 2½-6 years old learn a variety of skills, such as adding and subtracting numbers, drawing, typing with the computer, saying the alphabet, and spelling their names. A picture menu helps children run the program, so no adult supervision is required.

Easy as ABC

Springboard

39.95

Color graphics and animation help children learn the alphabet, including sequence and upper- and lowercase. There are five games—Match Letters, Dot to Dot, Leapfrog, Lunar Letters, and Honey Hunt—accessed by a picture menu.

Ernie's Big Splash

Sesame Street

9.95

Hi Tech Expressions

This program is an animated maze-builder, using planning, predicting, and problem-solving skills. Children explore cause-and-effect relationships with Ernie as they build wacky pathways to help Ernie take Rubber Duckie from the soap dish to the bathtub. Ages 3-6.

Ernie's Magic Shapes

Sesame Street

9.95

Hi Tech Expressions

In this shape- and color-matching game, children become magicians, helping Ernie match shapes in six different ways while they improve their discrimination skills. For ages 3-6.

Getting Ready to Read and Add

Sunburst Communications

65.00

Preschool students can try to identify and match shapes, upper- and lowercase letters, and numbers in this series of programs designed to teach shape, letter, and number recognition. The program can be customized to individual or classroom needs. The program operates with either a regular keyboard or *Muppet Learning Keys*.

Grandma's House

Fisher-Price

joystick

6.95

Spinnaker Software Corp.

Over the river and through the woods they go. Students choose the characters that will make the trip, and then they go off to explore special places and pick up things for Grandma.

Grover's Animal Adventures

Sesame Street

joystick

9.95

Hi Tech Expressions

An animated animal environment activity. Children learn about the world of animals and natural objects in their native environments by visiting the African grasslands, a North American forest, the Atlantic Ocean, and a North American barnyard. Ages 3-6.

Hodge Podge

Artworx

9.95

Cartoons, animation, and songs help children ages 18 months to 6 years learn about magnets, numbers, musical notes, animals, and more. An adult can help teach the concepts to the children, or the children can play with the pictures, color, and sound from the program.

Juggles' Rainbow

The Learning Company

29.95, school edition 44.95

This program helps prekindergarten children learn the concepts of up and down, and right and left. Music, spinning windmills, and dancing rainbows are included in the program.

Kinder Concepts

Midwest Software

99.00

Preschoolers and kindergartners can prepare for math and reading in the elementary levels with this series of programs. The 15-program math series helps youngsters learn to count, compare figures, add, subtract, and relate numerals to numbers of objects. The reading series also contains 15 programs. These programs aid students in matching letters, learning the alphabet, and comparing objects for similarities. The math and reading series each cost \$55, or, they can be purchased together for \$99.

Lion's Workshop

Learning Technologies

14.95

Students must help the lion to match objects in his workshop. Objects move on a conveyor belt and must be paired with objects on his workbench. The program is designed to develop visual discrimination skills, pattern recognition, and part-whole relationships. For preschooler and grade 1.

Mr. Roger's Neighborhood Many Ways to Say I Love You

Mindscape
29.95

Children can create their own electronic color greeting cards with this program for prekindergarten through grade 3. The program features music and animated graphics and does not require reading skills. Designed by Fred Rogers.

Pals Around Town

Sesame Street

joystick

9.95

Hi Tech Expressions

An animated get-to-know-the-neighborhood activity. Children learn about the community as they explore five different settings and create scenes with Sesame friends and familiar objects. For ages 3-6.

Shape and Color Rodeo

Neosoft

32.95

DLM

Young students can practice eye-to-hand coordination and shape and color recognition with this program. The six games increase in difficulty and deal with a special skill. Game titles are Color Mix and Match 1, Color Mix and Match 2, Rope Trick, Shape Roundup, Cowhand Brand, and Rodeo Flags.

Stickybear ABC

Weekly Reader Family Software

29.95

This program uses animated pictures to help children learn their ABCs and become familiar with computers. Two full-color, full-screen pictures and sound represent each letter of the alphabet. For ages 3-6.

Stickybear Opposites

Weekly Reader Family Software

29.95

Big, colorful, and animated pictures of Stickybear on unicycles, in cars, and in hot-air balloons help teach preschoolers about opposites and how to build reasoning skills. The program covers concepts like up/down, full/empty, front/behind. For ages 3-6.

Stickybear Shapes

Weekly Reader Family Software

29.95

Three color games help youngsters age 3-6 learn to identify circles, squares, triangles, rectangles, and diamonds. The picture becomes animated when a correct answer is chosen. There are three different learning activities in the program.

Ten Little Robots

Unicorn Software

29.95

Children age 2-5 can choose from five different games in this program. The *Little Robot Story* uses rhyme to teach the concept of subtraction and beginning reading. *Count The Robots* teaches counting skills, while *Robot Letter Match* teaches the relationship of upper- and lowercase letters. By counting the robots in *Robot Addition*, children can learn simple addition problems. The *Robot Sketch Game* is a drawing game that allows for creativity.

Tink Tonk Series

Mindscape

150.00

A six-program series for grades K-4. *Tink Tonk* features color graphics and animation to help youngsters improve their learning skills. *Castle Clobber* is a graphic-adventure game to increase students' logic and map-reading skills. *Tink's Mazes* teaches basic math concepts, and *Tink's Subtraction Fair* concentrates on subtraction. *Tink's Adventure* offers practice in using the

keyboard and alphabet. Students learn to distinguish shapes with *Tonk in the Land of Buddy-Bots*, and *Tuk Goes to Town* provides six different activities with multiple levels of difficulty. Each title is also available separately for \$29.95.

LANGUAGE ARTS

Adventure Master

Mindscape

joystick

34.95

Students can develop skills in problem-solving and strategy by using this program to design and illustrate text-adventure games. Three adventures are included. A lab pack is available for \$104.85.

Alpha Charlie

Chipmunk

6.95

Children ages 2-5 can practice their ABCs with this musical program. When the letter appears on the screen, the child must press the corresponding letter on the keyboard. A correct answer elicits a musical sound, while wrong answers get a raspberry sound and another chance.

Alphabet Circus

Neosoft

32.95

DLM

Six games—Alphabet Circus, Meet the Circus, Alphabet Parade, Secret Letter, Juggler, and Marquee Maker—help children learn letter recognition, alphabetical order, and how to create text. The games vary in difficulty, and some allow the children to add their own input. Scores can also be recorded.

Alphabet Zoo

Spinnaker Software Corp.
joystick
20.95

Children develop and sharpen their spelling and vocabulary skills as they race through a maze after letters that fit the picture on the screen. Ages 3-7.

Alphabuild

Fisher-Price
joystick
6.95
Spinnaker Software Corp.

This graphics game can help develop elementary skills with the alphabet. Skills covered include matching of upper- and lowercase letters, learning alphabetical order, and recognizing simple words.

Animal Kingdom

Unicorn Software
29.95

This program for children ages 6-10 helps develop skills in science, language arts, spelling, vocabulary development, and memory building. Animals are depicted from the various zoological species including prehistoric, jungle, fish, insects, amphibians, reptiles, and birds. There are six different learning activities to choose from.

Bank Street StoryBook

Mindscape
joystick
49.95

This writing program helps students in grades 3-9 improve their creative writing and word processing skills. It can be used to write, illustrate, and animate original stories, and the compositions can be printed. The program contains a word and graphics processor so students can place text and graphics anywhere on the screen. The package includes the program disk, backup, teacher's manual, and user's manual. A lab pack is available for \$125.



Build a Book includes two illustrated page sets, two hard covers, binding materials, and software.

Basic Spanish Grammar

Gessler Educational Software
39.95 ea.

A Spanish review series covers grammar topics for beginning and more advanced students. Each disk covers six grammar topics with up to 140 questions per topic. Subjects include articles, nouns, adjectives, present tense, subjects, affirmative and negative words, pronouns, and verbs. Set of five sets, \$175.

Bataille De Mots

Gessler Educational Software
49.95

A new edition of this five-part, two-disk program teaches the vocabulary of school, food, sports, travel, daily life, and occupations. Features include a word display, multiple choice and sentence completion exercises, and a colorful arcade game.

Batalla De Palabras

Gessler Educational Software
49.95

This five-part, two-disk program helps students learn Spanish vocabulary for school, food, sports, travel, daily life, and occupations. Features include a word display, multiple choice and sentence completion exercises, and a colorful arcade game.

Blackout! A Capitalization Game

Gamco Industries, Inc.
44.95

Lightning flashes and all the lights in the city go out. Students become the chief electrician whose goal is to reconnect the wires. A connection is made each time the student correctly capitalizes a word. Students can choose from six categories: first word in a sentence; proper personal names; months and days of the week; holidays and special days; proper place

names; or all topics combined. A reward game and management system are included.

Build a Book

*Mindscape
printer*
24.95

Each package includes two illustrated page sets of 32 pages each, two double oversized hard covers, binding materials, and a software disk to create personalized books. A student's name, address, pet, school, and friends can be added to *The Mystery of Scented Mountain* or *The Holiday Dragon* to create an individualized adventure story for that child. The package contains enough materials to make two books. For grades 1-5.

Camsoft

Gessler Educational Software
79.95

This two-disk set contains 32 interactive programs. It reviews and drills German vocabulary, grammar, verb conjugations, and sentence structure. Revised edition.

Capitalization

Gamco Industries, Inc.
44.95

Sentences are randomly generated and vary each time the game is run. Students are given three opportunities to capitalize each sentence correctly. After three errors, the correct sentence is displayed. Students can choose from five lessons: capitalization of the first word in a sentence and I; proper personal names; months and days of the week; holidays and special days; and proper place names. A reward game and management system are included.

Cat-n-Mouse

Chipmunk
9.95

This game helps elementary students learn to recognize and spell words. A robot pushes a picture onto the screen, and the user must correctly spell the word the picture represents. The program includes a list of 125 words of three to five letters each.

CHANCE IT! A Game of Details

Gamco Industries, Inc.
44.95

This program is in the format of a two-player TV game show to encourage students to read for detail. On each turn students are asked if they want to chance it. If they don't, they read a paragraph and answer a question concerning details. If they answer correctly, they get to place one of their markers on a colorful game board. If students decide to chance it, they're shown a randomly chosen message that may tell them to place a free marker, read a paragraph, and answer the question on the details, lose a marker, or give the other player a free marker. The game ends when one player has five markers on the board. The program is available in either of two reading levels: 3-4 or 5-6.

CLEF

Gessler Educational Software
19.95 ea

Clef is a series of exercises for learning French in beginning and intermediate classes. The program uses highlights, movement, and graphics to help students master the material. There are 40 titles, and each features a review of vocabulary or grammar followed by a series of exercises. Topics include regular and irregular verbs, numbers, time, prepositions, and more. Any five disks cost \$85, or all 40 disks can be purchased for \$599.

Commas

Gamco Industries, Inc.
44.95

The disk combines guided drill in the use of commas, an arcade-style reward game, and a program/student management system. Students may choose from five lessons: using commas in addresses, dates, series, compound sentences, and to set off compound sentences. Sentences are randomly generated, and students are given three chances to place commas correctly. Students who score a certain percentage may play the reward game.

Dash-It-All

Gessler Educational Software
49.95

This text reconstruction game helps strengthen reading and spelling abilities and helps students develop word-order skills. It includes a simple word processor. For students for whom English is a second language.

End Punctuation

Gamco Industries, Inc.
44.95

This disk provides guided drills in the use of end punctuation, motivates the students with an arcade-style reward game, and includes a program/student management system. Students are presented with random sentences in which they must place the proper end punctuation: periods; periods and question marks; periods, question marks, and exclamation marks; periods in abbreviations and initials; and review.

Essential Grammar

Gamco Industries, Inc.
44.95

Students must select the line that contains a grammatical error, or choose the fourth line which says no error. Skills covered include common and proper nouns; verb tenses and verb agreement with subject; adjectives

and adverbs; degrees of adjectives and adverbs; subjective, objective, reflexive, and possessive pronouns; and agreement with antecedent. The disk includes a program management system and a reward game.

Essential Punctuation

Gamco Industries, Inc.
44.95

Students must identify which of three lines contains a punctuation error, or select the fourth line which says no error. Tested skills include end punctuation, periods in abbreviations and initials, commas, advanced commas, semicolons, colons, hyphens, apostrophes, and quotation marks. The disk includes a program management system and a reward game.

Evelyn Wood Dynamic Reader

Timeworks
29.95

Readers can use this program to help increase their reading speed and comprehension. The package contains exercises and tools for learning to read faster, text for practice, and comprehension quizzes. The readers' progress can be recorded and displayed in color graphics on the screen. For ages 14 through adult.

Fish-Ed.

Buchanan Software
29.95

Four educational programs are combined in this package for K-6 grades. In Alphabet Practice, students use fish to put letters in the correct order. Spelling has a library of word lists to study, or lists of up to 20 words each can be created. Number Concepts helps players learn the meaning of addition and subtraction, and Math Practice can help students improve

their addition, subtraction, multiplication, division, fraction, decimal, negative number, and equation skills. The program includes color, animation, and sound.

Flash Spell Helicopter

Mindscape
39.95

Students in K-6 grades gain time to play the helicopter game by correctly spelling words after they flash on the screen. Original word lists can be created, and the lists can be printed. A lab pack is available for \$119.85.

Foreign Languages

Advanced Ideas
Master Match
19.95

This LearningWare package for the *Master Match* program features vocabulary and grammar lessons to help the user learn Spanish, French, German, and Japanese. Designed for ages 11 to adult.

Foreign Language Q & A

Advanced Ideas
Tic Tac Show
19.95

This LearningWare program for *Tic Tac Show* features ready-to-use lessons in Spanish, French, and German. Designed for ages 11 to adult.

Foreign Language Words

Advanced Ideas
The Game Show
19.95

This LearningWare package for *The Game Show* features 46 lessons in Spanish, French, and German which help to develop vocabulary, word recognition, use of important adjectives and nouns, and recognition of foreign cultural attributes. Designed for ages 11 and up.

French Micro Scrabble

Gessler Educational Software
39.95

This program allows up to four people to play a computerized version of the board game *Scrabble*, in French. It contains a built-in 20,000-word dictionary, and is also available in English.

Funbunch College Prep

Unicorn Software
29.95

This program is designed for high school students to adults and contains over 2000 words and phrases or definitions. The vocabulary list and word definitions can be accessed while the program is running. The program allows the user to enter his or her own words and phrases and then save them to disk. Data can be printed, and the program can also be used to teach speed reading.

Funbunch Elementary

Unicorn Software
29.95

Over 2000 words and phrases or definitions are included in the program to help teach beginning reading by combining sight and phonics. The Computer Doodle is included as a reward for children and to help develop a positive attitude toward computer learning.

Funbunch Intermediate

Unicorn Software
29.95

The program is designed for junior-high age students and contains over 2000 word and phrases or definitions. Users can enter their own words and phrases and later save them to disk. A built-in printer option allows the user to list the data. The program is also useful for teaching speed reading as well as remediation.

Getting Ready to Read

Society For Visual Education
299.00

This interactive communication program helps develop both visual and auditory skills for prereaders. The program includes teacher cards and seven disks that provide practice in visual skills, with 48 lessons that increase with difficulty. Audio tapes, which help develop auditory skills, and a teacher's guide are also included.

Gnees or Not Gnee

Sunburst Communications
65.00

Words such as gnees are used in this game to label groups of shapes or designs that follow a secret rule. Students must determine the rule, and when presented with four new shapes, decide if the words fit the rules.

Hide 'N Sequence

Sunburst Communications
75.00

This language game exercises skills in reading and writing. Three cartoon-like storytellers present students with a choice of three sentences, and students must pick the sentence most likely to come next. When they're ready, the students can use the built-in word processor to type in their own writings for use in the game. There are 12 original selections, chosen from current literature, to reflect the four modes of discourse: narration, description, exposition, and persuasion.

Hide 'N Sequence

Sunburst Communications
75.00

This language game exercises sequence skills in reading and writing. Three cartoon-like storytellers present students with a choice of three sentences. Students must pick the sentence most likely to come next in a variety of writings. When they're ready, they can use the built-in word

processor to type in their own writings for use in the game. There are 12 original selections, chosen from current literature, to reflect the four modes of discourse: narration, description, exposition, and persuasion.

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High Interest, Low Level Content Area Reading

Gamco Industries, Inc.
44.95

This series of four disks provides practice in reading articles from four content areas: math, science, social studies, and literature. Five articles on each disk are written at a grade 5-6 level, while the interest level is appropriate for students through high school. Each article has a bank of 58 questions designed to test six areas of comprehension skill: main idea, vocabulary, details, facts or opinion, sequence, and inference. Each disk is sold separately. Contains a student management system to record data for up to 200 students.

Homonyms, Antonyms, and Synonyms

Gamco Industries, Inc.
44.95

The disk contains drills in homonyms, antonyms, and synonyms; an arcade-style reward game; and a program/

student management system. In *Homonyms*, students must choose from a pair of homonyms to fill in the missing word in a sentence. In *Antonyms* and *Synonyms*, students are shown a word and must choose the correct antonym and synonym. A bank of 100 sentences and 100 pairs is stored on the disk. The teacher may add up to four lists of up to 25 pairs for each lesson. The system holds performance records for up to 200 students.

Italy

Free Spirit
9.95

An aid to learning Italian phrases and customs, this game helps prepare users for a trip to Italy.

Jumble Jet

Unicorn Software
29.95

Children ages 6-12 must unscramble the words inside a cargo plane in order for the plane to land. Players can choose from categories including states and capitals, fairy tales and nursery rhymes, foreign countries, weekdays and months, animals, presidents, numbers, sports, planets and space terms, computer vocabulary, and fruits and vegetables. The Cargo Editor allows the user to create, store, and retrieve data. An Air Rescue Arcade Game is included as a reward.

Jungle Book READING

Fisher-Price
joystick
24.95
Spinnaker Software Corp.

An adventure into the world of reading comprehension. Children will improve their ability to recognize character traits and themes. For ages 6-9.

Kidwriter

Spinnaker Software Corp.
26.95

Children select colorful pictures and write text to create their own storybook. A choice of 99 different characters allows them to make pictures of almost anything. This program encourages children to create word and picture stories while introducing them to the fundamentals of word processing. For ages 6-10.

Kidwriter

Spinnaker Software Corp.
37.95

Children can create a picture and then write a story to go with it. There are 100 objects to use to compose a story in French, German, Spanish, or Italian. For beginning and intermediate students.

Kinder Koncepts

Midwest Software
39.00

Preschoolers and kindergarteners can prepare for math and reading in the elementary levels with this series of programs. The 15-program math series helps youngsters learn to count, compare figures, add, subtract, and relate numerals to numbers of objects. The reading series also contains 15 programs. These programs aid students in matching letters, learning the alphabet, and comparing objects for similarities. The math and reading series each cost \$55, or they can be purchased together for \$99.

La Corrida De Toros

Gessler Educational Software
29.95

This program is a Spanish version of hangman. There are six different topics containing hundreds of words on two levels of difficulty. The program includes a vocabulary review and matching exercises for each category.

La Guillotine

Gessler Educational Software
29.95 ea

This French version of hangman helps student study hundreds of French vocabulary words on two levels of difficulty. Each category includes vocabulary review and matching exercises.

Language Arts Elementary Series

Advanced Ideas
The Game Show
49.95

This LearningWare program for *The Game Show* covers the language arts curriculum for grades 3, 4, 5, and 6. The package includes documentation and lesson-planning aids that correspond to major U.S. school textbooks in language arts. Each grade-level disk can be purchased separately for \$19.95.

Learning Can Be Fun Disk #1

Cardinal Software
128 only
19.95

Five educational programs are included on one disk. *Math Exercises* gives students in grades 4-7 practice solving addition, subtraction, fraction, multiplication, and division problems. Students can learn to recognize the capitals of each state with *States and Capitals*; *Hangman* is based on the traditional game of trying to guess a word letter by letter; and *Wordgames* offers a variety of ways to guess more than 1800 words that contain eight or more letters. In *Jot*, the player and the computer try to guess each other's three-letter words.

Learning Your ABC's with Speech

Covox
9.95

Children ages 3-6 can learn their ABC's with the help of this program that gives hints if the wrong answer is

given, and plays a melody when the answer is correct. The program utilizes speech and sounds developed with the Voice Master and Music Construction Set from Covox.

Linguist, The

Gessler Educational Software
44.95

Custom drills in French, Spanish, German, English, Russian, Hebrew, Japanese, or any of 13 other languages can be created with this program. Two languages can be selected, and the user enters words, phrases, and definitions.

Linkword Languages

Artworx
24.95

Travelers, business people, and beginning language students can use this program to help them learn a foreign language. *Linkword* uses a system that links foreign words to similar English words for visual association. Students can learn about 400 words, grammar, and pronunciation in approximately ten hours. Level II versions offer additional vocabulary and grammar. The packages include a program disk and an audio tape, and are available for French, Spanish, German, Russian, Italian, Greek, Dutch, Portuguese, and French Level II.

M-ss-ng L-nks: Classics Old and New

Sunburst Communications
65.00

Students must fill in the missing letters or words from a selection of well-known writings, by using their knowledge of word structure, spelling, grammar, and context.

M-ss-ng L-nks: Young People's Literature

Sunburst Communications
65.00

Students must fill in the missing letters or words from a selection of writings for young people. Clues are given by the surrounding word structure, spelling, grammar, context, and literary style.

M-ss-ng L-nks: MicroEncyclopedia

Sunburst Communications
65.00

Students must fill in the missing letters or words by using clues given by the surrounding word structure, spelling, grammar, context, and literary style.

Magic Spells

The Learning Company
39.95

Students can improve their spelling skills by unscrambling words and by spelling words flashed on the screen. The program helps a child understand letter relationships. Graphics and sound effects are included. For ages 6-12. A school edition is available for \$59.95.

Main Idea Gold Rush

Gamco Industries, Inc.
44.95

This program combines a two-player adventure game with a drill in determining the main idea of a paragraph. The game simulates a journey West during the gold rush. Players move forward by correctly identifying the main idea of a paragraph they're given to read. One version is designed for students who have third- and fourth-grade reading levels, while the other version contains material written at fifth- and sixth-grade reading levels. The interest level ranges from grades 3-12. A management program is also included.

Mammoth Meltdown Parts Of Speech Game

Gamco Industries, Inc.
44.95

Students become scientists who have discovered a prehistoric woolly mammoth frozen in a bank of snow. While sentences scroll across the top of the screen, students shoot a laser beam at words that qualify as the chosen part of speech. Lessons include identifying nouns, verbs, pronouns, adjectives, adverbs, and prepositions. When students are correct, the laser beam deflects off the word and melts a piece of the snow bank to reveal the mammoth.

Mission Control Word Games: Homonyms, Antonyms, and Synonyms

Gamco Industries, Inc.
44.95

This program combines an arcade-style game with practice in identifying homonyms, antonyms, and synonyms. The screen displays a space-age control panel, and students choose from three games: *Black Hole Homonyms*, *Asteroid Antonyms*, or *Star Ship Synonyms*. In game 1, students are shown a sentence and a pair of homonyms. They must choose the word that belongs in the sentence. In games 2 and 3, students are shown two columns of words. The left column moves at a steady pace set by the teacher, and each word has a match in the right column. Students must align matching pairs as quickly as possible. A student management program is included.

Mission: Terminus

Gessler Educational Software
34.95

The student is a secret agent who must recover top secret documents while being pursued by the enemy. The game accepts French vocabulary and verb tenses as responses. It contains hi-res graphics, and sound is optional.

Movie Creator

Fisher-Price
6.95
Spinnaker Software Corp.

The student can write and produce original animated film.

Novel Approach, The

Mindscape
59.95 ea

The Novel Approach is designed to help students develop critical reading skills and understand literature beyond the characters and events. Grades 7-12 can study *Animal Farm*, *Lord of the Flies*, or *The Call of the Wild*. *A Tale of Two Cities* or *Romeo and Juliet* are available for grades 9-12. Each novel program is sold separately; lab packs can be purchased for \$179.95.

Parts of Speech

Gamco
44.95

Six lessons—nouns, verbs, adjectives, adverbs, pronouns, and prepositions—help students learn to identify the parts of speech from sentences. Definitions of the parts of speech may be viewed at any time during the lesson. If a student achieves a set score on the lesson, he or she may play the accompanying arcade game. A management program helps teachers record up to 200 students' names and scores.

Peter Rabbit READING

Fisher-Price
joystick
24.95
Spinnaker Software Corp.

This program can help children develop fundamental reading skills with the help of characters from Beatrix Potter's classic story, *Peter Rabbit*. They can learn skills such as letter matching, sound and symbol relationships, and the use of consonants and vowels. For ages 3-6.

Poetry Express

Learning Well

49.95

Mindscape

Eight poetry styles—dimante, haiku, tanka, cinquain, sijo, lists and litanies, limerick, and rhyme—are included in this program to help beginners learn to write poetry. A word processor enables students to create, edit, and refine their own poems. The poems can be printed. For grades 4–12.

Puzzler, The

Sunburst Communications

65.00

This program presents five stories that help the student learn to read for meaning. As the stories unfold, students use prediction, confirmation, and integration to solve each story puzzle. At the end of the stories, students enter their solutions.

Read Easy

ComputerEasy

9.95

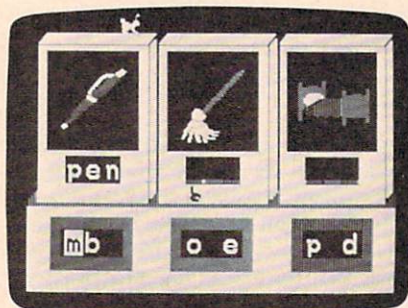
Read Easy is a reading-practice game with over 60,000 different sentences of text. There are six levels of play for grades 1–6. A sentence is printed at the top of the screen, and after it disappears, four new similar sentences will appear. The player must choose which of the four new sentences is the same as the original one. The game slows down and speeds up to match the player's capabilities.

Reader Rabbit

The Learning Company

39.95, school edition 59.95

Four animated games help children ages 4–7 develop fundamental reading, spelling, and thinking skills. Children can improve their letter and word recognition, vocabulary, and memory skills.



Reader Rabbit is designed to develop reading, spelling, and thinking skills for ages 4–7.

Rhyme 'N Read

Society For Visual Education

239.00

This program includes rhyming exercises designed to help beginning readers develop a sight vocabulary of up to 600 words. Visual and context clues are given to help interpret words. The six software programs use most of the primary level Dolch reading vocabulary. The program also includes skill sheets.

Richard Scarry's Best Electronic Word Book Ever

Mindscape

29.95

Six color environments provide the background for a variety of Richard Scarry characters to help youngsters improve word recognition, vocabulary, and word-to-object association. For grades pre-K through 3.

Sea Speller

Fisher-Price

joystick

6.95

Spinnaker Software Corp.

Children can put letter combinations together to spell three-, four-, and five-letter words, to get to the surface before the air in the submarine runs out.

Show Director

Thunder Mountain

9.95

Mindscape

Using the built-in word processor, students can create a story plot and write the script for a computerized play. They can choose from a variety of settings, characters, music, and sound effects to complete the presentation. For grades 2–6.

Snooper Troops

Spinnaker Software Corp.

35.95

Gessler Education

This version of the Spinnaker mystery game helps students develop German vocabulary and reasoning skills. The player is a detective trying to determine who, or what, committed the crime.

Speed Reader II

Davidson

disk drive

69.96

Designed for high school students and adults, this program helps users increase their reading speed and comprehension. There are 35 reading selections and six activities: warm-up letters exercise, warm-up word exercise, column-reading exercise, eye-movement exercise, a reading lesson, and a timed reading. The editor allows users to enter their own reading material. Four optional data disks contain activities for grades 5 through college and adults. Each data disk costs \$19.95.

Spell and Define

ECS

39.95

Teachers can supply their own words and definitions to help students learn terms for any subject. The student must spell the words correctly and match each word with its definition. A record is kept of the student's progress, words missed, and total score.

Spell It!

Davidson
joystick optional, disk drive
49.95

Spell It! helps pupils ages 10 through adult learn to spell new words and practice using over 20 spelling rules. The program contains 1000 commonly misspelled words grouped in five levels of difficulty, and four exercises: see it, practice it, unscramble it, and an arcade-style game. The editor enables users to add their own words to the lists.

Spelling

Gamco Industries, Inc.
44.95

Students can type in a given word to reinforce the spelling of the word. In lesson 1, they're given the word with several letters missing. Using the same words in lesson 2, they're shown a sentence with a word missing and must choose a correctly spelled word to complete the sentence. In lesson 3, the same words are scrambled and the students must unscramble them. The disk contains a program/student management system for the teacher.

Spelling Scramble

Chipmunk
9.95

This spelling tutorial uses sound and text as rewards instead of graphics. The editor enables users to enter their own vocabulary words and definitions.

Spelling Tutor

Midwest Software
29.50

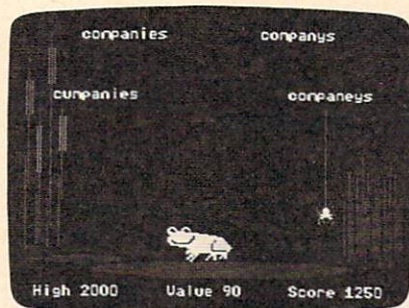
This package contains three different programs and a data disk. *Word File Create* lets teachers add their own spelling words to the supplied list. *Word Flash* flashes the spelling words on the screen while the student attempts to type the correct spelling. In

the third program, *Word Scramble*, the student must unscramble the spelling words. The data disk contains 4289 words from four spelling-words lists: IGSE, DOLCH, FRY, and KUCERA-FRANCIS. For grades preschool to 12.

Spelling Wiz

Educational Information Systems
46.00
DLM

Part of the Arcademic Skill Builders series, *Spelling Wiz* helps students learn to spell over 300 commonly misspelled words. The package includes the teacher's manual and 24 blackline masters.



Spell It! teaches new words to students from age 10 through adult.

Spider Hunt Spelling

Gamco Industries, Inc.
44.95

Four words appear at the top of the screen, each with a spider descending from it. Students move the spider hunter beneath each word and determine if the word is spelled correctly. If students answer correctly, the spider falls into the hunter's sack, and they earn points. There are five difficulty levels and a bank of 400 words. Teachers may enter up to five lists of 80 words each. The disk also contains a student management system.

Stickybear Reading

Weekly Reader Family Software
29.95

Children ages 5-8 can build vocabulary and reading comprehension skills with word and picture sets and sentence parts. Students can develop skills in matching words and pictures or learn to put together their own sentences while learning about subjects, verbs, and objects. Ages 5-8.

Stickybear Spellgrabber

Weekly Reader Family Software
29.95

This program helps students develop vocabulary and spelling skills with three spelling activities. Custom word lists can be used for any subject, or there is a list of more than 4000 words selected from *Weekly Reader* and the *Ginn Lexicon Dictionary*. Points are earned for correctly spelled words. Game levels can be adjusted to match each player's skill. For ages 6-9.

Story Tree

Scholastic, Inc.
59.95

This program is designed to help students in grades 4-12 learn to write interactive stories. Students select a beginning for their stories and then write as many different endings as they can imagine. A built-in word processor lets them correct, edit, revise, reorganize, save, and print their work.

Success with Reading

Scholastic, Inc.
99.95

Based on the cloze reading principle, *Success with Reading* offers passages from which selected words and letters have been removed. Students must use context, syntax, spelling, and vocabulary clues to fill in the missing words and letters. Teachers may customize the passages. The packages

contain two copies of each of six books from which the passages were taken, a user's handbook, and a teacher's guide.

Tiger's Tales

Sunburst Communications
color monitor recommended, printer optional
65.00

The program is a series of interactive stories about a cat named Tiger. Designed for beginning readers, the program uses a problem-solving approach to help students learn reading comprehension. After reading the text on the screen, students must take action based on the instructions they've read. Creative options encourage students to make choices that will vary the plot of the stories. A picture-to-word matching section prepares the student for the story that follows. The program works with either a regular keyboard or *Muppet Learning Keys*.

Trading Post

Sunburst Communications
65.00

Trading Post is a two-player game involving strategy and problem solving. The object of the game is to be the first player to collect all the shapes that match a specific goal. Students take turns exchanging their shapes according to a set of Exchange Rules, or they may request a shape at random from the computer. Students learn to plan ahead because they must analyze their future moves in order to use the best overall strategy. For grades 4-8.

Twistaplot Reading Adventure Series

Scholastic, Inc.
29.95 ea.

These branching stories are designed to motivate students while helping them reading, critical thinking, and story mapping skills, and help them learn about plot construction. There are two illustrated stories on each disk

for grades 4-8. The *Tales of the Future* series includes *Micro-Agent and the Bodyguard*, and *2088: An Oval Office Odyssey*. *Tales of Daring* includes *Zazoo Come Home* and *The Fun House*. The *Big Nap* and *The History Mystery* are both in *Tales of Suspense*. *Tales of Fantasy* contains *The Frog and The Fables*, and *The Dark Tower*. Both *The Shot Heard 'Round the World* and *Wagons West* are included in *Tales of History*. *Tales of Adventure* includes *Adventure in Microzone* and *Northwoods Adventure*. *Tales of Discovery* offers *Pirates of the Soft Seas* and *Fossils Alive!* while *Tales of Mystery* includes *Haunted House* and *Mystery at Pincrest Manor*.

Variety Pac #1

Chipmunk
9.95

Twelve BASIC programs—nine math and three spelling—can help students improve their math and spelling skills. The programs can be changed for individual needs.

Verb Viper

Educational Information Systems
46.00
DLM

Part of the Arcademic Skill Builders series, *Verb Viper* helps students practice subject and verb agreement with regular and irregular verbs in present, past, and past participle tenses. Teacher's manual is included.

Vocabulary Challenge

Learning Well
49.95
Mindscape

Four activities, each with varying levels of difficulty, can help students learn word association, analogy, recognition, classification, and definitions for a list of over 3000 words. For grades 2-12.



Children are taught map reading and reading skills with Winnie the Pooh in the Hundred-Acre Wood.

Wally's Word Works

Sunburst Communications
75.00

Wally the Wallaby hops along sentences and picks up words to help students learn about the parts of speech within the context of full sentences and paragraphs. Versions are available for grades 4-6 and 6-9.

What a Mess

Chipmunk
9.95

This is an interactive adventure game for children ages 6 and up. In the game, the parents have left home for a few hours and the child has created a terrible mess. The player needs to solve realistic problems to clean up the mess and complete the adventure. The total program requires about 30 hours of work over several sessions.

Whole Brain Spelling

SubLogic
color monitor
29.95

This spelling program uses color graphics for feedback and as an aid to learning to spell. There are six word-list categories: general, for ages 8 to adult; a child's garden of words for preschoolers through age 8; medical; scientific; business; and fairy tale.

Winnie the Pooh in the Hundred Acre Wood

Sierra On-Line

Children can learn to read maps and improve their reading skills as they travel with Winnie the Pooh and his friends through the Hundred Acre Wood. One of the Walt Disney Personal Computer Software series.

Wizards Of Words

Advanced Ideas

34.95

The Wizard with his wand makes five different word games appear with the help of knights, heralds, jugglers, a princess, and a fire-breathing dragon. The program contains a list of 38,000 words, which is keyed to eight different learning levels. Each game can be tailored to develop reading, spelling, and vocabulary skills. Words and lessons can be added to any game. The program is designed for ages 5 to adult.

Word Attack!

Davidson

joystick optional

49.95

Students in grades 4-12 can learn over 675 words, their definitions, and how to use the words in a sentence. The program is divided into nine difficulty levels and has an editor, so users can add their own words. Activities include the word display, a multiple-choice quiz, sentence-completion drills, and an arcade-style word game. Data disks containing 500 additional words can be purchased for \$19.95.

Word Detective

Sunburst Communications

65.00

This word game is designed for elementary and advanced students. It offers students a group of letters and challenges them to form as many words as possible from them.

Word Invasion

Educational Information Systems

46.00

DLM

A friendly, alien octopus helps students learn to identify the six parts of speech. The package includes a teacher's manual and 24 blackline masters; plus, ranges of speed and difficulty to challenge the students.

Word Man

Educational Information Systems

46.00

DLM

Word Man displays a maze to drill students in forming words with the consonant-vowel-consonant, and consonant-vowel-consonant silent-e patterns. One of the Academic Skill Builders series, this package includes a teacher's manual and 24 blackline masters.

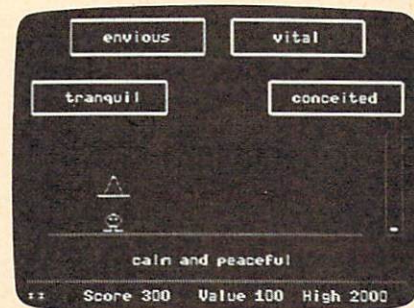
Word Master

Educational Information Systems

46.00

DLM

Students can practice identifying antonyms, synonyms, or homonyms while racing against the clock and electronic rays. There are three difficulty levels. Part of the Academic Skill Builders series, the package includes a teacher's manual with 24 blackline masters.



Word Attack! is designed for students in grades 4-12.

Word Quest

Sunburst Communications

65.00

Word Quest contains two games that involve word searches. In the first game, students use their alphabetic and vocabulary knowledge to search for a secret word. In the second game, students construct word chains using binary search strategies. Both games can help expand vocabulary and improve dictionary skills.

Word Radar

Educational Information Systems

46.00

DLM

One of the Academic Skill Builders series, this program helps students practice matching words by sight while playing the role of a control tower operator. A teacher's manual and 24 blackline masters are included.

Wordmaze

Learning Well

49.95

Mindscape

Designed for kids in grades 3-12, this word-puzzle program can help students develop vocabulary and spelling skills. The program uses words from eight lists to create matrix-like puzzles. Students can search for the words on the computer screen or a printout. The package includes a teacher's guide and activity sheets.

Wortgefecht

Gessler Educational Software

49.95

This five-part, two-disk program helps students learn German vocabulary words for school, food, sports, travel, daily life, and occupations. Features include a word display, multiple choice, and sentence-completion exercises, and a colorful arcade game.

A Wrinkle In Time

Sunburst Communications
65.00

Students journey through an adventure as they participate in major decisions required to complete the plot. Characters from the story encourage understanding of the words used in the book. Main ideas and specific details must be recalled and used in the proper sequence.

Writing Adventure, The

DLM
59.95

This program offers a framework in which students ages 9 and up can learn to write original stories. Students practice observing details, taking notes, and solving problems, and they learn to draft, edit, and print a story. The *Story Starter* disk contains adventure scenes and questions about which a story may be written, and the *Story Writer* disk provides the word processor.

MATH

Addition and Subtraction

Gamco
44.95

Students can practice their whole number addition and subtraction skills with this program. There are six difficulty levels for addition, five for subtraction, and two for the mixed operations. Students who correctly answer a certain percentage of the questions can play the arcade game at the end of the lesson. Teachers can maintain the grades for up to 200 students with the program.

Addition Circus

Gamco Industries, Inc.
44.95

Balloons containing addition fact problems float upward in a circus tent. A correct answer allows a clown

to pop a balloon before it hits the roof of the tent. The choices of difficulty levels are: sums to 6, sums to 10, sums to 12, and sums to 18.

Algae-Blaster!

Davidson
1541 disk drive monitor
49.95

For grades 7-12, this tutorial helps students learn the basic steps to solving algebraic problems. It contains over 670 problems covering positive and negative numbers, monomials and polynomials, factoring polynomials and trinomials, equations, and systems of equations. An editor enables the user to add his or her own problems to the system.

Alien Addition

Educational Information Systems
46.00
DLM

This arcade-style program uses spaceships and laser cannons to aid students in practicing basic addition facts. The package includes a teacher's manual, 52 color flash cards, and 12 blackline masters.

Alligator Mix

Educational Information Systems
46.00
DLM

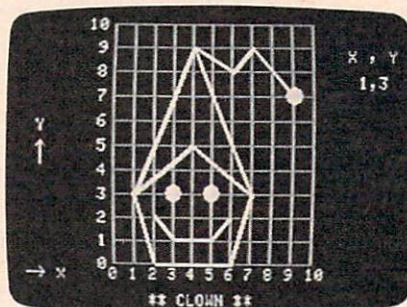
Addition and subtraction facts can be practiced in this game as students feed apples to alligators. The package contains a teacher's manual, 12 blackline masters, and 52 flash cards.

Bannercatch

Scholastic, Inc.
joystick
39.95

Students master the binary number system while playing this action-oriented, strategy game. Max and an invading army of robots communicate

in the same number system that computers use. Students must use the system to decode Max's messages and plan their countermeasures in order to capture the flag.



Bumble Games introduces number lines, number pairs, and graph plotting.

Bumble Games

The Learning Company
39.95

Six appealing games introduce the concepts of number lines, number pairs, and graph plotting. Students plot their own designs as they apply their new skills. A school edition is also available for \$59.95. For grades K-5.

Bumble Plot

The Learning Company
39.95

The five games in this program build on the number plotting skills introduced in *Bumble Games*. Students master the concepts of negative and positive numbers by plotting points on a four-quadrant grid. Plus, students can create original drawings while learning basic math skills. A school edition is available for \$59.95.

EDUCATION

Challenge Math

Sunburst Communications
65.00

An alien space intruder, a dinosaur-like creature, and a mysterious mansion help entice students into practicing basic whole-number and decimal operations. A teacher option allows the user to modify difficulty levels. For grades 2-6.

Counting Parade

Spinnaker Software Corp.
joystick
6.95

Elementary number skills can be practiced in this nonverbal counting game. This program reinforces number recognition, number/numeral correspondence, counting and regrouping, and utilizing numbers up to nine.

Decimal Dungeon

Unicorn Software
29.95

Children ages 9 and up must answer decimal problems correctly in order to escape from the dungeon in this arcade-style game. Players must choose to add, subtract, multiply, or divide decimals, and then convert them to fractions or percentages. Incorrect answers are given full-screen explanations.

Decimals: Addition And Subtraction

Gamco Industries, Inc.
44.95

This program offers a choice of three difficulty levels each in addition and subtraction, and two difficulty levels in mixed operations using decimals. Before beginning the computation, students must line up decimal points. The disk includes an arcade-style reward game and a student/program management system.



Children help build Donald's new playground in Donald Duck's Playground.

Decimals: Multiplication And Division

Gamco Industries, Inc.
44.95

This program offers a choice of three difficulty levels in multiplication, five difficulty levels in division, and two in mixed operations in problems involving decimal numbers. The disk includes an arcade-style reward game and a student/program management system.

Demolition Division

Educational Information Systems
46.00
DLM

Students fire their cannons at moving tanks while practicing basic division facts. Demolition Division is part of the Arcademic Skill Builders series and includes a teacher's manual, 52 color flash cards, and 12 blackline masters.

Division Shooting Gallery

Gamco Industries, Inc.
44.95

Ducks containing division fact problems move across the screen in a shooting gallery format. Correct answers allow the student to shoot down the ducks. Difficulty levels range from dividing by 1 to dividing by 9. Three review levels are also included.

Donald Duck's Playground

Sierra On-Line
joystick
24.95

Children work with Huey, Dewey, Louie, and Donald Duck to provide funds and building materials for Donald's new playground. Part of the Walt Disney Personal Computer Software series.

Dragon Mix

Educational Information Systems
46.00
DLM

A large dragon protects the city from invading forces while students practice multiplication and division facts. The program contains 52 flash cards, 12 blackline masters, and a teacher's manual.

Early Learning Library

Cardinal Software
29.95

Two disks contain a variety of games for children in grades K-6. *Ginger the Cat* uses music, color, and animation to help students master basic skills in math, learning the alphabet, and recognizing shapes and colors. *Math Double Drill* provides practice for students in adding, subtracting, multiplying, and dividing whole numbers.

Element of Mathematics

ECS
49.95

Two lessons and a test help students understand addition of simple and complex fractions. Graphics (pie slices) are used to help explain fractions. The instructor can test from 1 to 50 items and maintain a roster of student names and scores.



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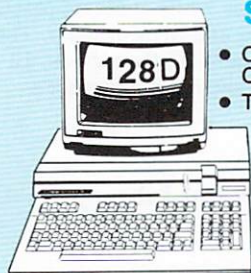


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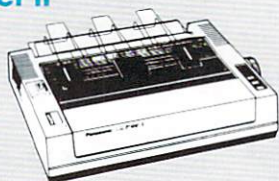
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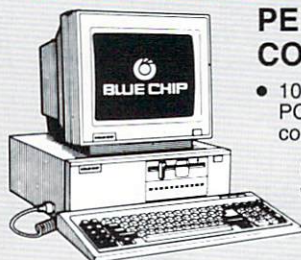
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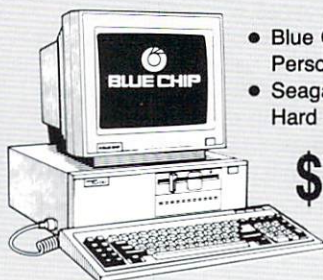


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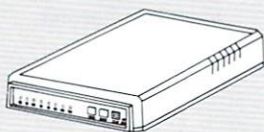
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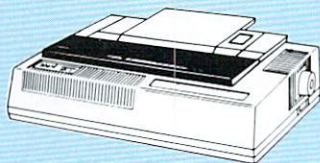
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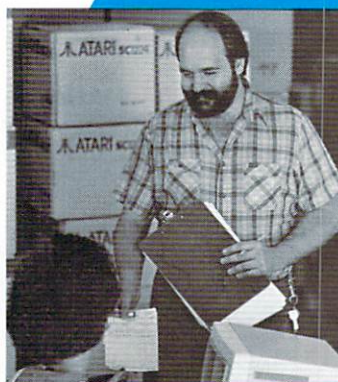


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joystick
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Spinnaker Software Corp.

This program is a math word-problem voyage to the moon that helps children strengthen their addition, subtraction, multiplication, and division skills. For ages 9-12.

Fish-Ed.

Buchanan Software
29.95

Four educational programs are combined in this package for grades K-6. In Alphabet Practice, students use fish to put letters in the correct order. Spelling has a library of word lists to study; or, lists of up to 20 words, each, can be created. Number Concepts helps players learn the meaning of addition and subtraction, and Math Practice can help students improve their addition, subtraction, multiplication, division, fraction, decimal, negative-number, and equation skills. The program includes color, animation, and sound.

Fraction Action

Unicorn Software
29.95

Children ages 8 and up are taught fractions in this arcade action game. The player is held captive in the basement of the Mad Professor's mansion while being guarded by the Professor's creatures, who hold the keys to the electrified gates that block the way to freedom. Only after answering Fraction problems correctly will the gates be unlocked. Incorrect answers are given full-screen explanations.

Fraction Factory

Springboard
29.95

Fraction Factory helps students ages 8-14 understand fractions concepts and learn to describe fractions; find common denominators; and add, subtract, and multiply fractions. The program features graphics and sound.

Fraction Fever

Spinnaker Software Corp.
joystick
6.95

This program combines the fast-action pace of an arcade game with the educational value of a learning game. Hop along on your pogo stick and search for the picture fraction that matches the fraction at the top of the screen.

Fraction Fuel-up

Ahead Designs
32.95
DLM

Students can fuel up the spaceship and blast off by correctly answering fraction word problems. The problems drill students in reducing and renaming fractions and adding and subtracting fractions and mixed numbers. Teachers can input their own problems to the program and keep five records each for 75 students. Worksheets can be printed out.

Fractions: Addition And Subtraction

Gamco Industries, Inc.
44.95

This program offers a choice of six difficulty levels in addition and five difficulty levels in subtraction. It includes fractions with like or unlike denominators and mixed numbers with like or unlike denominators, with regrouping or without regrouping. There's also a choice of two difficulty levels in mixed operations:

fractions or mixed numbers. The disk contains an arcade-style reward game and a student/program management system.

Fractions: Multiplication And Division

Gamco Industries, Inc.
44.95

This game provides students a choice of four difficulty levels in multiplication and four difficulty levels in division. It includes multiplying and dividing fractions with or without canceling, and multiplying or dividing various combinations of fractions, whole numbers, or mixed numbers. There's also a choice of two difficulty levels in mixed operations: fractions or mixed numbers. The disk contains an arcade-style reward game and a student/program management system.

Frog Jump

Thunder Mountain
9.95
Mindscape

Graphics, animation, and sound are included to help make this basic counting and ordering program more entertaining for youngsters in grades K-3.

Fun Facts II

Advanced Ideas
Tic Tac Show
19.95

This LearningWare program for Tic Tac Show features hundreds of lessons in math, language, science, and social studies. Designed for ages 6-9.

Fun With Facts I

Advanced Ideas
Tic Tac Show
19.95

This LearningWare program for Tic Tac Show features subjects called Number Knowledge and Mystery Words. Designed for ages 4-7.

Get to the Point

Sunburst Communications
65.00

Three games expose students to the concepts of order of decimals and help them with basic operations involving decimals.

How To Weigh An Elephant

Learning Technologies
14.95

Students must determine the weight of three animals by watching how low the boat floats as each of them takes a ride. The student can develop concepts of weight/mass/volume, ordering and sequencing, observation/prediction of outcomes, and cause-and-effect relationships.

King's Rule, The

Sunburst Communications
65.00

Students try to discover numerical rules that allow them to work their way through a king's castle. Students generate and test a working hypothesis by asking questions, trying out new number combinations, and requesting recaps of the data. Six levels of play give students practice in forming and testing increasing subtle hypotheses.

Learning Can be Fun Disk #1

Cardinal Software
128 only
19.95

Five educational programs are included on one disk. *Math Exercises* gives students in grades 4-7 practice solving addition, subtraction, fraction, multiplication, and division problems. Students can learn to recognize the capitals of each state with *States and Capitals*. *Hangman* is based on the traditional game of trying to guess a word letter-by-letter, and *Wordgames*

offers a variety of ways to guess more than 1800 words with eight letters or more. In *Jot*, the player and the computer try to guess each other's three-letter words.

Learning To Add & Subtract

Learning Technologies
14.95

Students use picture clues to solve simple addition and subtraction problems of single digit numbers. The program is designed to develop counting, and addition and subtraction of single digit numbers.

Let's Go Fishing

Learning Technologies
14.95

Students help the fat cat hook just the right number and the right type of fish. The program helps develop number recognition, one-to-one correspondence, and perceptual skills such as shape recognition, visual motor integration, tracking, scanning, and focusing.

Logo Works: Lessons in Logo

Terrapin
Commodore Logo
29.95

This package is designed to help grades 4-8 learn basic geometry and computer concepts. There are 47 lessons organized into seven chapters. The package includes an activity disk and student book. A teacher's manual is available for 12.95.

Managing A Checking Account

Gamco Industries, Inc.
44.95

In *Making a Deposit*, cash and check deposits are covered and net deposits are figured. In *Writing a Check*, students are instructed in the proper way to fill out a check and keep a check

register. In *Balancing a Checkbook*, students must reconcile a monthly bank statement. A tutorial, glossary, and student management program are included.

MasterType's Figures + Formulas

Thunder Mountain
9.95
Mindscape

This program drills students in calculating, converting, and comparing weights and measures. A test mode can be used to create tests for individual students. For grades 3-12.

Math and Social Studies

Advanced Ideas
Master Match
19.95

This LearningWare package for the *Master Match* program features intermediate and advanced lessons in math and social studies. The program is designed for students age 9-11.

Math Blaster!

Davidson
joystick optional
49.95

Students in grades 1-6 can learn the basic facts of addition, subtraction, multiplication, division, fractions, decimals, and percentages. The 600 problems are grouped by math area and level of difficulty. The first activity explains the math fact, and the second activity presents a problem the user must solve. In the third activity, the problem is missing a piece of information which the user must supply. The fourth activity is an arcade-style game with 30 math problems. An editor helps users enter their own math problems into the program.

Math Busters

Spinnaker Software Corp.
joystick
6.95

Children develop fundamental math skills, such as addition, subtraction, multiplication, and division while eliminating math monsters. Ages 8-14.

Math Facts Lottery

ECS
39.95

Addition, subtraction, multiplication, and division equations are practiced in this game. A help option is available to help students solve the equations. High scores are listed in the hall of fame.

Math Football: Whole Numbers

Gamco Industries, Inc.
44.95

These two disks combine football action with whole number or decimal drill. The game may be played by one or two players who have a choice of four playing levels: High School (addition and subtraction), College (multiplication), Pro (division), Super Bowl (mixed operations). On each play, players may choose a running play (easy problem), short pass (medium problem), long pass (hard problem), or punt. Incorrect answers result in lost yardage or a loss of possession. Correct answers result in a yardage gain, first downs, touchdowns, and extra points after a touchdown. A program/ student management system is included on each disk.

Math In A Nutshell

Learning Technologies
14.95

Students use the help of a squirrel to select the correct combinations of arithmetic operations to solve problems at three different levels of difficulty. The program develops

counting, and addition, subtraction, multiplication, and division of single-digit numbers. For grades 3-6.

Math Leap Frog

Gamco Industries, Inc.
44.95

Frogs containing addition, subtraction, multiplication, and division fact problems leap along logs toward lily pads. Answering problems correctly allows the frogs to leap over the water to the lily pads. Difficulty levels for addition and subtraction range from sums to 6 and subtracting from 6, to sums to 18 and subtracting from 18. Difficulty levels for multiplication and division are a single multiplicand/divisor from 0 to 9, or groups of multiplicands-/divisors: 0-5, 6-9, and 0-9.

Math Shop

Scholastic, Inc.
69.95

From the lumber store to the grocery, students help busy proprietors serve their customers. Students solve a problem using a specific curriculum concept such as proportions, fractions, measurements, addition, subtraction, and decimals. The correct answer fills the customer's order. Wrong answers get helpful clues. The program provides practice in 15 mathematical areas. Grades 4-8.

Meteor Multiplication

Educational Information Systems
46.00
DLM

Students can practice basic multiplication facts with this program, one of the Arcademic Skill Builders series. The package includes a teacher's manual, 12 blackline masters, and 52 flash cards.

Minus Mission

Educational Information Systems
46.00
DLM

Part of the Arcademic Skill Builders series, this program helps students practice basic subtraction facts. A teacher's manual, 52 flash cards, and 12 blackline masters are included.

Monkeymath

Artworx
17.95

Children can practice their addition, subtraction, multiplication, division, and number sequencing skills with this program. Animation, graphics, and color are included for entertainment. There are three levels of difficulty for children ages 4-10 years of age. The package contains a Marc the Monkey coloring book and poster plus a story explaining the program.

Multiplication and Long Division

Gamco
44.95

Part of the whole-numbers series, this program helps students practice multiplication and long division. There are six difficulty levels for both multiplication and division, plus two levels for mixed operations. An arcade game at the end of the lesson is the reward for students who correctly answer a percentage of the questions. Teachers can record up to 200 students' names and addresses with the program.

Multiplication Brigade

Gamco Industries, Inc.
44.95

Multiplication fact problems appear in windows of a burning building. Answering the problems correctly helps the bucket brigade put out the fire. Difficulty levels range from multiplying by 0 to multiplying by 9. Three review levels also are included.

Number Bowling

Thunder Mountain

9.95

Mindscape

Decimal and fraction skills are practiced while students take part in a bowling match. There are three levels of difficulty and a clock that times the games. For grades 5-8.

Number Facts

Gamco Industries, Inc.

44.95

This disk combines drill in number facts, an arcade-style reward game, and a program/student management system. Students choose from four lessons: addition, subtraction, multiplication, and division. Problems are randomly generated. Sums range between 6 and 18. Subtraction is in four levels ranging from 18 or less to 6 or less. Multiplicands range between 0 and 12, and division problems use a divisor between 1 and 12.

Number Farm

Neosoft

32.95

DLM

One to two players can practice their number and counting skills and learn beginning number concepts with this collection of six games. Titles of the games are—Number Farm, Old MacDonald, Hen House, Animal Quackers, Horseshoes, and Crop Count. The games feature music, animal sounds, and animated, color graphics.

Number Tumblers

Fisher-Price

6.95

Spinnaker Software Corp.

This math game can help children practice their addition, subtraction, multiplication, and division. To play, the students help the lively little Wumblechum jump from one number tumbler to another, matching the target number.

Percent

Gamco Industries, Inc.

44.95

This disk combines guided drill in solving percentage-computation problems, an arcade-style reward game, and a student/program management system. Students first choose a lesson and then a difficulty level. Lesson 1 has six levels, covering fraction/percent and decimal/percent conversions, and includes percents greater than 100, mixed number percents, and percents with one or two decimal places. Lesson 2 has four levels: finding the percent of a number, finding the number when the percent is given, finding the percent, and mixed drill.

Percentage Panic

Unicorn Software

29.95

Children from grades 6 through junior high must successfully dock with five rocket modules before taking off and returning to the space station. Correct answers to math problems earn enough rockets to make an attempt. Incorrect answers are given full-screen explanations. The program features multiple difficulty levels and an optional timer for speed math. Students learn to work with both fractions and percentages.

Perimeter, Area, & Volume

Gamco Industries, Inc.

44.95

This disk combines a drill in geometry skills, an arcade-style reward game, and a program/student management system. Students choose a lesson and then a level. In Perimeter, the levels are polygons, circles (circumference), and mixed practice. In Area, the levels are rectangles, triangles, circles, parallelograms, trapezoids, and mixed practice. In Volume, the levels are rectangular prisms, triangular prisms, cylinders, and mixed practice.

Picture Parts

Thunder Mountain

9.95

Students can create pictures piece-by-piece by solving addition, subtraction, and multiplication problems. There are three levels of difficulty for grades K-3.

Piece of Cake Math

Springboard

34.95

Designed for children ages 7-13, this program helps students practice adding, subtracting, multiplying, and dividing as they try to keep track of a variety of cakes in a bakery. Players can progress to more difficult levels or play the Catch-a-Cake game to test their skills.

Pinball Math

ComputerEasy

9.95

This program provides practice and tutoring in addition, subtraction, multiplication, and division. Three levels of difficulty drill on basic facts, provide tutoring, and drill on the procedures of each operation. For grades 1-6.

Pinball Math

ECS

39.95

A pinball-game format helps students solve addition, subtraction, multiplication, and division equations with one or two digits. The operations and level of difficulty can be selected.

Power Drill

Sunburst Communications

65.00

Four programs help reinforce basic computation skills and take the students into estimation and thinking about numbers. *Altogether* helps with addition of whole numbers and integers up to four places. Students are

given help and asked to use their estimation skills on higher levels. *What's the Difference* uses the same skills, only with subtraction. *Easy Times and Hard* reinforces one-, two-, and three-digit multiplication, while *The Great Divide* emphasizes division. For grades 4-9.

Puzzle Tanks

Sunburst Communications
65.00

Students are given two tanks with each having a set capacity that is randomly chosen by the computer, along with a storage tank. The students must fill and empty the tanks and transfer from tank to tank such materials as Jolly Juice and Yerple Paint. The students must also arrive at a target amount chosen by the computer in the storage tank. Three difficulty levels plus a championship level can challenge students of different abilities. For grades 3 and up.

Pyramid Puzzler

Thunder Mountain
9.95
Mindscape

Students can compete against the computer or each other in this game that tests multiplication skills. There are three levels of difficulty, and as a student solves the problems, he or she moves up the pyramid. For grades 2-5.

Race Car 'Rithmetic

Unicorn Software
29.95

An interactive math game for children ages 5 and up. One to four players can participate, with each player selecting his or her own basic math function (addition, subtraction, multiplication, division, or a variety), difficulty level, and time option. Each correct answer advances the player's car toward the finish line. Scorers of 90 percent or higher are rewarded with the chance to play a race-car game.

Right Turn, The

Sunburst Communications
color monitor
65.00

This program allows students to predict, experiment, and learn about mathematical concepts of rotation and transformation. Students can create a pattern, and then specify the type of transformation. First, the computer shows what the transformation does to their pattern. Then it creates its own pattern below, and the students must specify how to rotate it to achieve their original transformation.

Rounding

Gamco Industries, Inc.
44.95

This disk contains drills in rounding whole numbers and decimals, an arcade-style reward game, and a program/student management system. Students may choose from six levels on whole numbers: rounding to tens, hundreds, and thousands; rounding 9s; rounding larger numbers; and review. There are four levels on decimals: rounding to whole numbers, rounding to tenths, rounding to hundredths or thousandths, and review.

Safari Search

Sunburst Communications
65.00

Safari Search is designed to enhance math abilities and develop problem-solving strategies and logical thinking. Students work with 12 search activities on a 5 X 5 grid. The activities involve inference, with the student in charge of his or her construction of hypotheses; data collection; and complex judgments.

Science and Math

Advanced Ideas
Master Match
19.95

This LearningWare package for the *Master Match* program features hundreds of ready-to-use lessons on science and math. Designed for students age 6-9.

Ships Ahoy

Unicorn Software
29.95

Players in this math game for children ages 5 and older select from addition, subtraction, multiplication, division, or a variety of each, and then select their own level. Players must locate a mine beneath the sea that contains the missing number in the mathematical equation displayed on the screen. A drawing game rewards students who find the correct answers.

Space Journey

Thunder Mountain
9.95
Mindscape

When they solve the math problems correctly, students can intercept meteors and land on planets. This program tests students' skills in converting percentages to decimals and fractions, and converting decimals and fractions to percents. The program features three levels of difficulty, sound, and graphics. For grades 6-8.

Star Maze

Thunder Mountain
9.95
Mindscape

Students guide an alien through mazes and back to its home by solving division problems. The program includes graphics, sound effects, and three levels of difficulty.

Stickybear Math I

Weekly Reader Family Software
29.95

Young learners can solve sets of addition and subtraction problems, and help *Stickybear* out of some sticky situations. The computer can automatically advance the child, or the parent or teacher can customize the program. Horizontal or vertical problems, single-digit to four-digit problems, and carrying or borrowing problems are all available. The program stores records for up to 25 users. Ages 6-9.

Subtraction Defenders

Gamco Industries, Inc.
44.95

Fireballs containing subtraction fact problems fly toward a castle wall. Students defend the castle by typing in the correct answers to shoot down the fireballs. The choices of difficulty levels include subtracting from 6 or less, subtracting from 10 or less, subtracting from 12 or less, and subtracting from 18 or less.

Success with Algebra Series

Mindscape
29.95 ea

This is a series of math programs for students in grades 8-11, covering algebraic equations. Individual titles are *Equations*, *Equations II*, *Equations III*, *Factoring Algebraic Expressions*, *Simultaneous Linear Equations*, and *Solving Quadratic Equations*. New problems are created each time the program runs, and student errors are noted and explained for each problem. Each title costs \$29.95 and is sold separately.

Success with Math: Order of Operations

Mindscape
29.95

Students can learn about the order of operations for addition, subtraction, multiplication, division, and parentheses for whole numbers and integers.

YOU WILL BE GIVEN A RANDOM EQUATION IN THE FORM $AX + B = C$. YOU WILL ALSO BE GIVEN A MENU OF RULES TO BE USED IN THE SOLUTION OF THE EQUATION. THE RULES ARE AS FOLLOWS:

- 1) ADD SAME TERM TO BOTH SIDES
 - 2) SUBTRACT SAME TERM FROM BOTH SIDES
 - 3) MULTIPLY BOTH SIDES BY SAME TERM
 - 4) DIVIDE BOTH SIDES BY SAME TERM
 - 5) SIMPLIFY BOTH SIDES
- HIT **ENTER** TO CONTINUE

Students in grades 8-11 are taught linear equations in the *Success with Algebra Series*.

The package includes a backup disk and program guide. A lab pack is available for \$89.85.

Success with Math: Addition with Carry

Mindscape
19.95

Part of the *Success with Math Series*, this program drills students in simple addition problems. Problems with up to nine rows and columns can be generated. For grades 1-3. Lab pack available for \$59.85.

Success with Math: Long Division

Mindscape
19.95

Color, graphics, onscreen instructions, and large number displays aid students in practicing long division. Students can choose a divisor with one, two, or three digits. A lab pack can be purchased for \$59.85.

Success with Math: Subtraction

Mindscape
19.95

Color, graphics, onscreen instructions, and randomly generated problems help students practice subtraction.

There are options for choosing the number of digits and renaming. Lab packs are available for \$59.85.

Success with Math: Decimals Series

Mindscape
110.00

This series consists of four separate programs to help students in grades 5-8 learn to work with decimals. Adding Decimals, Subtracting Decimals, Multiplying Decimals, and Dividing Decimals each cost \$29.95, or all four programs can be purchased as a package for \$110. Lab packs cost \$89.85 each, or all four for \$330.

Success with Math: Fractions Series

Mindscape
110.00

This series of four separate programs covers adding, dividing, multiplying, and subtracting mixed fractions. The programs use graphics to help the students practice solving fraction equations. Each program can be purchased individually for \$29.95. Individual lab packs are also available for \$89.85, or the complete series lab pack is available for \$330. For grades 5-8.

Success with Math: 1-2-3 Digit Multiplication

Mindscape
19.95

Students can choose multiplication problems with one, two, or three digits to improve their multiplication skill. The program features large numbers, graphics, and onscreen instructions. A lab pack can be purchased for \$59.85.

Survival Math

Sunburst Communications
65.00

Four simulations help students apply math skills to everyday life. In *Travel Agent Contest*, students plan a budget for a trip. *Smart Shopper Marathon* has students making price comparisons using such aids as unit prices and percentage discounts. In *Hot Dog Stand*, students run a stand at school football games, making inventory and price decisions based on many variables. In *Foreman's Assistant*, students build a playroom within a given time frame and budget.

Teasers by Tobbs

Sunburst Communications
65.00

In two programs, a grid and a character called Tobbs appear on the screen. The grid presents a succession of math problems, either addition or multiplication, each with a missing number. Students use logic to decide which number cannot be, might be, or must be the number that solves the problem on the grid. The program features six levels of difficulty for students in grades 4 and up.

Ten Little Robots

Unicorn Software
29.95

Children ages 2-5 can choose from five different games in this program. The *Little Robot Story* uses rhyme to teach the concept of subtraction and beginning reading. *Count The Robots* teaches counting skills, while *Robot Letter Match* teaches the relationship of upper- and lowercase letters. By counting the robots in *Robot Addition*, children can learn simple addition problems. The *Robot Sketch Game* is a drawing game that allows for creativity.

Timecards And Paychecks

Gamco Industries, Inc.
44.95

Students choose a job and then a lesson. In *Reading a Timecard*, hours are variable and overtime may be included. In *Figuring Wages*, overtime commission, piecework, and tips are presented. In *Reading a Paycheck*, gross pay, net pay, and various deductions are included. A tutorial, glossary and student management program are included.

Up & Add'Em

Fisher-Price
6.95
Spinnaker Software Corp.

Animated color graphics introduce numbers and simple addition, teaching children to recognize the numbers and quantities they represent. Four levels of difficulty are included.

Variety Pac #1

Chipmunk
9.95

Twelve BASIC programs—nine math and three spelling—can help students improve their math and spelling skills. The programs can be changed for individual needs.

Whatsit Corporation, The

Sunburst Communications
65.00

Students can learn entrepreneurial and math skills in this simulation of starting and running a one-product business. For grades 6 through adult.

Word Problem Tutor

Merit Audio Visual
49.95

This program helps students learn to solve math word problems by teaching the student to choose the operation before solving the problem.

Eleven separate packages each cover addition, multiplication, fractions, decimals, percentages, and other mathematical operations. There are four levels of difficulty on each disk. Lab packs containing all 11 disks are available for \$449.95.

Word problems: Level A (Grades 3-4)

Gamco Industries, Inc.
74.95

In the four lessons on disk 1, the student must choose the correct operation and identify the answer. Disk 2 has three lessons on solving one-step problems, and an enrichment lesson on two-step problems. Students can learn to add and subtract up to four-digit numbers and multiply or divide through 9×9 . An arcade-style reward game and management system are included.

Word problems: Level B (Grades 5-6)

Gamco Industries, Inc.
74.95

The five lessons on disk 1 include choosing the correct operation, identifying the answers, and deciding what information might be missing. Disk 2 has three lessons on solving two-step problems. Math practice includes adding or subtracting up to five-digit numbers, multiplying or dividing by one-digit or two-digit numbers, and working with money in decimal form. An arcade-style reward game and management system are included.

Word Problems: Level C (Grades 7-8)

Gamco Industries, Inc.
74.95

The three lessons on disk 1 include choosing the correct operation and deciding if there is too little or too much information. The four lessons

on disk 2 cover solving one-step problems, solving problems when extra information is given, and a review of all math skills. Practice includes working with whole numbers and decimals to add, subtract, multiply, and divide. An arcade-style reward game and management system are included.

SCIENCE

A Mission in Our Solar System

Mindscape
64K joystick
49.95

Students can take part in a space exploration mission and learn about celestial objects in this simulation of the solar system. Topics include constellations, navigating by the stars, Halley's Comet, planets, moons, and eclipses. The package includes a program disk, backup, teacher's manual, user's guide, cassette tape, and star map. A lab pack is also available for \$125.

Animal Life Databases

Sunburst Communications
Bank Street School Filer
59.00

Designed to be used with the *Bank Street School Filer*, *Animal Life Databases* integrates the use of databases into the science curriculum. The program includes separate files on warm- and cold-blooded animals; a file on books; a glossary of key vocabulary; a pets file, covering the care of pets; and a lab file in which students record the results of experiments. In addition to the reproducible program disk, a backup disk and teacher's guide is included.

Astronomy Databases

Sunburst Communications
Bank Street School Filer
59.00

Designed to be used with the *Bank Street School Filer*, this program contains databases covering pre- and post-1800 events, a file on the nine planets, a books file, a glossary of key vocabulary, and a database students can create by researching and entering information about the constellations. The package includes a program disk, backup disk, and a teacher's guide.

Bank Street Beginner's Filer

Sunburst Communications
79.00

This program is the introductory version of the *Bank Street School Filer* and is designed for students in grades 2-6. Students are introduced to database programs and are taught computer literacy skills. Everyday language is used in the program, and menu options are displayed onscreen. The package includes the program disk and backup, a reproducible beginner's database disk, a beginner's classroom tools disk, and a teacher's guide.

Bank Street School Filer

Sunburst Communications
99.00

This database program is designed to strengthen critical skills and improve computer literacy for children age 3 and up. The program uses everyday language. Menu options are always displayed on the screen. Users can customize their own reports and edit the format of existing reports. Included with the program disk is a backup, a classroom tools disk, a reproducible tutorial disk, a reproducible school database disk, a quick-start card, a teacher's guide, and a reference manual.

Beginning Basic

Sunburst Communications
29.00

A how-to program for students and teachers who want to develop computer literacy from the beginning, or brush up on their computer skills.

Chemistry Facts

ECS
49.95

Junior high students can learn about the Periodic Table of Elements with this program. Element name, abbreviation, and atomic information are included, and test scores and evaluations are recorded.

Computer Science

Chipmunk
4.95

This is a set of programs to help users understand how a computer works.

Endangered Species Databases

Sunburst Communications
Bank Street School Filer
59.00

The program is designed to be used with the *Bank Street School Filer*. Databases include a mammals file that contains information on all endangered U.S. mammals; a critical file of the world's more endangered species; an extinct file, which lists all species extinct since 1600; a books file; a glossary of key vocabulary; and a database students can build by recording information about critical species in their own state or region. The package includes a program disk, backup, and teacher's guide.

Formulator

Cardinal Software
19.95

Science and engineering students can use this program to calculate and store formulas and arithmetic expressions that are used repeatedly. The lists can be printed.

Incredible Laboratory, The

Sunburst Communications
65.00

Students have a beaker full of a bubbling solution and a list of crazy chemicals to add to the mixture. Each chemical produces specific features of a monster. All chemicals can be combined to form even more variations. The student's job as a novice, apprentice, or scientist is to discover the effect of each chemical.

Mickey's Space Adventure

Sierra On-Line
24.95

One of the Walt Disney personal computer software series, this program helps students learn about the planets as they take a tour conducted by Mickey Mouse and Pluto.

Muppet Learning Keys

Sunburst Communications
99.00

Muppet Learning Keys is a specially designed keyboard, featuring number and letter keys in sequential order, plus eight color keys. The package includes software containing three programs that teach letter, number, picture, and color recognition. The package includes keyboard, one disk, backup and teacher's guide.

Muppet Learning Keys Toolkit

Sunburst Communications
Muppet Learning Keys
40.00

The program is designed for programmers and gives the user the information necessary to read the *Muppet Learning Keys*. The disk contains routines to add to the existing programs so they will operate with *Muppet Learning Keys*. Knowledge of BASIC language is required to implement the routines.

Operation: Frog

Scholastic, Inc.
64K
59.95

This computer simulation enables students to practice dissecting a frog. Students can divide the organism into parts, examining each part more closely with a magnifying glass. Then, they can attempt to reconstruct the frog. The correct job is rewarded as students see the frog hop off the screen. For grades 4-10.

Rocky's Boots

The Learning Company
Color monitor
34.95, school edition 69.95

This program develops skills in logical thinking and encourages creative problem solving. Student use the concepts of simple electronic circuitry and circuit design to learn logic. Players create logic machines to solve more than 40 different games. Grades 4 and up.

Science and Math

Advanced Ideas
Master Match
19.95

This package for the *Master Match* program features hundreds of ready-to-use lessons on science and math. Designed for students age 6-9.

Science Elementary Series

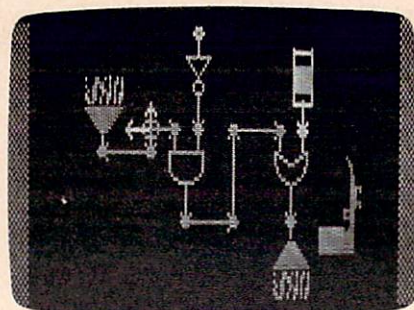
Advanced Ideas
The Game Show
39.95

This LearningWare package for *The Game Show* covers the science curriculum for grades 3, 4, 5, and 6. The program is complete with subjects, documentation, and lesson-planning aids, which are all tied directly to major U.S. school textbooks in Science. Diskettes for grades 3 and 4, and 5 and 6 can be purchased for \$19.95 each.

Space Databases

Sunburst Communications
Bank Street School Filer
59.00

Designed to work with the *Bank Street School Filer*, the program's databases include a timeline that covers important events in the history of space exploration, separate files on manned missions and unmanned launches, a file on books, a glossary of key vocabulary, and a database students can create to analyze the results of a class survey about space exploration and space predictions. The package includes a program disk, backup disk, and teacher's guide.



Rocky's Boots helps develop logical thinking and creative problem solving.

Using the Computer: Applications

Society For Visual Education
printer and modem recommended
249.00

This program teaches beginning and first-time computer users how to use microcomputers. Eight disks provide education in gathering data, analyzing relationships, testing hypotheses, organizing and sharing data, and arranging information in different ways. A teacher's guide accompanies the program and includes 40 lesson plans. Twenty-eight reproducible Skill Booster skill sheets provide review and reinforcement of the material.

COMPUTER SCIENCE

Bank Street Beginner's Filer

Sunburst Communications
79.00

This program is the introductory version of the *Bank Street School Filer* and is designed for students in grades 2-6. Students are introduced to database programs and are taught computer literacy skills. Everyday language is used in the program, and menu options are displayed onscreen. The package includes the program disk and backup, a beginner's database disk, a beginner's classroom tools disk, and a teacher's guide.

Bank Street School Filer

Sunburst Communications
99.00

This database program is designed for children age 3 and up. The program uses everyday language, and menu options are displayed onscreen. Users can customize their own reports and edit the format of existing reports. The package includes the program disk, a backup, a classroom tools disk, a school database disk, a quick-start card, a teacher's guide, and a reference manual.

Beginning Basic

Sunburst Communications
29.00

A how-to program for students and teachers who want to develop computer literacy from the beginning, or brush up on their computer skills.

Commodore Logo

Terrapin Logo
69.00

Logo uses turtle graphics, shapes (animals, vehicles, geometric forms, and an animated runner) color, and music to help students understand how to use computer concepts in math. Text can be added to the graphics to create word games or label pictures, and list processing allows Logo to be used in language arts as well as in math. The package includes tutorial, language, and utility disks. Lab packs are available.

Computergarten

Scholastic, Inc.
54.95

This program, for prekindergartners through grade 1, includes a workbook and 4 x 8-foot vinyl keyboard-on-the-floor, which helps children learn the location of keys. The program displays a keyboard on the screen, and animal graphics show young students which keys to press.

Kids at Work

Scholastic, Inc.
29.95

This color graphics program helps students in grades K-4 become familiar with computers. Students and the computer characters—a construction worker and a farm worker—can build city and country scenes from blocks of different shapes. Students move the characters around the screen as they pick up various blocks and drop them by the Main Picture Room. Students can copy shapes and alter them to form new combinations.

Kids on Keys

Spinnaker Software Corp.
20.95

Three games help children learn about the keyboard as they identify letters, numbers, and words from images appearing on the screen. For ages 4-9.

Logo Data Toolkit

Terrapin
Commodore Logo
49.95

The *Logo Data Toolkit* contains four software tools to help students learn data handling. The Database Tool helps organize information; design, edit, and print reports; and print mailing labels. With the Survey Tool, students can create surveys and polls and then print out the results. Associations Tool allows users to set up associated word pairs and phrases, and play trivia games. Pie, line, and bar charts, and tables of data can be generated with the Charts Tool. The Toolkit can be changed to be used with almost any subject.

The Logo Project Book: Exploring Words and Lists

Terrapin
Commodore Logo
19.95

Students can practice breaking secret codes and developing palindromes with this package designed to teach list processing. There are 14 projects, a glossary, and an appendices covering topics such as commands, operations, and variables. The activities disk contains 25 sample programs.

Logo Robot

Scholastic, Inc.
29.95

This program can help students learn to use *Logo* by moving a robot around the computer screen. The robot can draw color graphics using 14 different

pen widths and patterns. Students can name the list of commands they use to create designs and save them for future use. Procedures may be combined for more complex designs.

Logo Works: Lessons in Logo

Terrapin
Commodore Logo
29.95

This package is designed to help grades 4-8 learn basic geometry and computer concepts. There are 47 lessons organized into seven chapters. The package includes an activities disk and student book. A teachers manual is available for \$12.95.

MasterType's Filer

Mindscape
39.95

This program helps students learn to use a database by teaching them to enter, store, retrieve, search, and update data. Prepared files enable students to sort alphabetically or numerically. Students can create their own databases and print out labels or tables. For grades 3-12.

Muppet Learning Keys Toolkit

Sunburst Communications
Muppet Learning Keys
40.00

The program is designed for programmers. It gives the user the information necessary to read the *Muppet Learning Keys*. The disk contains routines to add to the existing programs in order for them to operate with *Muppet Learning Keys*. Knowledge of BASIC language is required to implement the routines.

Pic.Builder

Weekly Reader Family Software
29.95

This program uses picture building to help teach computer skills. Users can start with the 40 build-by-number

pictures stored on the disk to create new pictures. Pictures can be saved to disk or printed. *Pic.Builder* helps develop computer and concept skills. For ages 8 to adult.

Secret Filer

Scholastic, Inc.
29.95

Students can learn about filing systems as they type information on computerized index cards that are filed in the computer and displayed on command. Students may sort files either alphabetically or numerically, and can lock everything away with their own passwords. Students can erase old files, make new ones, and gain access to any specific file, quickly, by using a search command. For grades 4-8.

Turtle Tracks

Scholastic, Inc.
39.95

Students can learn about graphics and programming by issuing commands that direct a turtle across the screen. The turtle draws in a variety of colors and shapes, and sings notes over a range of several octaves. Students can walk the turtle through a program in order to track down their mistakes. For grades 4-8.

Turtle Tutor: A First Course in Logo

DLM
Commodore Logo
46.00

This program offers a step-by-step approach to learning Logo. There are five levels of difficulty, and the program progresses sequentially until users learn the commands and can create designs. The program assumes the student has no prior computer knowledge.

Using the Computer: Applications

Society For Visual Education
printer and modem recommended
249.00

This program helps beginning computer users learn how to use microcomputers. Eight disks provide information on gathering data, analyzing relationships, testing hypotheses, organizing and sharing data, and arranging information. The teacher's guide includes 40 lesson plans. There are also 28 reproducible skill sheets for further review of the material.

BUSINESS APPLICATIONS

Accounting Tutor: Home and Business

Total Software
99.00
Professional Software

The program is an aid to learning basic accounting skills, with over 500 questions in areas such as debits and credits, journalizing, and balance sheets. Designed to be used by accounting students, new employees, or self learners, the program can keep track of correct and incorrect answers, show where mistakes were made, and point out strengths and weaknesses. The school edition includes teacher utilities and costs \$249.99.

Run for the Money

Mindscape
19.95

With this simulation program, students in grades 5-12 can practice making business decisions, and then view the results. *Run for the Money* uses graphics, animation, spreadsheets, and projections to help the students learn to plan marketing strategies and develop problem-solving skills. There are multiple levels of difficulty. The program is based on economic models designed by an MIT professor.

Your Personal Net Worth

Mindscape
79.95

Students in grades 9-12 can learn to manage money with this program. The students can set up a budget with up to 350 categories and then compare the actual income and expenses to the budget, analyze loads, compute interest, and learn how to borrow or invest money. The program can display and print all of the financial reports.

SOCIAL SCIENCES

Agent USA

Scholastic, Inc.
joystick
39.95

Students must learn to read and interpret time schedules, maps, and train routes to determine the most efficient way to get Agent USA to the right city at the right time. Agent USA's mission is to find and disarm the FuzzBomb before it fuzzes all of America. Color graphics and sound effects are included. For grades 4-8.

History

Advanced Ideas
Tic Tac Show
19.95

This LearningWare program for *Tic Tac Show* features lessons on explorers, composers, artists, famous battles, and other topics in history. Designed for students age 9 to adult.

Math and Social Studies

Advanced Ideas
Master Match
19.95

This LearningWare package for the *Master Match* program features intermediate and advanced lessons in math and social studies. The program is designed for students age 9-11.

North America Databases

Sunburst Communications
Bank Street School Filer
59.00

The program is a collection of databases to be used with *Bank Street School Filer*. Databases include an atlas, a file on Canada, a file on food and books, a glossary of key vocabulary, and a news file students can build themselves. The package includes a program disk, backup disk, and teacher's guide.

People, Places & Things

Advanced Ideas
The Game Show
19.95

This LearningWare package for *The Game Show* features 49 sample lessons from the Social Studies curriculum including world history and geography, world explorers, U.S. presidents and history, and famous U.S. documents. Designed for ages 9 and up.

Political B.S. (Bureaucratic System)

Free Spirit
9.95

Players can learn about the Constitution and the U.S. legal system while avoiding the bureaucratic system and trying to capture four stars.

Social Studies Elementary Series

Advanced Ideas
The Game Show
49.95

This LearningWare package includes social studies lessons for grades 3-6, to be used with *The Game Show*. The program includes subjects, documentation, and lesson-planning aids that correspond to major U.S. school textbooks in social studies. Individual grade-level disks can be purchased for \$19.95.

Space Commander States and Capitals Game

Gamco Industries, Inc.
44.95

This disk combines a strategy game for two players, a drill on the 50 states and capitals, and a management system. Having landed on a strange planet, players collect power packs to refuel their ship by correctly answering questions. Students select from six activities: identifying states on a map, locating states on a map, abbreviating state names, spelling state names, naming capital cities, and spelling capital cities.

States and Capitals

Gamco
44.95

Eight lessons help students learn to locate the 50 U.S. states, their capitals and main cities, and the abbreviations for the states. Each lesson is divided into four geographical regions, and a map for each region is drawn on the screen. Students who successfully complete a lesson are rewarded with an arcade game. Teachers can record up to 200 students' names and scores with the management program.

Stickybear Town Builder

Weekly Reader Family Software
29.95

This game can be used to develop map-reading skills for students ages 6-9. Up to 20 towns can be built from the ground up, including roads, parks, buildings, and more. The student uses a little purple car to follow directions and arrive at as many places as possible before running out of fuel. A compass and direction clues can be used to find mystery keys hidden in the town. Ages 6-9.

Ticket To Spain

Blue Lion Software
29.95

The user travels through Spain in search of a family heirloom with a limited budget, and with tasks to overcome. While exploring historical landmarks, attending bullfights, shopping, and dining, the user will learn Spanish culture, language, history, geography, and contemporary life. The game may be played in either English or Spanish. A phrasebook is included.

United States Databases

Sunburst Communications
Bank Street School Filer
59.00

This program is designed to work with the *Bank Street School Filer*. Databases include a general file containing demographic, political, and historical information about each of the 50 states; files on climate, economy, books; a glossary of key vocabulary; and a file students build themselves by entering information about their U.S. travels. The package includes a program disk, backup disk, and a teacher's guide.

Where in the USA is Carmen Sandiego?

Broderbund
joystick optional
39.95

Carmen Sandiego returns to the U.S. with her gang of thieves to steal the national treasures. Players chase the gang across all 50 states to gather clues and learn about America's cities, coastlines, mountains, rivers, lakes, and history. There are 16 suspects and 1500 clues. *Fodor's USA Travel Guide* is included. For adults and children.

Where in the World is Carmen Sandiego?

Broderbund
joystick optional
34.95

The players follow Carmen Sandiego and her gang of thieves around the world, trying to solve their mysteries while learning about world geography at the same time. The crime computer helps organize the clues, and a world almanac provides information on the cities and countries visited. There are 10 suspects in 30 cities with over 1000 clues. For both children and adults.

Win With Words I

Advanced Ideas
The Game Show
19.95

This LearningWare package for *The Game Show* features 34 sample lessons from the language arts and social studies curriculum. Lessons include word recognition, word endings, vowel sounds and word formation, and elementary U.S. and European geography and history. Designed for students age 6-9.



Adults and children can learn U.S. geography in *Where in the U.S.A. is Carmen Sandiego?*.

Win With Words II

Advanced Ideas
The Game Show
19.95

This LearningWare package for *The Game Show* includes 40 sample lessons from the language arts and social studies curriculum. The lessons include word endings, compound words, homonyms, elementary U.S. and world history, and science topics. Designed for students age 9-11.

You and Your World

Advanced Ideas
The Game Show
19.95

This LearningWare package is a collection of 30 lessons for use with *The Game Show*. Lessons cover U.S. and world geography, American government, communities and environments, world culture, and history. The program is designed for ages 6-8.

Young Explorer

Advanced Ideas
Tic Tac Show
19.95

This collection of programs for *Tic Tac Show* features hundreds of lessons to help students ages 4-8 explore the world around them.

BASIC SKILLS

Algernon

Sunburst Communications
65.00

Algernon the mouse introduces students to programming logic and sequential thinking. The mouse is lost in a maze and asks the student to program him to find the cheese. Mazes range from easy to hard, and an editor option allows students to create their own mazes.

Alpine Tram Ride

Learning Technologies
14.95

Students must determine which animal is in which tram car. First, they must pick four animals and receive clues to placement and identity with each entry, and then use deductive reasoning to discover the four animals and where they belong. The program develops problem-solving strategies by analyzing clues, making inferences, drawing logical conclusions, detecting patterns and experimenting with solutions.

Animal Hotel

Learning Technologies
14.95

Students assume the role of the hotel manager in this program for pre-schoolers through grade 3. After taking a quick look at room locations of the animal guests, the student is asked which guest is staying where. The program is designed to develop specific recall and visual memory, visual discrimination, and analysis of the whole.

Basic Skills

Advanced Ideas
Master Match
19.95

This package for the *Master Match* program offers lessons to help students ages 6 to 9 practice general learning readiness skills. Designed for ages 6-9.

Bike Hike

Learning Technologies
14.95

Students must recall all the animals and objects they observe while pedaling along the computer bike path. The program helps develop specific recall and visual memory, number recognition and counting, and visual discrimination.

Building Perspective

Sunburst Communications
color monitor
65.00

In this game, students work with a 3 X 3 area showing buildings of different heights, viewed from the side. Using only this view, students must visualize what the view from the top should look like. For grades 4 and older.

Calendar, The

Gamco Industries, Inc.
44.95

Students are presented with randomly selected questions in three areas: days and months; seasons, special days, and holidays; and using a calendar. The correct answer is displayed after three incorrect attempts by the student. An arcade-style reward game is included with the program, and there is a management system for teachers.

Clowning Around

Learning Technologies
14.95

A clown replaces 12 objects with numbers, and then challenges the students to remember which missing object belongs in the numbered location. The program is designed to develop specific recall, visual memory, number recognition, and counting. It also helps develop thinking strategies. For grades 2-6.

Code Quest

Sunburst Communications
65.00

This teacher-created program is designed to sharpen thinking skills—such as discrimination, classification and rule formation—as students decode the hidden clues and form hypotheses on the identity of the mystery object. For grades 4 and older.

Early Learning Friends

Spinnaker Software Corp.
joystick
6.95

Alf, Robo-Bird, and Freezy help youngsters develop important learning skills, such as shapes and pattern recognition, routing, and planning.

Factory, The

Sunburst Communications
65.00

This three-level program challenges students to create geometric products on a simulated machine assembly line they design. The program focuses on several problem-solving strategies including working backward, analyzing a process, determining sequence, and applying creativity. For grades 4 to adult.

Freddy's Puzzling Adventures

Ahead Designs
32.95
DLM

Freddy the friendly turtle helps children ages 7 and up improve their problem-solving skills with three games—Number Puzzle, Word Puzzle, and Customized Word Puzzle. Children must use logic and strategy to solve the puzzles, or they can create their own word puzzles. The program includes graphics, animation, and music, and stores up to 28 puzzles on a disk.

Flying Carpet, The

Learning Technologies
14.95

A high-flying genie has created a boat along with other objects using triangles, squares, rectangles, and other shapes. Students must determine what shapes make up an object. The program is designed for preschoolers through grade 1.

Game Show, The

Advanced Ideas

34.95

The *Game Show* uses a quiz-show format to teach information, vocabulary, and essential thinking skills. Questions start with general clues and then increase to more specific facts. A correct answer wins points and applause. The program comes with 15 subject areas designed for a range of age groups and skill levels. Additional LearningWare disks can expand the program's capabilities. Users can customize a subject area using the authoring system. For ages 6 through adult.

Gears

Sunburst Communications

65.00

This program allows students to experiment with gears while learning the problem-solving skills of prediction and analysis. Students start by selecting the number of gears they wish to line up, and the number of teeth for each gear. Then, they must predict the direction and number of times the last gear will rotate. For grades 6 through adult.

Gertrude's Puzzles

The Learning Company

Color monitor

29.95, school edition 59.95

Six puzzles help students learn to think analytically. By ordering and sorting playing pieces by shape and color, students learn to recognize patterns and relationships. More advanced than *Gertrude's Secrets*. Grades 3-7.

Gertrude's Secrets

The Learning Company

Color monitor

29.95, school edition 59.95

This program uses Gertrude the Goose to help build basic thinking and problem-solving skills. Students move around color playing pieces to learn classification, grouping, and sequencing skills. For grades K-4.

Gremlin Hunt

Learning Technologies

14.95

Students must find gremlins hiding in a flower bed by matching colors and shapes. The program contains three levels of difficulty and is designed to develop specific recall and visual memory. It also develops thinking strategies by analysis of the whole, and by pattern and color recognition. For grades 3-6.

Iggy's Gnees

Sunburst Communications

color monitor

65.00

Students can help Iggy the inchworm arrange color shapes. First, the students need to examine two groups—one containing gnees and one with not gnees. Then, the student must determine the secret rule that defines what a gnee is. Next, the student guides the worm to build a new gnee, using that secret rule. For grades 1-4.

Logic Builders

Scholastic, Inc.

39.95

Logic Builders is a challenging multi-level program designed to improve memory skills while students learn to recognize and duplicate patterns. In three activities of increasing complexity, students maneuver five spiders that can each draw one shape. In *Draw a Web*, students design a master web that may be recalled in the next two activities. In *Match a Web*, students copy a specific web by recognizing patterns and using the spiders to duplicate them. Finally, *Recall a Web* requires students to reconstruct a web design from memory. Grades 2-6.

Logic Levels

Fisher-Price

joystick

6.95

Spinnaker Software Corp.

Preschoolers must tell the Magic Hand where to set the walls, bridges, and springs to guide the ball through the maze. But once the ball starts rolling, everything can change.

Master Match

Advanced Ideas

34.95

This program is designed to develop memory and reasoning skills. Users must find logical matches in images and words hidden beneath numbered mystery squares. There are six problem formats including picture-word matches, fill-in-the-blank questions, and math equations. The user can create additional lessons with the authoring system. The program is designed for ages 6 to adult.

Memory Building Blocks

Sunburst Communication

65.00

Students can develop visual and auditory memory skills as they play five concentration-type games: Pictures, Words, Letters, Shapes, and Tunes. A teacher's editor allows the user to enter the words to be used in the Words game. For grades kindergarten through adult.

Memory Castle

Sunburst Communications

65.00

Memory Castle is an adventure game that helps students remember instructions and follow directions. Students are introduced to a special strategy designed to improve their memories. For grades 5 through adult.

Money Squares

Gamco Industries, Inc.
44.95

This program contains a two-player tic-tac-toe game with a drill in money skills. Students select from three levels involving different combinations of coins. Within each level, they choose from four activities: Count money, Can You Buy?, Select The Fewest Coins, and How Much Change? By answering questions correctly, students earn money they can use to buy squares on the gameboard. A management system is included.

Monkey Business

Learning Technologies
14.95

Students must stack the monkeys to reach the apple in the fewest number of moves. Only the top monkey can be moved and little monkeys can only sit on big monkeys. The program helps students in grades 4-6 develop problem-solving strategies.

Moptown Hotel

The Learning Company
Color monitor
39.95, school edition 59.95

An advanced version of *Moptown Parade*, this classroom program teaches problem-solving and thinking skills. Children must place the Moppet characters in the correct order. There are seven games with increasing levels of difficulty.

Moptown Parade

The Learning Company
Color monitor
39.95, school edition 59.95

Moppet characters help students develop underlying skills essential to math and reading. Color graphics and music encourage students to discover similarities, differences, and patterns in seven increasingly challenging games.

Movies and Television

Advanced Ideas
The Game Show
19.95

This collection of questions and answers for *The Game Show* features mystery guests and memory tests from TV and the movies, from the 1930s to today. Designed for ages 15 and up.

Number Please

Learning Technologies
14.95

Students must recall phone numbers to make important calls all over the country while facing a time deadline. Area codes must be remembered in advanced-play levels. The program helps develop specific recall, and sequential and visual memory. For grades 4-8.

Odd One Out

Sunburst Communications
65.00

Odd One Out is designed to develop student's classification skills through five programs: Pictures, Words, Letters, Numbers, and Math Problems. Students are shown four items and asked to identify the odd one out. Items can be customized to fit the classroom or individual's needs.

Pond, The

Sunburst Communications
65.00

A small frog lost in a pond of lily pads helps students recognize patterns, generalize from raw data, and think logically. The program includes a practice option and a game option. For grades 2 and older.

Rocky's Boots

The Learning Company
Color monitor
34.95, school edition 69.95

This program helps students develop skills in logical thinking and problem solving. Students use the concepts of simple electronic circuitry and circuit design to learn logic, and can create logic machines to solve more than 40 different games. For grades 4 and up.

Same or Different

Learning Technologies
14.95

Students must select either the like object or the unlike object. The program is designed to develop visual discrimination, matching, observation, and deductive reasoning for pre-schoolers through grade 3.

Scrambled Eggs

Learning Technologies
14.95

Students must determine which chick is in each egg by guessing four numbers. The program provides clues on placement and number identity with each entry. For grades 4-6.

Shutterbug's Pictures

Learning Technologies
14.95

Students are shown two almost identical pictures. The second picture, however, is missing an object. Students then must decide what is missing. The program is designed to develop specific recall and visual memory, visual discrimination, and part-whole relationships.

Simon Says

Sunburst Communications
color monitor
65.00

Simon Says is designed to sharpen students' memorization skills by using sequence recognition with colors, let-

ters, and numbers. Students are asked to remember sequences randomly chosen by the computer, or they can design their own sequences and challenge each other. Teachers can change the speed and order of the sequences. The program works with either a regular keyboard or *Muppet Learning Keys*. For grades 1-6.

Sliding Block

Learning Technologies
14.95

Students must slide blocks into the blank space to arrange a jumbled picture. The program help students in grades 5-8 develop problem-solving skills.

Speedy Delivery

Learning Technologies
14.95

The postman in this program needs help delivering packages. Students must direct the postman through a maze of trees to reach the mailboxes. For grades 4-6.

Square Pairs

Scholastic, Inc.
39.95

This computerized concentration game covers almost any area of study: English, geography, math, science, history, or foreign languages. Students match cities with their countries, or words to their opposites. Students and teachers can design their own games around any existing area of study. Students can play against another student or the computer. For grades 2-6.

Stickers

Springboard
34.95

One hundred sticker pictures in ten categories can help children learn to distinguish shapes. In this program,

kids select a sticker shape, color it, and combine it with other shapes to create a sticker picture. Children can also create their own sticker. For ages 4-12.

Teddy & Iggy

Sunburst Communications
65.00

Students can practice remembering sequences with Teddy the bear and Iggy the inchworm. Teddy challenges students to remember how he makes his bed and how he stacks brightly colored shapes. In Iggy's program, Iggy opens a sequence of boxes marked with the first letter of the object hidden inside. Teachers can control the speed, sequence, and letters used in each program. The program works with a regular keyboard or *Muppet Learning Keys*. For grades 1-3.

Telling Time

Gamco Industries, Inc.
44.95

Students choose from four lessons to learn to tell time. The computer randomly generates questions and gives the correct answer after three errors. Students who score a certain percent may play an arcade game as a reward. A management system is included for the teacher.

Tic Tac Show

Advanced Ideas
34.95

Tic Tac Show simulates a quiz show in which the computer asks questions from 14 subject areas. Questions can be multiple choice, fill-in-the-blank, question-and-answer, and true or false. Users can add their own questions and answers to the program or purchase separate data disks. Designed for ages 4 to adult.

Time Explorers

Gamco Industries, Inc.
44.95

Students select from four activities to practice telling time. They may type in the digital time when shown a clock face, type in the time when given the time in words, set the clock hands when given the time in numerals, and set the clock hands when given the time in words. There are four levels: hours, half hours, quarter hours, and 5-minute intervals. By answering questions correctly, players tunnel through a mountain to be the first to discover gold. A management system records students' names and scores.

TYPING AND DRIVING

Keyboard Cadet

Mindscape
39.95

Students can learn to use a typewriter or computer keyboard with this typing program. Onscreen graphics show correct finger placement, and there are options for both Dvorak and QWERTY keyboards. Students can choose speed and level of difficulty for the tutorials, timed-typing tests are included, and progress for up to 100 students can be recorded. A lab pack is available for \$100. For grades 2-12.

Keys to Responsible Driving

Mindscape
89.95

Keys to Responsible Driving offers instruction in safe driving methods and techniques. It covers driving topics such as signs and regulations, city driving, driving under the influence, handling, and maneuvering. The booklet, which is included, provides information on driving laws, accidents, and driving terms. The package contains two disks with backups, a teacher's guide, and the manual *Guide to Safe Driving*. Lab packs can be purchased for \$269.85. For grades 10 through adult.

MasterType

Mindscape
39.95

This typing program helps students learn to touch type and improve their computer keyboard skills. The program encourages students to watch the screen rather than their fingers by offering onscreen prompts. There are 18 levels, from single letters to words and symbols. The package includes a user's guide.

Mavis Beacon Teaches

Typing
Electronic Arts
39.95

Youngsters and adults can use this program to learn to type in a real world situation. Lessons are drawn from a database of over 1000 passages from notable writings, jokes, riddles, and rhymes; plus, facts and records from The Guinness Book of World Records. The program employs graphics and artificial intelligence to aid in the lessons, using a detailed keyboard and animated hands to type along with the student. A metronome option helps keep time, and the watch-Mavis-think window allows the user to watch the computer in action. There is a résumé feature to help potential job candidates.

Stickybear Typing

Weekly Reader Family Software
29.95

Graphics can help anyone in the family learn or improve typing skills. Three activity games can help sharpen skills necessary for typewriter and computer keyboard use. Multiple levels of difficulty allow users to track progress and store results on disk.

Touch Typing Tutor

ComputerEasy
9.95

Touch Typing Tutor contains three instructional programs for the beginning typist. The first part is a series of 19

preprogrammed keyboard lessons. The second option is a practice program using pseudo words with letters that occur in the same frequency as in the English language. In the last part, the user practices typing English phrases using a clock to measure progress.

Type!

Broderbund
39.95

A typing-instruction program for any-one learning to type. The program uses graphs to show how the student is progressing and lists the most common errors. A variety of exercises are included.

Typing

Gamco Industries, Inc.
44.95

Students can choose from six lessons—home row, top row, bottom row, uppercase, numbers, and speed test—to help improve their typing skills. The first five lessons also include levels of practice: location drills, technique practice, and continuity practice. An arcade-style game and management program are also included.

Typing Made Easy

Better Working
49.95
Spinnaker Software Corp.

This program helps students learn touch typing. It begins with simple skills and progresses to more difficult ones. This tutorial automatically adjusts to provide more practice for slower fingers.

Typing Tutor + Word Invaders

Academy Software
24.95

This program teaches touch typing by starting with the home keys and automatically advancing to new keys as the user's skill develops. Mistakes are

immediately identified and the user's typing speed is indicated. The *Word Invaders* typing game allows the user to blast invading words out of the sky before the base is destroyed. The game speed can be adjusted for beginning students to advanced touch typists.

SPORTS

Baseball Stats

Midwest Software
35.00

Statistics—such as slugging percentage, on-base average, and run production by inning—from up to 90 softball or baseball games can be stored on one data disk with this program. A screen-overlay method aids in data entry. Reports for single games or the entire season can be printed.

Basketball Stats

Midwest Software
35.00

A menu-driven program with printout capabilities, *Basketball Stats* can manage the stats for a roster of 18 players, and up to 30 games a season can be entered on the same disk. A separate file is created for each game. Eleven statistical fields are provided, and four others can be added. The program creates a data disk, so a different disk can be used for each team in the school.

Football Scout

Midwest Software
49.50

Coaches can scout their opponents and print out reports for future reference. Up to 250 plays per game can be entered and stored, play by play. The program can also print a play list report with the coach's comments, a tendency list that shows play totals and percentages, and a zone-hash-down-distance report that tracks each play by the opponent.

Gymnastics

Midwest Software
35.00

Coaches can keep performance records for up to 24 members per team in high or college gymnastics competition. The program can be used at events involving from 2 to 32 teams, both men's and women's. Reports that can be printed out include team standing, ranking for each event, and an event breakdown report.

Sports Facts

Advanced Ideas
Tic Tac Show
19.95

This program for use with *Tic Tac Show* enables the user to learn about baseball stars, the Olympics, water sports, and a variety of other sports statistics, terms, and facts. Designed for ages 11 to adult.

Volleyball Stats

Midwest Software
35.00

Complete statistics for each player on a volleyball team can be entered and saved with this program. Records include spikes, aces, fouls, blocks, and serves attempted and made. The program can create a separate data disk for each team in the school. Team and individual summary reports can be printed.

TEACHING AIDS

Grade Manager

Associated Computer Services
69.95

A menu-driven program to help teachers keep track of students' grades, *Grade Manager* handles up to 50 students with 48 grades in one file. ID numbers can be assigned to students, and student names can be added, changed, and deleted. The program converts grades to a 100-point scale, and teachers can define eight grading categories. Reports such as class roster, attendance, grade list, and average sheets can be printed.

Master Grades

Midwest Software
35.00

A grading and attendance records system, this program helps teachers keep track of up to 9999 points per grading period, along with students' attendance. The program changes scores to percentages and converts numbers to letter grades, based on the teacher's scale. Files can be recreated each grading period to eliminate repeated typing of names. A 14-page instruction book is included.

Mastering the ACT

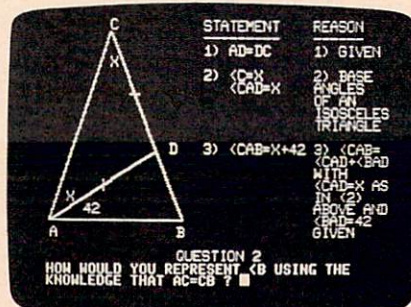
Mindscape
109.95

This program simulates taking the ACT and covers all areas of the test—English, math, social studies, and natural sciences. A scoring analysis is provided to show weak and strong points. Up to seven students can be tracked at one time. Two additional tests are found in the student workbook. The package includes six disks with backups and a workbook. Lab packs are available for \$329.85. For grades 10–12.

Mastering the GRE

Mindscape
150.00

High school graduates planning to take the Graduate Record Exam can use this program to practice taking the test and to assess strengths and weaknesses. The program includes two complete exams and several exercises. The package contains four disks and a student workbook. Lab packs are available for \$450.



Students can practice taking the SAT exam in Mastering the SAT.

Mastering the SAT

Mindscape
109.95

This four-disk set helps high school students prepare for the SAT by offering practice in test taking and emphasizing the principles involved in answering the questions. There are two full-length tests on disk and two more in the workbook, plus an on-screen timer to help users adjust to timed tests. All areas of the SAT are covered by the program. A lab pack is available for \$329.85.

McGuffy's Grader

Midwest Software
49.50

McGuffy's Grader can hold up to 3000 entries per class, with up to nine classes on one disk. This record book program allows teachers to define their own grading scales, weight assignments, copy information from one class to another, average semester grades, and analyze the scores from a test, in addition to maintaining class grade records. Forms can also be printed out, including a student progress report, a list of all work assignments, and a summary of a student's work.

The Millage Cost

Cormar Industries
22.95

This program can be used for voter surveys or as a call-in service to provide information. It is designed for school districts campaigning for a millage increase.

Mr. Quizzer

Free Spirit
19.95

Students, teachers, and parents can prepare tests on any subject with Mr. Quizzer. Users provide the questions and answers in a multiple-choice, vocabulary, or general question-and-answer format. The test can be saved to disk and printed out; multiple copies can be printed with the questions scrambled. 40- or 80-column display.

Perfect College, The

Mindscape
19.95

Information on 1650 four-year colleges and universities is contained in this database and stored in five main categories. The basics section lists information such as name, location,

size, setting, climate, and cost. Competitiveness includes information on test scores, average GPA, and percentages. Academics, student life, and admissions provide additional information to help students choose which school to attend.

Perfect Score, The

Mindscape
48K
99.95

The Perfect Score helps students in grades 10-12 improve their skills for taking the SAT. The program contains six double-sided disks to test the six formats of the SAT. There are learning and testing modes, and an on-screen clock helps simulate a timed test. Test scores can be printed. A lab pack is available for \$250.

Readability Analysis

Gamco Industries, Inc.
44.95

Teachers can use this program to determine the reading level of any written material. The teacher types in a passage, and the computer counts syllables, words, and sentences. It calculates average word and sentence length and word difficulty. There are three readability tests: Spache Primary Reading Formula, Dale-Chall Readability Formula, or Fry Readability Scale.

Score Improvement for the SAT

Hayden Software
39.95
Spinnaker Software Corp.

This program helps students prepare for the SAT. It includes verbal, math, and practice exam modules. The material is displayed on the screen, and a tutorial explains each answer and the best way to arrive at it.

Test Generator

Gamco Industries, Inc.
54.95

With this program, teachers can enter up to 500 questions and then design tests around those questions. The program accepts five types of tests: fill in the blanks, multiple choice, matching, true or false, and short answer or essay. Teachers can classify the questions by chapter, subject, and skill. Questions and tests may be reviewed, edited, deleted, and printed.

Testmaster

Midwest Software
35.00

Testmaster aids teachers in developing tests and quizzes for their classes. The program can design multiple-choice, true-false, completion, and short-answer tests of up to 100 items each; tests can be linked together and numbered. Different versions of each test—with the questions and answers scrambled—may be printed out. A student response sheet and teacher answer key can also be printed. An 18-page manual is included.

Word Search Puzzles

Gamco Industries, Inc.
44.95

This program allows teachers to enter word lists and then use them to create word-search puzzles. Teachers may choose which list, the number of words to be hidden, the number of rows and columns, and the direction in which the words will appear (vertical, horizontal, forward, backward, and/or diagonal). Several puzzles can be created using the same words. An answer key is automatically printed with each set of puzzles.

SOAR to new heights with flight simulation books from COMPUTE!

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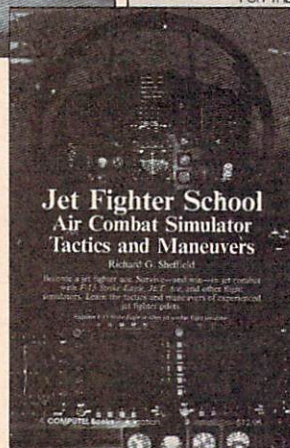
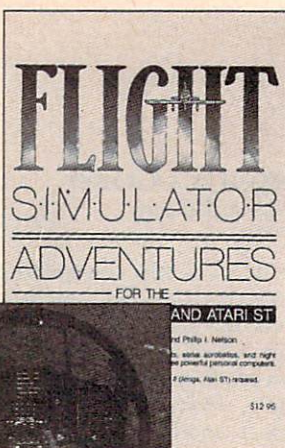
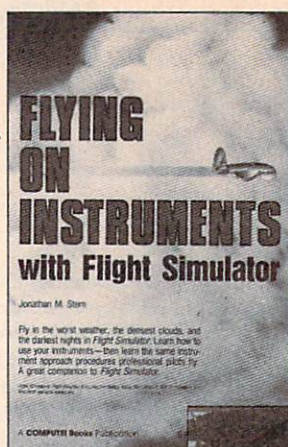
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Sometimes people overlook the fact that the company's full name is "Commodore Business Machines." Software developers and publishers haven't forgotten, though, and neither did we. This is the section where we list the software that let's you put your computer to work. What kind of work? You name it.

The "home office" has lately become a popular media buzzword, but Commodore owners have known for years the potential their machines possess for getting business tasks done. And there are tens of thousands of 64s and 128s in non-home offices as well. At the job or in the home, 64s and 128s are effective, professional tools for processing words, managing data, and tracking and analyzing numbers.

Working with words? Whether you're managing the correspondence needs of a growing business, or getting ready to write that novel you've been putting off, there's a word processor here that will meet your needs.

Swamped with data? Been putting off organizing your sales leads or name-and-address files? Boot up a database program and let your machine take the labor out of managing mountains of information. There are databases here for every application, including managing mailing lists, so you can get your message out to your market.

Facing financial questions? The facts and figures of a business can take on whole new meanings when viewed in different ways. Spreadsheets give you the power to develop virtually any business scenario or projection and then change the parameters so that you can examine a whole new set of "what ifs."

Need to do two things at once? Integrated packages offer combinations of useful, frequently needed desktop tools. Calculators, notepads, address books, and more—are all at your fingertips.

Making a presentation to the boss or the board? Increasingly, business demands that facts and figures be presented in graphically exciting ways. That's where desktop publishing—and your 64 or 128, along with a printer—comes in. Put your reports and analyses in a sharp package with one of the desktop publishing programs listed here.

Finally, there are the full-fledged business applications. Accounting, payroll, accounts payable, and all the other details of bookkeeping and business operation can be brought under control, and their management made more efficient with your computer. And for your profits—we've included investment strategy programs in this section.

WORD PROCESSORS

Bank Street Speller

Brøderbund
Bank Street Writer
24.95

Bank Street Speller contains a dictionary with over 31,000 words to check documents created with *Bank Street Writer* for misspellings. Additional words can be added to the dictionary, and wildcard searches can look for questionable words.

Bank Street Writer

Brøderbund
49.95

This word processor offers onscreen prompts, commands, and tutorials. It features copy, erase, move, and other editing features to create and edit documents from a letter to a term paper.

Brainstorm 2.0

Country Road Software
128 only
printer optional
21.95

Brainstorm 2.0 is comprised of *BrainStorm 128*, an idea processor, and *BrainPower 128*, a word processor. The idea processor can be used to design outlines and written compositions such as speeches, short stories, and term papers. The word processor features word wrap, search and replace, justify, block moves, autopaging, file-merging, and headers and footers. An outline created with *BrainStorm* can also be loaded into the word processor. All documents can be printed. Easy Working: The Writer
Spinnaker Software Corp.
9.95

Word processing features can be used to create letters and reports and arrange them to suit individual needs. The word processor includes a 100,000 word spell checker. Editing functions include insert, delete, cut, paste, and copy.



Bank Street Writer offers onscreen prompts, commands, and tutorials.

Fontmaster 128

Xetec
128 only
69.95

This word processor contains a 102,000-word spelling checker, foreign language disk, font editor and creator, and over 45 fonts including Russian, Greek, Hebrew, and Arabic. Word processing features include PRG file merge, four keyboard macros, headers, footers, page numbers in Roman or decimal type, underlining, highlighting, and help screens. Foreign languages can be edited from right to left, and fonts can be viewed on the screen before printing. The program works in 80-column mode and can print in four columns. Graphics and data can be merged into the text.

Fontmaster II

Xetec
49.95

This word processor for the Commodore 64 features 65 editing commands, 30 fonts, a font editor and creator, 80-column preview of text, headers, footers, page numbering in decimal or Roman type, underlining, proportional spacing, and an onscreen display. *Fontmaster II* can read and write PRG and SEQ text files and merges data with form letters. It also has the capability to edit right to left for foreign languages. A backup disk is included.

Kidsword

Kidsview Software
29.95

Kidsword is a large-character word processor designed for children and people who have trouble reading normal-sized characters on a computer screen. The program prints large and standard-size characters, and the character and background colors can be changed. The screen holds ten lines of large-character text and two status lines. *Kidsword* will print to Commodore and other printers.

SpeedScript Utilizer

Chipmunk
SpeedScript
9.95

SpeedScript Utilizer (SPU) enables users to automatically print multiple copies of a *SpeedScript* text, merge a data file into the text, and merge lines into the text. There's also a sort routine. The program may also be used with other word processors that print a sequential file to disk. (*SpeedScript* is sold by COMPUTE! Publications.)

Spirit-Writer

Free Spirit
29.95

This word processing package features onscreen editing, justification, page numbering, varied fonts, and line spacing, and includes a 30,000-word spelling checker which can be expanded to 40,000 words. The screen display is 40 columns and printer output can be up to 80 columns. A single file holds up to 450 lines of text. A 30-page instruction booklet is included. The program is not copy protected.

Term Paper Writer

Activision
128 only
39.95

This program employs four major steps to help students write term papers. First, the notetaker is used to collect and organize information on

the subject. The outliner sorts the information into groups and prepares an outline. Writing is accomplished with the word processor, which supports boldface, underline, centering, spelling check, insert, delete, and add. Footnotes can be added on each page, and the bibliography is compiled automatically from the notes.

Thinking Cap

Broderbund
Bank Street Writer
\$49.95

This program takes notes and ideas entered by the user and helps the writer organize them in a logical, coherent manner. Text can be edited without having to access a word processor.

Word Processor with Spelling Checker

Better Working
\$49.95
Spinnaker Software Corp.

The ideal program for composing business and personal letters, school reports, and more. Features window-based menus, help screens, and the 50,000-word *American Heritage Dictionary* spellchecker. Integrates with *Better Working File and Report*.

Word Writer 128

Timeworks
128 only
\$69.95

This word processing program offers a built-in 90,000-word spelling checker, a thesaurus with over 60,000 synonyms, an outliner to organize notes, a full-function calculator, and a print-preview mode to display the document as it will print. Word processing features include insert, delete, search and replace, move or copy, word wrap, indent, tabbing, automatic page numbering, document chaining, headers, footers, superscript, subscript, scrolling, and disk cataloging. Over 1000 words can be added to the dictionary while

the program is being used, and text can be highlighted on the screen for underline, bold, or italics. This program can also be used with *Data Manager 128*, *Swiftcalc 128*, and other *Sylvia Porter Series* programs.



Fontmaster 128 contains a spelling checker, a foreign language disk, and over 45 fonts.

Word Writer 3

Timeworks
\$49.95

This word processor for the Commodore 64 contains an 85,000-word spelling checker, a thesaurus with over 60,000 synonyms, an outline processor, and an 80-column print preview mode that displays the document in 80-column format before it is printed. The menu-driven program features move and copy, insert, search and replace, automatic page numbering, document chaining, page skip, word wrap, scrolling, color control, merging, centering, and a multifunction calculator. Text can be printed with underline, boldface, italics, superscript, and subscript. *Word Writer 3* is GEOS compatible and can be used with *Data Manager 2* or *Swiftcalc*. The program operates in 40-column mode.

Writer's Choice

Activision
\$34.95

This word processing program can be used for school, home, or small business writing assignments. It contains a 50,000-word spelling checker. Documents can be printed.

DATABASE MANAGERS

Address Tracker

Chipmunk
\$19.95

Up to 1220 names and addresses can be stored on one disk with this program. The program can print labels, sort any field, search more than one field, and can be used with *Speed-Script Utilizer* to merge text with the names. Instructions are on the screen.

Bank Street Filer

Broderbund
\$29.95

This database manager can be used at home, school, or at work to store data and print reports. Compatible with *Bank Street Writer*.

Bank Street Mailer

Broderbund
\$24.95

This program can insert names, addresses, salutations, and closings into form letters, and can address envelopes or labels. It can be used to write letters up to three pages in length, and merge with databases created with *Bank Street Filer* or *Bank Street Writer*.

Data Manager 128

Timeworks
128 only
\$69.95

Data Manager 128 can store, retrieve, and print general information data. X-SEARCH cross searches categories of information, while X-SORT can sort the fields in alphabetical, numerical, increasing, decreasing, or chronological order. Data can be displayed in graphics form or printed out in customized reports. A spreadsheet feature can calculate numerical data from column to column and field to field. Name and address files can be printed

to standard mailing labels. The program uses pull-down menus and offers password protection. It operates in 80-column mode and a manual is provided. *Data Manager 128* can be used with *Word Writer 128* and *SwiftCalc 128*.

Data Manager 2

Timeworks
39.95

A data management program for the Commodore 64, *Data Manager 2* uses the X-SEARCH to cross-search categories and X-SORT to sort categories numerically, alphabetically, chronologically, or in increasing or decreasing order. The X-CHART feature displays the data in graphs, and a data-transfer utility allows data to be moved from one file to another. This menu-driven program can calculate numerical data from column to column and field to field, analyze the data, and generate customized reports. Name and address files can be printed onto standard mailing labels. *Data Manager* can be used with *Word Writer 3* and *SwiftCalc*.

Easy Working: The Filer

Spinnaker Software Corp.
9.95

A multipurpose program that simplifies the storage, selection, and reporting of information. The program can maintain and create mailing lists, inventories, club memberships, and other types of information.

Envelope Addresser

Free Spirit
9.95

With this program, one to a dozen envelopes can be addressed without having to load the word processor or database.

Fastfile C-64

Interactive Mini Systems, Inc.
29.95

Fastfile contains four applications—checkbook, inventory, mail list, and tax form 8283. The program is menu-driven and supports up to five levels of sorting, 31 fields, numeric totals, report writing, and variable record length that allows 500–1000 records per file. A manual is included.

File and Report

Better Working
49.95
Spinnaker Software Corp.

Combines an extensive filing program with a powerful report generator that performs calculations for accurate decision making.

File Master Data Base Manager

Midwest Software
35.00

Home, school, and business users can prepare and print mailing labels, letters, and reports with this database manager. Each record can hold up to 28 fields and 254 characters. More than one record can be updated at a time, and searches can cover more than one field. The report writer lets users type up to a 66-line page of text.

File Organizer

Virginia Micro Systems
19.95
Cardinal Software

This menu-driven database management program accepts up to ten items for each record. Records can be searched, sorted, updated, and printed. The create-a-report writer option allows the user to print the reports in a variety of formats.

Filer's Choice

Activision
34.95

Filer's Choice can be used to organize household records, inventory, calendars, mailing lists, rosters, and more. Features include add, modify, and delete.

Flex File 128 Database

Cardinal Software
128 only
49.95

This database management program for the 128 uses an 80-column display and can handle over 7000 records. The data can be sorted, searched, and printed on labels or in report format, or merged with word processors. A 95-page manual is included.

Flex File 2.1

Cardinal Software
49.95

This database program stores up to 20 fields per record, and field sizes are flexible. Each record can hold up to 254 characters, and records can be searched by field comparison, record range, code combinations, and multiple criteria. The program allows nested sorts up to five deep. *Flex File 2.1* can be used with *Word Pro*, *Paper Clip*, *Easy Script*, and *Page Mate*.

Quick File'em

Chipmunk
9.95

This memory-based filing program can help file small to medium tasks, search the files, and print address labels. It can also be used with *SpeedScript* Utilizer to merge text with the files.

SPREADSHEETS

Easy Working: The Planner

Spinnaker Software Corp.
9.95

The Planner provides all the professional features of an electronic spreadsheet. Extensive mathematical operations help create spreadsheets for budgeting, tax calculation, expense reports, financial statements, and other applications.

Microsoft Multiplan

Epyx
39.95

This spreadsheet program can be used for budgeting, taxes, financial planning, or cost estimates. It includes the Vorpil Fastloader to speed up the loading process, and can be used in 80-column mode on the 128.

Planner's Choice

Activision
34.95

This spreadsheet program can be used to organize, estimate, and analyze numbers for home budgets, tax planning, investment options, financial reviews, and statistical report data.

Q-2-Q

Banana Software Inc.
49.95

This is a spreadsheet of ideas, not numbers. It is designed to compare and evaluate subjective alternatives to questions and combine diverse factors into a simple format. The user can create his or her topics or use the topics provided by a panel of professionals. The program is available on 5¼-inch or 3½-inch disks.

Spreadsheet

Better Working
49.95
Spinnaker Software Corp.

This program contains a full-featured spreadsheet with basic word processing functions and the sorting capabilities of a data base.

SwiftCalc 128

Timeworks
128 only
69.95

This spreadsheet program for the Commodore 128 supports 250 rows and 250 columns for a total of 62,500 cells. It features pull-down menus, onscreen help, quick data entry, search and replace, insert, delete, five formats, an automatic cursor, a browse mode, freeze mode, and a locking option so that certain cells cannot be changed. The program applies mathematical functions and algebraic formulas for quick calculations, and performs financial analyses on constant amounts. Data can be displayed in graph form, and a sideways option allows the spreadsheet to be printed vertically on a continuous sheet of computer paper. *SwiftCalc 128* works in 80-column mode and can be used with *Word Writer 128* and *Data Manager 128*.

SwiftCalc

Timeworks
39.95

Designed for the Commodore 64 in 40-column mode, this spreadsheet program can perform mathematical functions up to 12 digits and apply algebraic formulas. The spreadsheet contains 250 rows and 104 columns for more than 25,000 cells. Spreadsheet functions include search and replace, move, copy, goto, scrolling, automatic cursor advance, reset, disk cataloging, and three formats. A sideways option allows the spreadsheet to

be printed vertically on continuous printer paper, and help screens provide assistance in using the program. *SwiftCalc* can be used with *Word Writer 3*, *Data Manager*, and *Data Manager 2*.

INTEGRATED SOFTWARE

Desk Manager

Softsync Software
disk drive
39.95

Desk Manager is five programs on one disk that work together to help organize the user's day. The programs include a word processor, appointment calendar, phone book, notepad, and calculator. A window feature brings each program onto the screen with a one-key command.

Fastfile C-64

Interactive Mini Systems, Inc.
29.95

Fastfile contains four applications—checkbook, inventory, mail list, and tax form 8283. The program is menu-driven and supports up to five levels of sorting, 31 fields, numeric totals, report writing, and variable record length that allows 500 to 1000 records per file. A manual is included.

Personal Choice Collection, The

Activision
89.95

This package is a collection of applications products for the Commodore 64 and 128. It includes *Writer's Choice*, *Filer's Choice*, and *Planner's Choice*, a word processor, a database manager, and a spreadsheet. Each program is also sold separately.

TRIO

Softsync Software
disk drive
69.95

TRIO is an integrated package containing a word processor, a spreadsheet program, and a database on a single disk. Help windows provide instant onscreen instructions. Data can be exchanged and merged between programs.

DESKTOP PUBLISHING

geoPublish

Berkeley Softworks
GEOS
69.95

Users can create multipage documents containing text, graphics, and a variety of font styles with this desktop publishing software. *geoPublish* features a master page that allows the user to repeat graphics and text on each page, a preview of all pages before printing, zoom display, and a toolbox for graphics. The text retains formatting from the *geoWrite* document, including font style and size, tabs, centering, justifications, paragraph breaks, and inserted graphics. Layout consists of dividing each page of the document into rectangular areas. Documents can be printed on GEOS-compatible printers, and a *PostScript* driver is included.

Newsroom, The

Springboard
49.95

Desktop publishers can use this program to create newsletters for family, clubs, school, or business. *Newsroom* contains a word processor and over 600 pieces of clip art. Text wraps around any photos and graphics added to the composition. There are five fonts in which to enter text, and text can be printed out on most printers.

Timeworks Desktop Publisher

Timeworks
49.95

The *Timeworks Desktop Publisher* word processor features a variety of fonts, kerning, italicizing, outlining, line justification, spacing, and the ability to mix text with graphics. Hi-res graphics from major graphics programs can be used with *Desktop Publisher*. Graphics can also be created freehand or by using tools such as lines, boxes, polygons, circles, and patterns. Pages can be designed with varying margin widths, columns, rules, screens, bars, boxes, and headers, and the document is printed using a WYSIWYG format.

APPLICATIONS AND FINANCIAL PROGRAMS

Accountant, Inc.

Softsync Software
128 only
disk drive, 80 column monitor, dot-matrix printer
99.95

Accountant, Inc. is a financial system for small businesses. The program contains three modules: General Ledger, Accounts Receivable, and Accounts Payable. Traditional accounting methods are used, but the program is streamlined to speed through time-consuming aspects. It also provides key reports and analysis.

Bottom Line, The

Midwest Software
35.00

With this ledger program, users can define up to 99 account titles for their budget. A journal disk can hold up to 2000 entries, and 40 disks can be linked together. Home, school, or business users can credit or debit any account and track the flow of money by day, week, month, quarter, or year.

Messages may be added to the bottom of the reports, and reports for individual accounts or the whole ledger can be printed.

Business Systems

Timeworks
49.95 ea

For small and medium-sized businesses, these menu-driven programs can be used to create and print accounting reports. Each program can be interfaced with other programs in the series for an integrated accounting reports package, and they all include password protection for security. Available programs are: *Inventory Management*, *Sales Analysis Management*, *Accounts Receivable Management and Invoicing*, *Accounts Payable Management and Checkwriting*, *Payroll Management*, and *General Ledger*. The programs are sold separately.

Microbroker

Cardinal Software
19.95

Up to six investors can buy and sell commodities, receive dividends, and make loans in an attempt to make more money than the other investors. This program is designed to simulate trading on the stock market.

Multi-program Disk #6

Cardinal Software
19.95

This disk contains five financial and statistical programs. *Financial Calculator* calculates interest rates, principal on a loan, payments, future values, and mortgage amortizations. *Statistics* helps determine mean, variance, deviation, and distributions. Linear, nth-order, geometric, and exponential regressions can be calculated with *Regression Analysis*. *Linear Programming* uses the Simplex method to solve linear programming problems, and the *Odds Calculator* uses combinations or permutations to determine odds.

Personal Portfolio Manager 128

Abacus
128 only
disk drive, modem
59.95

Personal Portfolio Manager is a portfolio management and analysis system that investors can use to manage stock portfolios, obtain quotes and news, and analyze securities. The program can record dividends and interest, reconcile brokerage accounts, and store up to 1000 transactions on a disk. The autorun feature can automatically log on, update quotes, and log off using the Warner Computer System. A variety of reports can be printed using the report generator. A modem is required for accessing on-line data; compatible modems include the Commodore 1600, 1650-, or 1660; Westridge; and Telelearning and compatible modems.

Personal Portfolio Manager 64

Abacus
disk drive, modem
39.95

Investor can use this portfolio management and analysis system to manage stock portfolios, obtain quotes and news, and analyze securities. Personal Portfolio Manager 64 can record dividends and interest, reconcile brokerage accounts, and store up to 1000 transactions on a disk. The autorun feature can automatically log on, update quotes, and log off using the Warner Computer System. A variety of reports can be printed using the report generator. A modem is required for accessing online data; compatible modems include the Commodore 1600, 1650-, or 1660; Westridge; and Telelearning and compatible modems.

Securities Analyst-128

Free Spirit
128 only
49.95

Stock data can be entered into the program, saved to disk, and printed to a dot-matrix or 1520 printer. Text information can be displayed on the 80-column monitor while charts and graphs are displayed at the same time on the 40-column monitor. Stock analysis includes P/E ratios, coefficient of variability, beta factor, and percentage gains. Available charts include weekly performance, moving average, and accumulation and distribution. Data on the performance of 16 stocks is on the disk, and there is a mini word processor for keeping notes. The package includes a disk, an instruction manual, and a booklet that describes investment strategies and terms. The disk is not copy protected.

Survey-Master

Strategic Marketing Resources
29.95

Survey Master enables the user to establish survey parameters and to analyze the results. Once users determine the sample size, the program will accept the data and generate screen and printed reports. The program is compatible with single or dual 1541 disk drives and 1525-emulating printer.

Swiftax

Timeworks
49.95

This program can help individuals prepare their yearly tax returns. *Swiftax* handles tax forms 1040, 1040A, 2441, and 1040EZ and schedules A, B, C, D, G, W, and SE. It automatically calculates tax alternatives such as income averages to show the lowest tax to pay. Changes can be made to the tax return at a later date using the taxpayer file. The information can be printed directly on tax forms or onto blank paper. Update disks with new tax law

information and tables can be obtained each year at extra cost. The 64 version operates in 40-column mode and the 128 version in 80-column mode.

Technical Analysis System 128 (TAS-128)

Abacus
128 only
modem
59.95

TAS-128 is a charting and analysis package for stock market investors. Investors can use the program to automatically update a portfolio through Dow Jones News/Retrieval Service or Warner Computer Service and then draw a variety of charts and graphs showing the market trends. The program can track seven moving averages, five volume indicators, least squares, trading band, and comparison and relative charts. Data can also be entered or edited manually. Up to ten stocks can be tracked for 300 trading days on one disk. The 128 version features macros, an automatic log-on, and quick-draw charts using one to four windows.

Technical Analysis System 64 (TAS-64)

Abacus
modem
39.95

TAS-64 is a charting and analysis package that stock-market investors can use to automatically update a portfolio through Dow Jones News/Retrieval Service or Warner Computer Service, and then draw a variety of charts and graphs showing the market trends. The program can track seven moving averages, five volume indicators, least squares, trading band, and comparison and relative charts. Data can also be entered or edited manually. Up to ten stocks can be tracked for 300 trading days on one disk. A modem is required to capture online data; compatible modems include the Commodore 1600, 1650, or 1660; Westridge; and Telelearning and compatible modems.

The Bottom Line Your Personal Financial Planner

Timeworks
128 only
69.95

Part of the *Sylvia Porter's Personal Finance Series*, this program provides onscreen instructions and an illustrated manual for home and individual financial planning. A financial plan is established by answering a series of questions on career, children, savings, and financial objectives. The electronic checkbook and check-writing features can print checks, maintain balances for five checking accounts and ten credit cards, and perform monthly checkbook reconciliations. A budget can be created with up to 140 separate items. The program can also monitor personal financial holdings, aid in tax preparation, and generate financial statements. A report writer can prepare and print a variety of reports, and data can be shown onscreen in graphics. The 128 version operates in 80-column mode.

Your Personal Financial Planner

Timeworks
49.95

Part of the *Sylvia Porter's Personal Finance Series*, this program provides onscreen instructions and an illustrated manual for home and individual financial planning. A financial plan is established by answering a series of questions on career, children, savings, and financial objectives. The electronic checkbook and check-writing features can print checks, maintain balances for five checking accounts and ten credit cards, and perform monthly checkbook reconciliations. A budget can be created with up to 140 separate items. The program can also monitor personal financial holdings, aid in tax preparation, and generate financial statements. A report writer can prepare and print a variety of reports, and data can be shown onscreen in graphics.

Your Personal Manager 128

Timeworks
128 only
69.95

Up to 15 individual investment portfolios can be organized, analyzed, and managed with this program, part of the *Sylvia Porter's Personal Finance Series*. An investment portfolio can be tracked and updated, all transactions recorded, and over 35 types of statistical data and financial profiles of individual companies can be displayed. The program can notify the user of upcoming investment deadlines and monitor investment taxes, dividend income, and capital gains. A telecommunications feature allows the user to get online with electronic databases. The program also explains different investment strategies. *Investment Manager* can be used with other Sylvia Porter personal finance programs. For the 128 in 80-column mode.

Did We Miss Something?

We set out to assemble the most thorough Commodore 64 and 128 resource ever put together, and with more than 1,000 programs, we feel we've succeeded.

We also know that we could have missed a few programs, and if we did, we want to know about it.

If one of your favorite programs isn't included in this *Buyer's Guide*, drop us a line. Include the title of the program and, if possible, the manufacturer. If the program is still in distribution, we'll include it

in the next edition of the *Commodore Buyer's Guide*. (Some programs, even good ones, do become discontinued by their publishers; if that's the case, the program won't be included.)

Send your information to:
Buyer's Guide Coordinator
COMPUTE! Publications
324 West Wendover Ave.
Suite 200
Greensboro, NC 27408

Productivity and Programming

Do you want to get more out of your machine? Are you curious about what goes into writing a software program? Do you have a great idea for a computer game? Are you eager to improve your understanding of just how computers and software actually operate? If so, then this section's for you.

We lead off with utilities, programs whose usefulness make computer operation easier and more efficient. Whether you are formatting disks, copying files, or keeping disks organized, there are utilities to fit your needs.

"Programming Aids" and "Languages" are the other two sections. You don't need to know how to program a computer to use one, but if you're interested in programming, your Commodore is ready to help you pursue that interest as far as you want to go. And there are plenty of programmers who'll tell you there are no sweeter machines to write for than the 64 and the 128.

Who knows? One of your programs might find a publisher—and a place in our next Buyer's Guide.

UTILITIES

1541 MASH

Chipmunk
19.95

A disk drive and alignment program for the 1541 disk drive, this program helps users align their disk drive, adjust the drive speed, check the disk blocks and sectors, and aid in cleaning the drive head.

1541 Physical Exam/1571 Physical Exam

Cardinal Software
disk drive
39.95

Alignment, speed, and stop of disk drives can be checked and adjusted with this program. The program keeps a permanent record of each test so users can document gradual deterioration. Programs are available for the following disk drives: 1541, 1571, 8050, 8250, SFD 1001, and 4040. Type of disk drive must be specified.

1541/1571 Drive Alignment

Free Spirit
disk drive
34.95

This utility reports on the alignment condition of the disk drive while the user makes adjustments. Adjustments can be made to the speed and stop, and instructions are given for aligning both the 1541 and 1571 drives. The program autoboots in all modes and offers onscreen help. For the 64, SX64, and 128, and 1541 and 1571 drives, in all modes.

Copy II 64/128

Central Point Software
floppy drive
39.95

This backup utility for the 64 and 128 gives instructions on what to do once a function is selected from the menu. The program can automatically tell if the computer is in 64 or 128 mode and if the disk drive is a 1541 or 1571. Disks can be backed up in less than two minutes. Other utilities include fast format, quick load, and delete file. Copy II is designed to back up copy-protected commercial software for archival purposes.

CTRL-64

Virginia Micro Systems
printer
19.95
Cardinal Software

This program can be used to list a BASIC program to a printer with backspace or expanded characters capabilities and device number 4 or 5. Printer codes can be changed and a custom loader created. The program does not interfere with listing to the screen.

Disk Organizer

Cardinal Software
disk drive
24.95

Disk Organizer contains a variety of utility programs for managing disks. Programs include Backup, Disk Copy, Dir Sort, Backup Marker, and Dir Print.

Disk Tracker

Chipmunk
19.95

Between 1000 and 1800 disk directories can be filed on one disk with this program. Each directory can be indi-

vidually viewed and sorted, or a master list of all disk and program titles can be printed. Jacket labels for disks may also be printed.

Disk Tracker

Virginia Micro Systems
1541 disk drive
39.95
Cardinal Software

The disk-copy program can copy software published before 1984. It supports one or two 1541 disk drives and takes about 25 minutes.

Handle 128

Solomon Software
128 only
19.95

Menu driven utilities help the user access some of the 128's system processes. The terminal setup menu allows the user to display and set time, choose the console color scheme, and select some terminal parameters while the sequential file utility menu lets the user scratch, rename, copy, and append sequential files or verify the BAM, format, and collect a disk. The sequential file transfer menu permits selection of input and output devices for creating or transferring files. Only user-chosen pokes are executed, and the pokes are reset to default.

Invisible Calculator

Master Software
9.95

This program is a multifunction calculator that hides in memory while other BASIC programs are running. It is available when needed, and the calculation results can be transferred directly into the BASIC screen.

Kidsvieview

Kidsvieview Software
29.95

This utility can double the size of numbers, letters, and special characters on the screen for easier reading by children and the visually impaired. The program can be used to write or run programs and may be used with some commercial software.

Master Catalog

Midwest Software
25.00

Three thousand software program titles can be alphabetized into one listing with this program. The titles can be read directly off the disks or entered manually and then printed to the screen or printer. Users can set up their own disk-numbering systems and conduct wildcard searches to find certain programs. A 12-page manual is included.

Micro Detective Automatic Error Detection

American Made Software
49.95

This debugger for BASIC on the Commodore 64 offers automatic error detection and tracing capabilities. It can find and give a reason for many errors such as syntax and illegal quantity. The bugbuster trace routine shows each statement as it is executed and the variables involved. The user can also list the variables, files, and loops used in the program. The trace function can also be turned on or off at any time. The package includes a 71-page reference manual.

Micro Detective Professional Debugger

American Made Software
128 only
49.95

This debugger for BASIC 7.0 on the Commodore 128 consists of a simple trace routine which shows each state-

ment as it is executed, and the value of the variables. The trace information is displayed in a window format in either 40- or 80-column mode. There's also a conditional trace that lets programmers trace selected statements. The debugger also includes utilities such as scroll list, change for strings and variables, disk commands, find, and define function keys.

Multi-program Operating System

EB and B Enterprises
19.95

Up to nine BASIC programs can be created, run, and saved to tape or disk. Several programs can be APPENDED or MERGED into one, and BASIC lines can be renumbered. The user can make notes in the note-pad area and print out any of the files.

Nibble Nailer

Chipmunk
49.95

This software-protection program can help prevent disk nibblers from copying programs. It claims to stop all disk nibblers available as of June 1986 and most casual copying, but will not prevent all pirating.

Partner 128

Timeworks
128 only
cartridge-based
69.95

A collection of accessories that can be used concurrently with other Commodore programs. The accessories include an appointment calendar and date book, memo pad, name-and-address list, calculator, typewriter, envelope addresser and label maker, text-printing function, and an auto-dialer for telecommunications. The 128 version works in 80-column

mode and requires an autodial modem for the telecommunications aspects. It is not compatible with the Commodore 1600 modem, or programs that require a plug-in cartridge. A Y-cable is suggested for use with programs requiring a joystick.

Partner 64

Timeworks
cartridge-based
\$9.95

A collection of accessories that can be used concurrently with other Commodore programs. The accessories include an appointment calendar and date book, memo pad, name-and-address list, calculator, typewriter, envelope addresser and label maker, text-printing function, and an autodialer for telecommunications. The 64 version works in 40-column mode and requires an autodial modem for the telecommunications aspects. It is not compatible with the Commodore SX64 portable computer or programs that require a plug-in cartridge.

Programmer's Notebook

Free Spirit
128 only
\$19.95

Designed specifically for programmers, this utility aids the user in storing, sorting, compiling, retrieving, and displaying data and routines. Up to the 700 pages can be stored with the 1571 disk drive and 500 pages with the 1541. Features include a search function and onscreen help. The program operates in 80-column mode, and copies can be printed out.

Screen Dump

Cardinal Software
\$19.95

Characters, but not hi-res graphics, can be dumped from the 64 screen to a printer. This machine language program can copy the complete 64 character mode display except for sprites.

Sideways

Timeworks
printer
\$29.95

Spreadsheet reports can be printed vertically on continuous computer paper by rotating the spreadsheet 90 degrees as it prints. The program allows an unlimited number of columns for output and offers a variety of type sizes, line spacing, margin widths, and spacing between characters. *Sideways* works with any spreadsheet program that creates ASCII on a disk, or interfaces with a word processor. The printer must be dot-matrix with dot-addressable graphics. The 128 version works in 80-column mode.

Simple Calc

ECS
\$39.95

This calculator program features addition, subtraction, multiplication, division, squares, and square roots. There are four variables available.

Super 64 Librarian

Free Spirit
1541 disk drive
\$29.95

For the 64 and 1541 disk drive, this cataloging and library system can read and store disk directories in 15 categories. The user can define the categories and add comments about the programs on a disk. A report and disk labels can also be printed out.

Super Disk Librarian

Free Spirit
128 only
\$29.95

Up to 25 programs per disk and up to 1000 disks and 15,200 program names can be cataloged with this library system. The program runs in

fast mode with 80-column display. It reads 1541, 1571, and CP/M formatted directories and protected disks. The disks are stored in seven categories, and the libraries may be printed out. Disk utilities are also included.

Super Disk Utilities

Free Spirit
128 only
1571 disk drive
\$39.95

A utilities program for 1571 disk drive owners which lets them copy entire disks, edit by track or sector, perform DOS functions such as renaming disks, scratching or locking files, and changing disk format. Another function lets users program RAM memory. *Super Disk Utilities* also performs some MFM utility functions. The program can support a second 1571; additionally, many of the functions work on the 1541 disk drive.

Time-DOS 64/128

Family Software
\$19.95

Time-DOS is a RAM-resident disk utility that can automatically assign a date and time to program files. Files can also be date and time stamped manually. The realtime clock is software driven and has an automatic leap year feature. The program offers ten direct mode commands and can be toggled between create and access modes.

Ultrabyte Disk Nibbler Version 4.0

Ultrabyte
1541 or 1571 disk drives
\$39.95

The *Ultrabyte Disk Nibbler Version 4.0* copies many of the latest programs that could not be compiled previously, including those with variable density and rapid locked protection. It also includes parameters to make unprotected copies of 105 recent hard-to-copy disks. The copying time is

two minutes, using a single 1541 or 1571 disk drive, and one minute with two disk drives.

Utility Pac #1

Chipmunk
9.95

A collection of disk utilities, including disk doctor, auto file scratcher, sort routines, directory sort, auto-unnew, single file copy, and directory editor.

Vorpal Utility Kit

Epyx
19.95

A collection of utilities for the 1541 disk drive, this package includes programs for aligning disk drive heads, formatting a disk, and recovering lost files. It also enables users to create Vorpal files for faster loading.

PROGRAMMING AIDS

Basically Simple 64

Free Spirit
14.95
1987

A tutorial disk with examples that show how to use BASIC 2.0 statements, commands, functions, and operators. May also be used as an online reference guide.

Basically Simple 128

Free Spirit
128 only
19.95

A guide to using BASIC 7.0 statements, commands, functions, and operators in programs. Menu-accessed examples and demonstrations are available for using disk, printer, sound, music, and graphics commands.

geoProgrammer

Berkeley Software
GEOS
69.95

geoProgrammer is designed to help develop applications for GEOS. It consists of three main functions: an assembler, a linker, and a debugger. geoAssembler can read text from a geoWrite document and supports standard 6502 machine language and addresses. geoLinker accepts link structure from geoWrite documents and reads relocatable object modules produced by geoAssembler. It also aids in the construction of GEOS SEQ and VLIR applications. geoDebugger, is an interactive symbolic debugger that changes the RAM expansion unit into a monitor to debug applications. geoWrite is the editor for the assembler, and graphics can be pasted to the program from geoPaint.

Help Master 64

Master Software
24.95

Syntax, abbreviation, and a command explanation for 69 Commodore 64 BASIC commands and statements can be called to the screen with this programming aid. Help Master 64 also provides reference page numbers for the 368-page book *Handbook of BASIC on the Commodore 64*, which is included in the package. Without the book, the program is available for \$19.95. The program is compatible with DOS Wedge.

Hot Tips

Chipmunk
19.95

This is a collection of over 100 programming aids—secret PEEKs and POKEs, special effects, ideas, and routines.

I Am the C-128

Activision
128 only
34.95

This tutorial helps users learn to use the Commodore 128 and introduces programming. The program is divided into nine sections with step-by-step instructions for topics such as drawing shapes, making sounds, and debugging. Example programs are included.

I Am the C-64

Activision
29.95

This program is a tutorial for learning to use the Commodore 64. It is divided into six chapters and covers topics such as the keyboard, BASIC programming techniques, sprite graphics, music, and sound effects.

MAE 64 Assembler, 5.0

Schneider Systems
29.95

This 6502 and 65C02 macro assembler offers a coresident screen editor and resides with BASIC and Micromon. The assembler features conditional assembly, interactive assembly, pseudo-ops, and error checking. An 89-page manual is included. Not copy protected.

Menu-Driven Operating System

EB and B Enterprises
29.95
Cardinal Software

Disk commands can be executed by reading the menu and pressing one key, and machine code can be converted to BASIC with this program. One-key commands include LOAD, SAVE, copy, scratch, rename, format, renumber, and combine.

Programming Books

from COMPUTE!

COMPUTE! Books offers a line of programming books for the intermediate to advanced Commodore 64 and 128 users. These reference books take you beyond BASIC and into machine language programming, helping you learn about memory maps, addresses, the new GEOS, and time-saving routines you can add to your own programs.

COMPUTE!'s 128 Programmer's Guide

Editors of COMPUTE!

ISBN 0-87455-031-9

444 pages

A complete guide to the Commodore 128, this book explores BASIC 7.0, shows you how to create graphics and sounds, explains how to program peripherals, and introduces you to machine language programming.

\$17.95

Mapping the Commodore 128

Ottis R. Cowper

ISBN 0-87455-060-2

704 pages

The comprehensive memory map and programmer's guide that provides a detailed explanation of the inner workings of the Commodore 128 including memory management, BASIC 7.0, I/O chip register, the operating system, system RAM, and more.

\$19.95

Machine Language Routines for the Commodore 128 and 64

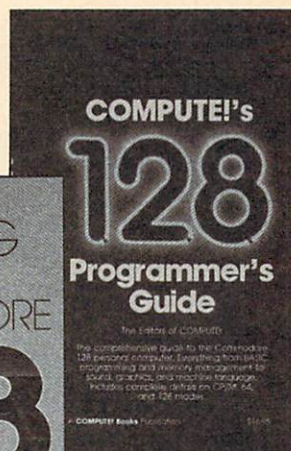
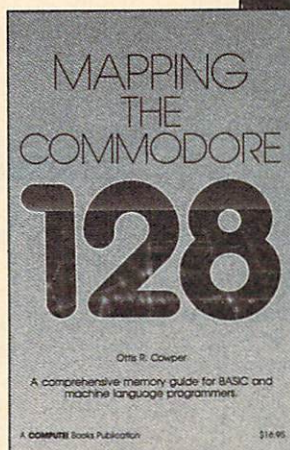
Todd Heimark and Patrick Parrish

ISBN 0-87455-085-8

592 pages

This collection of machine language routines is a must for every Commodore 128 and 64 machine language programmer. Scores of these routines can simply be inserted into your own programs. Included is the assembly language code with easy-to-understand documentation and instructions. *There is a companion disk available for \$12.95 that includes all the programs in the book (858BDSK).*

\$18.95



Programming the Commodore 64 Revised: The Definitive Guide

Raeto Collin West

ISBN 0-87455-081-5

642 pages

This bestselling, encyclopedic reference guide which covers the Commodore 64 in its entirety has been updated to include information on the new Commodore 64C and GEOS, from Berkeley Softworks. *There is also a disk available for \$12.95 which includes the programs in the book (507BDSK).*

\$24.95

Mapping the Commodore 64 and 64C

Sheldon Leemon

ISBN 0-87455-082-3

324 pages

An update of the bestselling memory map and programming guide that's a necessity for intermediate and advanced programmers. This definitive sourcebook has been expanded and now covers the new icon-based GEOS (Graphics Environment Operating System) with clear descriptions of how to make it work for you. For BASIC and machine language programmers of both the Commodore 64 and 64C.

\$16.95

These books are now available at your local book or computer store.

You can also order directly from COMPUTE! by calling toll free 800-346-6767 (in NY call 212-887-8525) or by mailing your order to COMPUTE! Books, P.O. Box 5038, F.D.R. Station, New York, NY 10150.

Customer Service hours are 10:00 am-12:30 pm and 1:30 pm-3:00 pm EST, Monday-Friday

Please include \$2.00 postage and handling per book or disk. NC residents add 5 percent sales tax, and NY residents add 8.25 percent sales tax. Please allow 4-6 weeks for delivery.

Programmer's BASIC Toolkit

Epyx
19.95

Written in BASIC, this program helps users design and edit computer games, animation, and business graphics. It includes drawing tools such as circles, boxes, lines, and shading. Plus, there are over a hundred new BASIC commands not found in resident BASIC or BASIC 7.0.

PTD-6510 Symbolic Debugger, 4.0

Schnedler Systems
49.95

This transparent symbolic debugger features windows that show variables during stepping, a two-pass mini-assembler, and automatic patching. It also supports high-speed driver programs for automatic conditional stepping, and shows 128 prior steps. For 6502 assembly-language programs. A 100-page manual is included. Not copy protected.

Symbol Master Multi-Pass Symbolic Disassembler, 2.2

Schnedler Systems
49.95

This symbolic disassembler can convert 6502, 6510, undocumented opcode, 65C02, and 8502 machine language programs into source code. Coded labels are used to show the structure and flow of the program. Source code files can be output to disk. A 63-page manual is included. Not copy protected.

Technique!

Free Spirit
9.95

This package provides step-by-step instructions for programming graphics, animation, sound, and music for games, cartoons, and special effects. Users can learn to program sheet music and arcade-style games, complete with sound effects.

Commodore Logo

Terrapin
69.00

Commodore Logo contains seven sprites, 15 colors, and enhanced music capabilities. Compatible products available from Terrapin include *Logo Works* curriculum support materials, and the *Logoware* product line, including the *Logo Data Toolkit*.

LANGUAGES

COBOL-64

Abacus
39.95

COBOL-64 is designed to help users learn to program on the 64 in COBOL. It features a syntax-checking editor, compiler, interpreter, a crunch function to reduce memory size, sample programs, and symbolic debugging tools such as breakpoint, trace, and single step. The program also supports a subset of ANSI COBOL 74. A 150-page manual is included.

COBOL-128

Abacus
128 only
39.95

This package is designed to help users learn to program in COBOL on the 128. COBOL-128 includes a syntax-checking editor, compiler, interpreter, a crunch function to reduce memory size, sample programs, and symbolic debugging tools such as breakpoint, trace, and single step. The software also supports a subset of ANSI COBOL 74 and works with either a 40- or 80-column monitor. A 150-page manual is included.

Kyan Pascal/128

Kyan Software
128 only
69.95

This program is a full implementation of ISO Pascal that features command menus, HELP screens, and a 300-page manual and Pascal tutorial. Other features include a 6502 machine code assembler, full screen text editor, Pascal extensions, built-in macro assembler, and noncopy-protected disks.

Kyan Pascal/64

Kyan Software
69.95

Kyan Pascal/64 is a full implementation of Jensen/Wirth Pascal. The program features a standard and advanced compiler on each disk to meet the needs of programmers of all levels. It also includes a full-screen text editor, a file management system, a stand alone runtime environment, and extensions for graphics. The advanced version retains these features and also includes a machine code compiler, a built-in assembler, Pascal extensions, and an output of intermediate assembly language files.

Graphics

If a picture's worth a thousand words, how much is a graphics software package worth?

There are all manner of art and graphics programs available for Commodore computers. Take a look at some of the sophisticated painting and drawing programs included here. With these programs, you can create colorful pictures or sharp line drawings, fine-tuning your art pixel by pixel if you desire. Once done, save the art to disk or incorporate it into other programs.

Then, there's clip art: ready-made artwork you can import to other software packages. Spice up those processed words with clipped art!

Graphics applications and utilities complete the artistic package, providing you with the tools you need to fully utilize your computer's artistic potential—and your own.

PAINT PROGRAMS

Advanced OCP Art Studio

Firebird
joystick optional
39.95

Color artwork can be created using this paint program for the Commodore 64. The *Advanced OCP Art Studio* runs in hi-res mode and offers 16 pens, eight random strays, 16 brushes that can be defined by the user, three levels of magnification, and zoom. Windows can be inverted, cut and pasted, enlarged, reduced, stretched, flipped, and rotated. There is a font editor with nine character sizes. The program accepts input from the keyboard, Koala Pad, or Datex mouse, and the art can be saved and printed.

Blazing Paddles

Baudville
29.95

Blazing Paddles is a paint program that can be used with several input devices. The program comes with a variety of text fonts and predrawn shapes, and includes a printer dump

for most black-and-white and color printers. The user manual includes a short primer on hi-res graphics.

GEOS

Berkeley Softworks
59.95

This graphics operating system includes a word processor, *geoWrite*; a color graphics program, *geoPaint*; desk accessories such as an alarm clock, notepad, calculator, and photo album; and a desktop that manages files and displays them as icons or text.



The *Advanced OCP Art Studio* can create color artwork and runs in hi-res mode.

GEOS 128

Berkeley Softworks
128 only
69.95

GEOS 128 is an integrated package for the Commodore 128 that offers applications such as *geoPaint*, a graphics editing system, and *geoWrite*, a graphics based word processor. Features include icons, pop-up menus, windows, and an 80-column hi-res screen. The *diskTurbo* speeds up disk access; and *DeskTop*, the graphics interface to GEOS, supports the 1571 and 1581 as double-sided drives and takes advantage of 1750 RAM expansion. With a modem the user can connect to online services or to a service that will laser print documents and return them in the mail. Desk accessories include a calculator, note pad, alarm clock, photo, and text albums.

Graphics Magician Painter, The

Polarware Software
24.95

This graphics program for the Commodore 64 uses color, patterns, lines, circles, fills, boxes, and brushes to

help the artist create a variety of pictures. The program stores the artwork as artist's movements so the pictures can be edited at any time, and many can be stored on one disk at a time.

Poster

Scholastic, Inc.
\$29.95

Poster is a graphics language program designed to help students in grades 4-6 learn about programming while creating a poster. The program contains a set of background colors, brushstrokes, and brush colors. A list of commands allows students to make, save, load, store, or erase a poster from disk. While creating the poster, students control the size, speed, color, and direction of the paintbrush. An edit mode gives the student the chance to change his or her work of art.

Rainbow Painter

Springboard
\$34.95

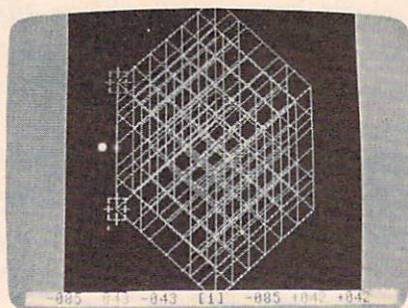
A graphics program for children ages 4-10, *Rainbow Painter* contains 50 different brushes and a variety of color patterns, so children can create their own drawings or color in one of the 50 prepared line drawings.

DRAW PROGRAMS

3-D Surface

Digiscape Software
1541 or 1571 disk drive
\$39.95

The user can graph topographic maps, spatial frequency and distribution, subsurface geology, open pit mines, building sites, and logos, in three dimensions. The program is on disk and is menu-driven. Features include 3-D graphing routines with which the user may move the graph and change the



CAD 3D produces wire-frame designs using the Cartesian coordinate system.

elevation. Other adjustable parameters include grid size, printer output size, and center of graph. A dot-matrix printer is necessary if hardcopy of the graphics is desired.

CAD 3D

IHT Software
1541 disk drive; printer, plotter optional
\$49.95

This three-dimensional computer-aided design program for the 64 can produce a wire-frame design using the Cartesian coordinate system. Up to 2000 lines can be drawn, rotated 360 degrees, translated to other axes, or superimposed over other designs. Text and graphics can be added using *Doodle*. The program accepts either keyboard or joystick input, and can output to the 1520 plotter or any Commodore-compatible dot-matrix printer that produces printouts in hires mode.

Cadpak-64

Abacus Software
\$39.95

This computer-aided design package can be used to create high-resolution pictures and graphics designs. Users can draw and edit pictures, drawings, or layouts. The program features dimensioning, zoom, color-fill, and printout capabilities.

Cadpak-128

Abacus Software
128 only
\$59.95

This computer-aided design package for the Commodore 128 can be used to create high-resolution pictures and graphics designs. It offers the same features as the 64 version: drawing, editing, zoom, color-fill, and printout capabilities.

Chartpak-64 or -128

Abacus Software
\$39.95

This drawing program can be used to design, draw, edit, and print pie, bar, and line charts or scatter graphs. It also calculates and inserts statistics such as the mean, regression, and least squares into the charts. The program is available in versions for the Commodore 64 or 128.

ColorMe: The Computer Coloring Kit

Mindscape
joystick
\$29.95

Children in kindergarten through fifth grade can draw original pictures or color and cut-and-paste the pictures provided with this program. Text can be added to the pictures, and the pictures can be printed out. The package includes a teacher's manual, user's guide, and a *ColorMe Kids Picture* disk. Additional picture disks are available for \$9.95 each.

Create A Calendar

Epyx
\$29.95

This program helps users create calendars with over 100 borders, graphics, and fonts. Graphics from the Graphics Scrapbook collection or Print Shop and text notes can be added to the calendars. Events that occur regularly

throughout the year can be automatically scheduled; plus, a list of events from the calendar can be printed. Calendars can be 8½ to 11 inches, up to a six-page horizontal banner in size. Any year from 1753 through 9999 can be displayed.

Doodle

Crystal Rose Software
joystick, mouse, or trackball; printer optional
39.95

This machine language drawing program enables users to create and print out high-resolution graphics. Features include stamp which repeats nine graphics, letter which varies the size and style of characters, mirror to create mirror images, and copy which can duplicate, squeeze, reduce, enlarge, stretch, rotate, or reposition the graphic. There are also drawing commands such as line; fill; zoom; boxes; circle; and sketch, which contains nine pen sizes and erasers, and nine paintbrush speeds. Graphics can be drawn in 16 colors and a negative image can be created. Printouts can be made using most Commodore-compatible printers.

Flexidraw Version 5.5

Inkwell
34.95

This newest version of *Flexidraw* includes data entry device support of Kola Touch Pad, Commodore-compatible joysticks and mouse devices, and Inkwell light pens; the package does not include any of the devices. Drawing features include geometric shapes, line widths, copy, paste, edit mode, erase, fill patterns, 90-degree rotation, object flip, and ten font styles in three sizes. *Flexidraw* allows freehand and point-to-point drawing in hi-res black and white. There's also a color-addition program, a modem transmission program, sprite editor, sprite animator, and a program to view pictures without the menu bar.



ColorMe: The Computer Coloring Kit is designed for children in kindergarten through fifth grade.

Graphics Magician Junior, The

Polarware Software
19.95

The computer does the drawing with this graphics program; users just point at an object, click, and it is drawn. *Graphics Magician Junior* offers circles, boxes, triangles, straight lines, fill, brushes, and over 256 colors and patterns. Joystick, keyboard, or touchable input is accepted. The program is not copy protected.

Graphics Master

ShareData
12.99

With this program, users can create custom graphics and character sets for presentations, or copy, flip, mirror, and magnify images. No special tools are required. The program works with a keyboard, mouse, joystick, or graphics tablet and is compatible with almost any printer.

Mr.Pixel's Cartoon Kit

Mindscape
9.95

Children can create animated cartoons by using the program's collection of cartoons and characters, or by drawing their own figures using menu commands.

Mr.Pixel's Programming Paint Set

Mindscape
9.95

A drawing program for children, the *Paint Set* helps students understand the basic concepts of computer programming logic while they use the computer to draw. For ages 8 and up.

Rainbow Painter

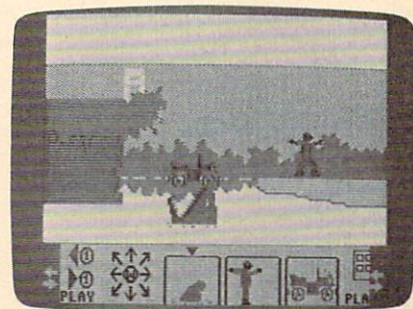
Springboard
34.95

A graphics program for children ages 4-10, *Rainbow Painter* contains 50 different brushes and a variety of color patterns, so children can create their own drawings or color in one of the 50 prepared line drawings.

Teddy Bear-Rels of Fun

DLM
64K
39.95

Teddy Bear-Rels of Fun contains a program disk and a graphics library with over 200 pieces of art to create stories, pictures, posters, labels, stickers, and other items. The art includes borders, backgrounds, characters, a variety of typestyles, and a text writer so captions and dialogue can be added to the pictures. The two-disk package is designed to enhance learning in art, math, and language. Projects can be printed on black-and-white or color printers.



Animated cartoons can be created with Mr. Pixel's Cartoon Kit.



Mr. Pixel's Programming Paint Set is a drawing program for children ages 8 and up.

Video Title Shop

Datasoft
29.95

Video Title Shop helps design text, borders, and graphics screens to add to videotape recordings for home and business presentations. The program offers fades, wipes, fizzles, scrolling, cycling between screens, and a variety of font styles and sizes. Graphics can be created with *Micropainter Plus*, a graphics program containing four pens and 16 colors, which is included in the package. Version 2.0 also includes an optional continuous loop and an abort-from-sequence command.

CLIP ART PROGRAMS

Awesome Art #1

Chipmunk
9.95

A collection of 103 graphics that can be used with *Print Shop*.

Clip Art Collection, Volume 1

Springboard
The Newsroom
29.95

A collection of over 600 pieces of clip art to use with *The Newsroom*, this selection features people, music, holidays, flowers, religious symbols, sports, and animals.

Clip Art Collection, Volume 2

Springboard
The Newsroom
39.95

This collection of clip art to use with *The Newsroom* features medical, day-care, realty, industry, office, shopping, travel, and other business-related graphics. Over 800 pieces of clip art are included.

Clip Art Collection, Volume 3

Springboard
The Newsroom
29.95

This selection of clip art for *The Newsroom* offers over 600 sports and recreation pieces, including tennis, skydiving, baseball, fishing, soccer, track, and camping.

Diskart

Those Designers
GEOS
8.50 ea

Each disk in this series contains a variety of graphics that can be copied onto documents using GEOS. Disk 1 is a collection of holidays and weather graphics, plus two pages of tips for using geoPaint. Disk 2 contains little guys, holidays, and musical graphics, as well as a U.S. map, workdisk labels, and tips for geoPaint. Disk 3 offers wheels-and-things graphics—vehicles, Porsche 959, tin lizzies, warbirds, DC-3 Airliner, F4 Phantom, and Nieuport 17 WWI. Disk 4 has little guys, food-stuff, tools, ovals, blocks, Commodore 64 and peripherals, spring, and summer graphics. The graphics on Disk 5 deal with vehicle wheels, flowchart symbols, little women, drafting equipment, banners, and houses. Diskforms contains five blank, preruled forms and three ready-to-print forms. The Musi-Kit disk has graphics for creating sheet music.

Graphics Companion I

Datasoft
Video Title Shop
19.95

For use with Datasoft's *Video Title Shop*, this clip-art package contains 25 predesigned screens and five borders. The screens and borders cover major holidays and special occasions such as Christmas, New Year's Day, birthdays, and weddings. The user can modify the screens or add text and save the screens to disk.

Graphics Converter

Cardinal Software
19.95
Master Software

Graphics from *Print Shop* can be converted to work with *Print Master*, and *Print Master* graphics can be converted to work with *Print Shop*. Most of the converted graphics can also be printed.

Graphics Expander, Volume 1

Springboard
The Print Shop
34.95

The *Expander* includes over 300 graphics that can be used with *The Print Shop* to create banners, letterhead, cards, and signs. The program offers drawing and editing tools to change the graphics or design new, original ones. Text can be added to the artwork, and hi-res pictures from other programs can be modified to use with *The Print Shop*.

Graphics Galleria, The

Inkwell Systems
Flexidraw or Doodle
24.95 ea

The Graphics Galleria is a collection of clip art that can be used with either *Flexidraw* or *Doodle*. Each disk is sold separately and contains graphics on a theme such as maps of the world, borders and signs, holidays, animals, potpourri, and needlegraphics.

Graphics Scrapbook

Chapter I:

Sports

Epyx
drawing program
24.95

A collection of over 100 graphics that can be used with *Create a Calendar*, *Print Magic*, *The Print Shop*, *PrintMaster*, or *PrintMaster Plus*. Graphics cover sports—football, baseball, basketball, swimming, hockey, bowling, gymnastics, and aerobics.

Graphics Scrapbook

Chapter II:

Off the Wall

Epyx
drawing program
24.95

This collection of clip art contains graphics for holidays, punk rockers, punks, jesters, party animals, body parts, and other out-of-the-ordinary images.

Graphics Scrapbook

Chapter III:

School

Epyx
drawing program
24.95

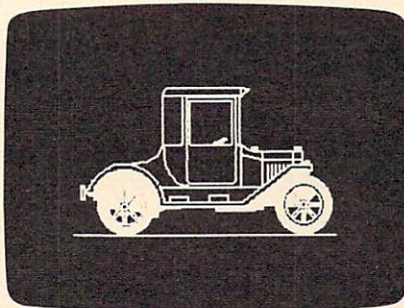
Over 100 graphics, fonts, and borders for school use are in this collection of clip art. There are graphics for geometry, driver's education, New Year's Day, birthdays, raising funds, teachers, students, cheerleaders, graduation, school plays, and other subjects.

Masterpieces I (Flags of the World)

Free Spirit Software
9.95

Masterpieces I is a collection of hi-res drawings of flags from 180 countries. The drawings can be printed to a Commodore 1525 or compatible printer; the drawings will print in

color on a color printer. *Masterpieces I* is the first in a series of collections of drawings of objects and works of art from *Free Spirit*.



Diskart contains graphics that can be copied onto documents using GEOS.

More Diskart

Those Designers
GEOS
8.50 ea.

More Diskart is four new disks (Diskart 5, 6, 7, and Musi-Kit) for use with GEOS. The disks contain clip art, illustrations, and the ability to produce sheet music. Users can paste graphics directly into *geoPaint* and *geoWrite* documents. All diskart graphics are directly compatible with GEOS 128.

Postcards

Activision
24.95

Postcards is a collection of clip art—warthogs, dogs, rhinos, Mona Lisa, food, aliens, and more—that can be used to create postcards, invitations, memos, and other personal notes. Plus, there are backdrops such as landscapes and beach scenes on which to place the graphics. Personal messages can be typed in, or phrases and letters from the collection can be added. A paint program is included so users can design their own notes.

Print Shop Graphics

Compucats
The Print Shop
21.00 ea
Master Software

A series of three disks containing graphic images that can be used with *The Print Shop*. Disks 1, 2, and 3 are sold separately.

Print Shop Graphics Library

Disk 1, The

Broderbund
The Print Shop
24.95

This disk contains over 100 holiday, special-occasion, sport, game, school program, zodiac, and animal graphics to use with *The Print Shop*.

Print Shop Graphics Library

Disk 2, The

Broderbund
The Print Shop
24.95

Over 100 graphics for use with *The Print Shop* are on this disk. Categories include hobbies, occupations, travel, music, and health.

Print Shop Graphics Library

Disk 3, The

Broderbund
The Print Shop
24.95

This disk contains over 100 graphics to use with *The Print Shop*. Categories include animals, business and international symbols, seasons, Christmas, myth, and fantasy.

Print Shop Graphics Library

Holiday Edition, The

Broderbund
The Print Shop
24.95

This special-edition library includes graphics for Easter, Christmas, Hanukkah, New Year's, and 22 other holidays. For use with *The Print Shop*.

Shapes & Fonts II

Baudville
24.95

This program provides shapes and sophisticated text styles. Twelve text styles and hundreds of predrawn shapes are included. Originally published separately in Baudville's *Shape Library* as Kid Stuff, Shapes & Fonts, and Science.

Video Title Shop Companion

DataSoft
19.95

Electronic Arts

This library of graphics contains 25 pictures for holidays and special occasions such as Christmas, New Year's, Easter, Valentine's Day, Thanksgiving, vacations, birthdays, weddings, anniversaries, and graduations.

GRAPHIC APPLICATIONS PACKAGES

AwardWare

Hi Tech Expressions
14.95

Traditional certificates, awards, licenses, signs, and announcements can be printed with this program. Users can create coupons, tickets, checks, stationery, memos, and other awards. There are 20 graphics, 20 borders, five fonts, five seals, and text borders.

Banner Machine, The

Cardinal Software
printer
49.95

Signs of any length with letters in eight sizes from 3/4 inch to 6 1/2 inches can be constructed with *The Banner Machine*. Five letter styles and 15 backgrounds are included in the program. Additional fonts are also available—*Font Disk II* and *Font Disk III*

each contain four additional fonts for \$39.95 each. A complete package with 13 letter styles is available for \$99.95.

CardWare

Hi Tech Expressions
9.95

This program helps the user print greeting cards for birthdays and special occasions. Cards can be personalized with name and age, animated, or set to music.

Certificate Library, Volume 1

Springboard
Certificate Maker
29.95

This program offers over 100 additional certificates to use with the *Certificate Maker*. There are 24 new borders and six-dozen stickers.

Certificate Maker

Springboard
39.95

Personalized certificates can be created for all kinds of occasions at school, home, or work. There are over 200 certificates to choose from, and individual names and messages can be added to each. More than three-dozen gold seals and stickers are also included to give the certificates some extra charm.

Create with Garfield! Deluxe Edition

DLM
39.95

This two-disk package helps students improve their artistic skills while they create Garfield posters, cartoons, and labels. The students choose a background and characters, and then create a scene and add dialogue or captions. There are over 200 pieces of art and borders, and a variety of typefaces included. The finished product can be printed on a color printer. An activity sheet lists different ways the program can be used at school or home.

Create with Garfield!

DLM
29.95

Students can create cartoons, posters, and labels with Garfield and his friends. The program features 75 pieces of artwork and captions, and can be printed in black and white. The package includes an activities sheet that lists ways to use *Create with Garfield!* at home and in school.

Graphic Labels

Chipmunk
9.95

Text can be mixed with graphics from *Print Shop* library to create labels. The package includes the program, instructions, and a collection of graphics.

Greeting Card Maker

Activision
34.95

This card-generating program helps users create and print invitations, announcements, and pop-up cards. There are two dozen background patterns and borders, eight type styles, pictures, designs, scenes, and a variety of verses.

HeartWare

Hi Tech Expressions
9.95

Greeting cards of friendship, love, and appreciation can be printed using an assortment of graphics: flowers, a rainbow, butterflies, and more. The animation can be personalized with an original friendship greeting.

JingleDisk

Hi Tech Expressions
6.95

A selection of full-page graphics or folded cards can be printed for customized season's greetings.

PartyWare

Hi Tech Expressions
14.95

Invitations, thank you notes, and greeting cards for parties and other special occasions can be printed with this program. Users can also design their own party decorations and make banners, hats, placemats, and more. The cards can be saved to disk. The program includes a variety of graphics, greetings, and borders.

Principles of Composition

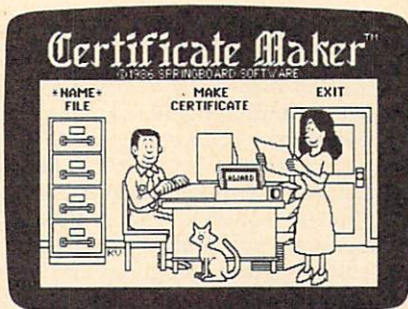
Art Instruction Software
25.95

Students ages 12 and up can learn the principles of art, design, composition, and color and then practice their techniques by drawing directly on the screen. The program combines still pictures and moving graphics with text instructions to teach concepts. Students can respond to questions during the lesson and at the end take a test. The program is written in BASIC and accepts keyboard input. Instructions for use are on the two floppy disks. 30-day warranty.

Print Shop, The

Broderbund printer
44.95

Cards, flyers, stationery, and signs can be created and printed using *The Print Shop*. There's an assortment of pictures, symbols, borders, backgrounds, and type fonts and sizes to select, and the graphics and text editors allow the user to make simple changes. The program prints to most Commodore-compatible printers and accepts keyboard, joystick, or Koalapad input. The package includes color paper and envelopes.



Users can create personalized certificates with Certificate Maker.

Print Shop Companion, The

Broderbund
The Print Shop
34.95

This program offers a variety of new features to be used with *The Print Shop*. It includes a font and border editor and an enhanced graphics editor. There are additional typefaces, borders, and graphics, plus a tile maker and a calendar designer with monthly and weekly formats.

The Toy Shop

Broderbund printer
29.95

This package helps users design 20 working mechanical models such as a scale model of the Spirit of St. Louis, a balloon-powered steam engine, a flying propeller, or a tractor crane. The user selects a design and customizes it by adding patterns, graphics, and text. The design is then printed, mounted on adhesive cardstock, cut out, and put together. The package contains the adhesive cardstock, wire, wooden dowels, rubber stripping, cotton cord, and balloons, plus illustrated instructions. For ages 12 and up. A refill package of supplies is available for \$24.95.

Use a Doodle

Chipmunk
Doodle
6.95

This BASIC program shows how to use artwork created with *Doodle* in other programs. It also contains the programs *View Doodle* and *Doodle Slide Show*.

Video Title Shop

DataSoft
29.95
Electronic Arts

This program helps users create home videos. It includes different font styles and sizes; the ability to superimpose text over graphics; scroll; and fade-in and fade-out, to design title screens; borders; and graphics to be added to video productions. Users may also import graphics from other paint programs.

GRAPHICS UTILITIES

Billboard Maker

Solutions Unlimited, Inc.
34.95

Billboard Maker allows the user to enlarge printouts from 8½ x 6½ inches to 4 x 3 feet. It can dump text to the printer and move graphics into programs. The typesetter option lets users overlay text, and enlarged graphics can be smoothed with the optimizer feature. Pictures generated with the program can be moved to other programs. The program works with most major paint and draw programs.

Flexifont

Inkwell
Flexidraw Version 5
\$29.95

This font- and character-generating package is designed to be used with *Inkwell's Flexidraw Version 5*. It contains 33 letter styles and has custom lettering and editing capabilities.

Grafix-Link

Solutions Unlimited, Inc.
19.95

Grafix-Link allows the user to convert artwork into and from a *geoPaint* format. The utility can also be used with *Billboard Maker* to create signs with *geoPaint* drawings. *Grafix-Link* works with standard hi-res files and is menu driven.

Icon Factory

Solutions Unlimited, Inc.
34.95

Users can assemble pictures from graphics libraries or convert graphics to other formats with this program. The utilities can enlarge, smooth, and reduce graphics, or change graphics from hi-res to multicolor modes. *Icon Factory* works with major paint and draw programs and graphics files.

Photo Finish

Solutions Unlimited, Inc.
29.95

This screen dump program contains a color editor, grey scale editor, and preview feature. Printer setup can be user defined, and the program uses the optimizer feature to smooth the screen dump. *Photo Finish* works with most paint and draw programs and graphics files.

Screen F/X

Solutions Unlimited, Inc.
34.95

Slide show presentations can be created using *Screen F/X* and its script editor. There are over 100,000 combinations of effects that can be blended together to form pictures, and more than one disk can be used for long shows. The *F/X Executor* allows other users to view the shows without the master program, and *F/X Processor* supports graphic formats and public domain/Flexi fonts.

COMPUTE!'s Commodore Bookshelf

Read any good Commodore books lately?

From the earliest days of Commodore computing, *COMPUTE! Books* has been *the* source for solid, easy-to-use books filled with the technical information you need to make the best use of your computer.

Our book list includes dozens of volumes on every aspect of 64 and 128 operation, as well as type-in programs that provide you with powerful applications and exciting games. All of our books are written with you, the reader, in mind.

From general introductory volumes, to in-depth tutorials on machine language and BASIC programming, to diverting volumes filled with flight simulations and game software, to books that show how your kids can get the most out of your computer, *COMPUTE!'s Commodore books* are resources that every Commodore owner can use.

If you're interested in getting the most out of your 64 or 128, *COMPUTE!* has the book for you.

(P.S. *COMPUTE!* books are bargains, as well. Watch for ads announcing our Commodore Books Warehouse Sale, and save!)

Music

What's the most versatile musical instrument in your home? It just might be your computer.

Thanks to the SID—Sound Interface Device—chip, Commodore 64s and 128s offer users the opportunity to synthesize their own music, study musical composition and theory, or simply boot up a favorite tune from a disk-based collection of songs.

In gathering data for this Buyer's Guide, we came across programs that can be used with synthesizers and music keyboards, or other

devices utilizing the MIDI—Musical Interface Digital Interface. There are programs for people with little or no musical experience or ability, and software for the serious professional musician. Music collections include rock-'n'-roll, jazz, and classics including Bach and Schubert. There are also programs that teach you how to play the instrument of your choice, such as the guitar or flute.

In short, your Commodore computer can turn your living room into the recording studio of your dreams.

PROGRAMMING MUSIC

Advanced Music System

Firebird
59.95

This music creation and editing program is designed for professional musicians. It has a linker feature to develop full-length compositions. The MIDI capability allows control and play back through conventional MIDI keyboards and synthesizers.

Algorithmic Composer

Dr. T's Music Software
99.00

Three programs—*Series*, *Phrase*, and *SAC* (Stochastic Algorithm Composer)—comprise this package. With *Series*, users can enter individual series of pitches. *Phrase* helps users generate musical themes using a three-octave scale, and *SAC* allows the creation of four-part harmonies and themes. The programs can play the sequences they create or store them in the *Keyboard Controlled Sequencer* format.

Convertifile Plus

Dr. T's Music Software
"Music Shop"
75.00

This utility helps the user convert Dr. T's *Keyboard Controlled Sequencer*, or *Passport MIDI 8+* files, to *Music Shop* format for editing and scoring in music-notation format.

CZ-Patch Editor/Librarian

Dr. T's Music Software
synthesizer
99.00

With this program, users can create, edit, and store patches on the Casio CZ-101, 1000, 3000, and 5000 synthesizers. Sets of 16 patches can be stored on disk or transferred between the computer and the Casio memory. The Commodore version holds three sets of patches at once, and the parameters can be displayed and edited. Sequences from the *Keyboard Controlled Sequencer* can be played.

CZ-Rider

Dr. T's Music Editor
99.99

This envelope-editing program offers joystick, synth keyboard, or computer keyboard control. The screen can display graphs of the envelope level compared to time, and sound interacts as the graphs are drawn. Features include naming voices, copying envelopes between two voices, inserting or deleting steps into an envelope, and printing.

DX-Patch Editor/Librarian

Dr. T's Music Software
synthesizer
99.00

Patches for the Yamaha DX7 can be created and stored with this music editor. The program also aids in programming the model DX9 and the TX7 and 8-16 expansion modules. Patch data is displayed on three data screens, and two sets of patches can be kept in memory at one time. The patch librarian contains 128 patches. The *DX Patches Volume 1* disk contains an additional 288 patches and is sold separately.

Echo Plus

Dr. T's Music Software
89.00

Two programs are on one disk; the first program can operate on one output channel and includes an infinite loop. The second program allows the user to define up to four independent or overlapping ranges. Both programs can start a short sequence for each note played, and feature four-way keyboard splits, doubling, MIDI echoes, one-finger chords, and arpeggiated chords.

Instant Music

Electronic Arts
joystick optional
29.95

This program uses red, green, and blue color bars to represent pitch and duration so even nonmusicians can create original music with this program. Three instruments—including guitar, bass, drums, piano, sax—can be played at one time, and music can be output to MIDI. Editing features include cut, copy, paste, zoom, volume, and tempo for songs up to 32 measures long. New instrument sounds can be created using the synthesizer feature, and MIDI users can add a drum machine to the piece. A library of over 40 songs is also on the disk. MIDI instruments are not included.

Keyboard Controlled Sequencer

Dr. T's Music Software
128 only
225.00

This MIDI sequencer offers editing and structuring of music entered by keyboard or synth keyboard. Features include realtime recording, overdub, step-time entry, sequence editing, cut and paste, transpositions, auto correct, inversions, and time reversals, plus

structured sequencing that allows the user to combine different parts or repeat sections of music. A play screen displays the sequencing as the music plays. The 128 version can store 126 sequences and 12,000 notes, and contains additional features such as splitting the keyboard and random transpositions.

Keyboard Controlled Sequencer

Dr. T's Music Software
149.00

This MIDI sequencer offers editing and structuring of music entered by keyboard or synth keyboard. Features include realtime recording, overdub, step-time entry, sequence editing, cut and paste, transpositions, auto correct, inversions, and time reversals, plus structured sequencing that allows the user to combine different parts or repeat sections of music. A play screen displays the sequencing as the music plays. The 64 versions holds 3500 notes and 35 sequences.

Master Tracks

Passport
MIDI Interface Card, synthesizers, drum machines, joystick
249.00

Users can compose, arrange, and orchestrate music with *Master Tracks*. The package features realtime, step-time, and song-mode sequencing. Input and editing features allow experimentation. The program requires a Passport MIDI Interface Card, one or more MIDI-equipped synthesizers, conventional or MIDI drum machines, and game paddles or joystick. A tape recorder is optional.

Master Tracks Pro

Passport
128 only *MIDI Interface Card, MIDI-equipped instruments*
299.95

Master Tracks Pro is a MIDI recording and editing system that is the enhanced version of the *Master Tracks* sequencer. The program provides realtime, step-time, and song-mode sequencing. Multitrack songs can be created in sections or as continuous works. Users can record or play from any point in the sequence. The program requires a Commodore 128 with one or more disk drives, a Passport MIDI Interface Card, one or more MIDI-equipped instruments. A tape recorder/SMPTE-MIDI converter, MIDI drum machines, and MIDI effects are optional.

MIDI/4 Plus

Passport
MIDI synthesizer, MIDI Interface
99.95

MIDI/4 Plus is a four-channel recording program that incorporates multitrack tape recorder qualities with overdubs; realtime editing; tempo control; and recording of all controllers, including key velocity, pitch bend, preset changes, aftertouch, and modulation. The program can turn a MIDI keyboard and computer into a multitrack recording studio with up to four independently assignable parts. A tape-sync feature requires an external sync box or Passport's MIDI Interface with tape sync.

MIDI/8 Plus

Passport
MIDI synthesizer, MIDI Interface
149.95

This eight-channel MIDI recording program combines multitrack tape recorder qualities with overdubs; realtime editing; tempo control; and

recording of all controllers, including key velocity, pitch bend, preset changes, aftertouch, and modulation. The program uses overdubbing to create up to eight independent parts assignable on any MIDI channel. A tape-sync feature requires an external sync box or Passport's MIDI Interface with tape sync.

Music Shop for MIDI, The

*Passport
MIDI Interface Card, MIDI synthesizers
& drum machines*
149.95

The Music Shop enables users to write music using the computer. An on-screen editor allows the user to cut, copy, and paste. The program requires a Passport MIDI Interface Card, one or more MIDI synthesizers and drum machines, and a dot-matrix printer with graphics interface.

Music Studio, The

*Activision
joystick optional*
34.95

Professionals and amateurs can use this program to create their own musical compositions. The editor lets users change tempo, duration, and volume. New instruments and sound effects can be created by modifying the attack, sustain, release, and decay features. The paintbox provides a place for experimenting with new sounds or melodies, and the piece can then be copied into the editor. The music can be printed in sheet-music form, and the program can be used with electronic keyboards. Up to three verses can be added to a song, and a library of original compositions is included.

Passport MIDI Voice Editors

*Passport
MIDI Interface Card, Yamaha FB-01
synthesizer*
125.00

Passport MIDI Voice Editor is a voice librarian and editing system that allows users to organize and edit sounds for the Yamaha FB-01. In addition to voicing, users can manipulate and edit the FB-01's configuration section, allowing them to organize setups as well as sounds.

Rock 'N' Roll Studio

*Spinnaker Software Corp.
joystick*
6.95

As owner of a recording studio, the user can create a song, store it in the jukebox, and play it back with the touch of a few buttons.

Songwriter

Thunder Mountain
9.95
Mindscape

Songwriter can help students with limited musical skills create and save tunes to play on the computer. Piano-roll graphics and notations are used for composition. A library of songs is included on the disk. For grades 1-8.

Sound File

*Blank Software
disk drive, joystick or mouse, Ensoniq
ESQ-1 2.0*
69.95

Sound File for the 64/128 is a sound and sequence librarian program for the Ensoniq ESQ-1 Digital Wave Synthesizer. It can use up to four sound banks at one time, and has two patch libraries, each holding up to 120 sounds. The user can move the patches within and between banks and libraries and combine songs to create

new song banks. A disk can store up to 1600 patches. The program is written in assembly language and uses windows and pull-down menus, plus a joystick- or mouse-driven operating system. Sound Bank requires Passport, Sequential, or European MIDI interface, a Commodore joystick or mouse, and the Ensoniq ESQ-1 version 2.0 or higher.

Speech Construction Set

*Covox
Covox Voice Master*
49.95

This software allows a programmer to use his or her own voice patterns to create speech for other programs. Speech can be cut and pasted, or edited by modifying the pitch, amplitude, and frequency. Waveforms and speech patterns are displayed through on-screen graphics. The program is written in machine language, and the package includes a manual. Covox Voice Master is required.

VDS

*Dr. T's
Ensoniq Mirage synthesizer*
99.00

An editing system for the Ensoniq Mirage synthesizer, this program can display graphics; edit waveforms, waveshaping synthesis, additive synthesis, and FM synthesis; and generate Karplus-Strong waveforms.

Virtuoso 64

Chipmunk
29.95

This music editor helps the user create sound effects and background music. The interrupt-driven music code can be added to BASIC or machine language programs.

MUSIC COLLECTIONS

Bach Songbook

Dr. T's Music Software
29.00

A collection of Bach compositions—15 two-part inventions, three three-part sinfonia, and two four-part fugues.

Best of Scott Joplin, Volume II

Strider
9.95
Chipmunk, Free Spirit

This is the 10th in a series of musical disks for the Commodore 64 by Lorne Strider. The disk contains 12 compositions by Scott Joplin. A biography of Joplin appears on the screen as the music plays.

Christmas Carols

Chipmunk
6.95

This disk contains 12 Christmas carols in three-part harmony with the words.

Christmas Classics

Free Spirit
9.95

A collection of over 40 Christmas songs, including *Joy to the World*, *Deck the Hall*, *O Tannenbaum*, and *Jingle Bell*.

Dr. Drums Pattern Disk

Dr. T's Music Software
29.00

A collection of rock, funk, jazz, and other midi-drum patterns and solos.

Dr. Keys Pattern Disk

Dr. T's Music Software
29.00

Patterns, riffs, and public domain music in rock, jazz, blues, and classical styles. Patterns can be combined or altered.

DX Sounds Volume I

Dr. T's Music Software
49.00

A collection of 288 sounds ranging from simple splits to out of the ordinary.

English & Scottish Songs, II

Free Spirit
9.95

This collection of seventeenth-century English and Scottish Folk music includes songs such as *Blue Bells of Scotland*, *Annie Laurie*, and *The Keel Row*. The historical background and words of each song are displayed while the music plays. The disk is the second in a two-disk series. Both disks may be purchased for \$17.95.

English and Scottish Songs

Free Spirit Software
9.95

My Heart's in the Highlands, *British Grenadier*, and *Barbara Allen* are some of the songs included on this disk of English and Scottish sixteenth- and seventeenth-century folk songs. The backgrounds of each song is displayed before the song begins, and the words of the song are displayed on the screen as it plays. This is the first in a two-disk series. Both disks may be purchased for \$17.95.

Gospel Greats

Free Spirit
9.95

Eighteen religious songs, including *Amazing Grace* and *Down by the Riverside*, are contained on this disk for the Commodore 64. The words to the songs appear on the screen as the music plays.

Great Hymns

Chipmunk
9.95

This collection of 25 hymns includes *Old Rugged Cross*, *Amazing Grace*, *On Christ the Solid Rock*, and *All Hail the Power of Jesus Name*. The hymns are in three-part harmony, and the words are included.

MIDI Beatles Song Album

Passport
MIDI Interface Card, MIDI synthesizer
34.95

This collection features ten of The Beatles' greatest hits. Songs can be reorchestrated by changing the presets on the synthesizer.

MIDI Pops Song Album

Passport
MIDI Interface Card, MIDI Synthesizer
34.95

This collection includes ten pop tunes by such artists as Olivia Newton-John and Billy Joel. The songs can be modified by changing the presets on the synthesizer.

MIDI Sampler Song Album

Passport
MIDI Interface Card, MIDI synthesizers
34.95

This MIDI song album is a collection of ten Baroque MIDI arrangements including *Air on a G String* and *Tocatta and Fugue in D minor*. Songs can be reorchestrated by changing the presets on the MIDI synthesizer.

Music of the Masters I-V

Strider
9.95 ea
Chipmunk, Free Spirit

Music of the Masters is a series of five separate disks of music by classical composers. Disk I contains works by

20 composers such as Mozart, Beethoven, Handel, and Haydn. Over 40 waltzes, minuets, and sonatas by Schubert, Brahms, and others are on disk II. *Music of the Masters III* features works by Mozart, while disk IV includes music by J.S. Bach. Disk V is a collection of themes from over 50 classical works, including *Blue Danube*, *Aria*, and *Can-Can*. All five disks may be purchased as a set for \$34.95.

Passport MIDI Voice Librarians

Passport
MIDI Interface Card, MIDI-equipped synthesizer/drum mac
69.95

This program allows users to save and load presets and banks of sounds on disk. Users can also create a custom sound library by organizing and rearranging banks of presets. Sounds in computer memory can be monitored without disturbing the resident presets in the synthesizer. The program requires a Passport MIDI Interface Card, one or more MIDI-equipped synthesizers, or drum machines.

Songs for Kids

Chipmunk
9.95

A menu-driven program for children ages 3-7, *Songs for Kids* is a collection of 25 kids songs such as *Mary Had a Little Lamb* and *Hickory, Dickory, Dock*. The words are displayed on the screen as the music plays.

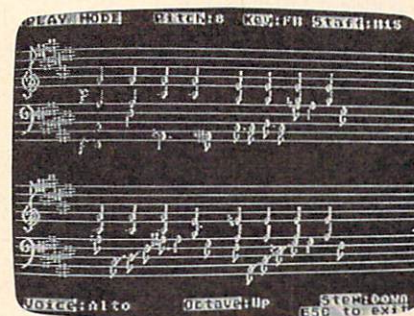
Strider's Computer Classics

Strider
9.95 ea
Chipmunk, Free Spirit

Each disk in this series is a collection of works by famous composers as played by Lorne Strider. The disks contain about one hour of music with

about 40 screens of comments on the composers. Disks may be bought individually or in groups. *Fifteen Bach Inventions*: Fifteen two-part inventions by J.S. Bach. *The Well-Tempered Clavier*: Selections from the piece by J.S. Bach. *Mozart Sonatas*: Sonatas by Wolfgang Amadeus Mozart. *Bach Three-Part Inventions*: Fifteen three-part inventions by J.S. Bach. *6 Viennese Sonatinas*: Six sonatinas by Mozart. *Musica Antiqua*: Selections from pre-sixteenth-century composers. *Bach Favourites*: Selections by J.S. Bach. *Clementi Sonatinas*: Six sonatinas by Muzio Clementi. *Best of Scott Joplin*: Twelve ragtime compositions by Scott Joplin. *Best of Scott Joplin II*: Twelve ragtime compositions by Joplin.

MUSIC EDUCATION



Users can compose their own songs with the Bank Street MusicWriter.

12-Bar Tunesmith

ECS
39.95

Youngsters can compose and play simple tunes with this program. Based on the C-Major scale, the program offers four pitch durations and varying tempos. Iconic notation is used on the screen to depict pitch and duration.

Aural Skills Trainer

ECS
99.95

Intervals, basic chords, and seventh chords must be identified by the student in this three-disk set of programs. Student records can also be stored or printed.

Bank Street MusicWriter

Mindscape
printer optional
39.95

Students can compose and print their own melodies using this music editor. *Bank Street MusicWriter* includes editing features to insert, delete, and copy musical passages in any voice. It also controls the volume and tone of each voice individually. For grades 3-12.

Clarinet Master

Mastery In Music
39.95

The program offers an alternative to drill and practice with personalized exercises noted by the users choice of key signature, time signature, note type, and note range. Users can change tempos and play along with the guide, with access to music facts and fingerings on the instrument for every note. The program can be used for sight reading and includes many exercises plus scales, thirds, and intervals in all major keys. Also included is a full color manual containing program instructions, basic music facts, and lessons.

Clef Notes

ECS
39.95

Music students can increase the speed at which they identify notes on the treble, alto, tenor, and bass clefs. Ten notes must be correctly identified to finish the session.

Double Reed Fingerings

ECS

39.95

Users can review and practice the forked F, left-hand E-flat, half hole, octave keys, whisper key, alternate A-sharp, or alternate G-sharp fingerings for the bassoon or oboe.

Ear Challenger

ECS

39.95

This music and game program is designed to help users remember a series of musical pitches played by the computer. Different pitches appear on the screen in contrasting colors. There are seven levels of difficulty.

Early Music Skills-Midi

ECS

39.95

For beginning music students. This program helps users practice basic music-reading skills involving line and space notes, and the numbering system of the musical staff, and notes the move, step, or skip up and down.

Early Music Skills

ECS

39.95

This tutorial helps beginning music students practice four basic music-reading skills—recognizing line and space notes, understanding the staff numbering system, identifying notes moving up and down, and recognizing notes stepping and skipping up and down.

Elements of Music

ECS

99.95

A three-disk set, this package provides drills for naming major and minor key signatures and identifying notes from a musical staff or key-

board. The set includes progress tests for each drill and an instructor file for recording student scores. For children and adults.

Fast Fingers*Maximum Management*

Keyboard instrument recmd. MIDI interface optional

29.95

Fast Fingers can help users learn to play keyboard instruments. The exercises show music notation, where notes are on the keyboard, and where to place the fingers. It covers major scales ascending, major scales descending, major arpeggios, and major triads. Fifteen key signatures in treble and bass are played in the exercises. When used with a MIDI interface, the program also shows on the screen where the fingers played on the keyboard. Sound is generated by the computer or an optional MIDI keyboard.

Flute Master*Mastery In Music*

39.95

The program offers an alternative to drill and practice with personalized exercises noted by the users choice of key signature, time signature, note type, and note range. Users can change tempos and play along with the guide with access to music facts and fingerings on the instrument for every note. The program can be used for sight reading, and includes many exercises plus scales, thirds, and intervals in all major keys. Also included is a full color manual containing program instructions, basic music facts, and lessons.

Guitar Master*Mastery In Music Software*

39.95

The program contains study areas including tuning, guitar chords, chord analyzer, progressions, pick and strum, transposing, scales, and fret notes. Included with the program is a full color manual containing program instructions, basic music facts, and lessons.

Guitar Wizard*Baudville*

29.95

This program helps novice to intermediate guitarists learn and analyze the fingerings and fretboard patterns for all types of chords and scales. The fretboard, notes, and finger positions are shown in graphic displays that can be printed. Advanced players can develop improvisational skills, while teachers can develop custom lessons and study materials with the printing feature.

Hear Today... Play Tomorrow

ECS

99.95

Three programs can help students improve their ear training and music-reading skills. In *Ear Training Skills*, *Find That Tune*, and *Descending/Ascending Intervals*, the students must identify intervals or melodies played by the computer. A three-disk set.

Instant Keyboard Fun-I-MIDI

ECS

synthesizer

64/128

A collection of 26 songs that can be played on a synthesizer keyboard. The user does not have to be able to read music. The number of correct notes played is displayed at the end of the song. A book is included.

Keyboard Arpeggios—MIDI

ECS
79.95

Five lessons—instructions, hand-over-hand triads, major triads, and a final quiz—help students practice keyboard arpeggio performance and fingerings. The program features computer graphics and records student scores.

Keyboard Blues—MIDI

ECS
79.95

Students can practice identifying simple blues chords, and then compose a blues solo with the computer. The program is based on the 12-bar blues and provides recordkeeping of student scores and evaluations.

Keyboard Chords—MIDI

ECS
79.95

This music program features tutorials on major, minor, diminished, and augmented chords; a chord-spelling drill, a keyboard drill; and a test. Each lesson is scored, and the scores can be kept in a record.

Keyboard Fingerings—MIDI

ECS
79.95

A review of standard and special fingerings for major, natural minor, and harmonic minor scales for both the right and left hands. The program can monitor the students' progress and provide evaluations.

Keyboard Intervals—MIDI

ECS
79.95

This lesson is designed to help students learn to play major, minor, diminished, and augmented intervals. It

includes a tutorial, interval spelling drill, and test. The students must be able to read music and play notes on a keyboard.

Keyboard Jazz Harmonies—MIDI

ECS
synthesizer
79.95

A tutorial, four drills, four quizzes, and a final quiz aid students in learning chord symbols, seventh chord recognition, and chord spelling. The computer plays a jazz tune in which the student must identify the chord changes and spell the chords using a musical keyboard. Requires a basic knowledge of harmonies and musical intervals.

Keyboard Kapers—MIDI

ECS
39.95

Keyboard Clues, *?Mystery? Notes*, and *Kwik Keys* can help students recognize notes visually and aurally. *?Mystery? Notes* and *Kwik Keys* have two levels of difficulty, and the high scores are stored in the hall of fame.

Keyboard Namegame—MIDI

ECS
synthesizer
39.95

Students can use this program with a synthesizer to improve their note-reading skills. A word with four to seven letters appears on the screen, and the student must play the corresponding notes on the keyboard. Scoring is based on the time it takes to play the notes.

Keyboard Note Drill—MIDI

ECS
39.95

Notes are randomly placed on a graphic representing the bass and treble staves, and students must play the correct notes on the keyboard. There are twenty notes in each lesson.

Keyboard Speed Reading—MIDI

ECS
79.95

Students try to improve their speed reading by playing notes on the keyboard as they appear on the screen. The user can adjust the completion time to increase the difficulty.

Listen! A Music Skills Program

ECS
39.95

Three lessons can help students determine intervals, basic chords, and seventh chords. The correct answer is displayed when an incorrect answer is given, and student scores are tabulated.

Maple

ECS
99.95

Music Applications Programming Language Extension, or *MAPLE*, is a utility to aid in programming sound and music notation, for recreation or instruction. A user's guide is included.

Microband

ECS
79.95

Band directors can use this two-part program to create and print out drills for marching bands. Drills can be stored or edited.

Music Composer QuizECS
39.95

This program is designed to help instructors quiz students on music composers. The program presents students with 20 questions randomly drawn from 100 questions entered by the instructor. Students have three chances to correctly answer the questions, and their scores are recorded at the end of the lesson.

Music Flash CardsECS
99.95

This three-disk set provides nine lessons on notes; rhythm values; rhythm values equivalents; major, minor, and modal scales; key signatures; intervals; and basic chords. The lessons are presented in a drill-and-practice format.

Music RoomECS
39.95

With this program, students can simulate tuning a piccolo, violin, trumpet, saxophone, cello, and tuba to a tuning pitch.

Music TerminologyECS
39.95

Five programs—glossary of terms, categories of terms, true/false test, multiple-choice test, and fill-in questions—help students learn music terminology. A summary of terms to review follows each program.

Musical StairsECS
39.95

Students of music can practice identifying intervals—from unison to octaves—on the bass and treble cleff.

The difficulty increases after every ten-item sequence. The program contains a hall of fame section and student scores.

Musical Stairs—MIDIECS
synthesizer
34.95

Music students can learn to recognize intervalic relationships with this program. Questions involving numeric intervals appear on the treble or bass cleff and are played by the computer; the user answers by playing the keyboard.

Note SpellerECS
39.95

Students can spell words by identifying the notes on either a bass or treble cleff. The words can be four to seven letters in length, and there are four levels of difficulty.

Patterns in PitchECS
99.95

Students create the pitch patterns in the treble or bass clef in part I of this three-disk package. In part II, the computer plays pitch patterns based on what the user selected. There are three levels—level I uses keys C, G, and F with up to eight notes in a series; level II also uses keys D, A, B-flat, and E-flat with up to 12 pitches; and level III allows the user to choose any major or minor key.

Patterns in RhythmECS
99.95

With this three-disk package, students can increase their rhythmic memory by creating simple and compound meters. A quiz section tests students on their recall skills. There are three levels of difficulty, and student records can be stored.

Saxophone Master*Mastery In Music*
39.95

The program offers an alternative to drill and practice with personalized exercises noted by the users choice of key signature, time signature, note type, and note range. Users can change tempos and play along with the guide with access to music facts and fingerings on the instrument for every note. The program can be used for sight reading and includes many exercises plus scales, thirds, and intervals in all major keys. Also included is a full color manual containing program instructions, basic music facts, and lessons.

Singing Master*Mastery In Music*
39.95

The program offers an alternative to drill and practice with personalized exercises noted by the users choice of key signature, time signature, note type, and note range. Users can change tempos and play along with the guide with access to music facts. The program can be used for sight reading and includes many exercises, plus scales, thirds, and intervals in all major keys. Also included is a full color manual containing program instructions, basic music facts, and lessons.

Super Challenger—MIDI

ECS
39.95

This program uses a 12-note chromatic, major, and minor scales to help students increase their tonal memory of a series of pitches. The program can be used with a MIDI interface for MIDI output.

Super Challenger

ECS
39.95

With this game, music students can learn to remember a series of pitches as played by the computer. The game is based on a 12-note chromatic scale and 8-note major and minor scales. The keyboard is displayed on the screen in color. Music can be played through a built-in speaker or an external amplifier.

Trumpet Master

Mastery In Music
39.95

The program offers an alternative to drill and practice with personalized exercises noted by the users choice of key signature, time signature, note type, and note range. Users can change tempos and play along with the guide with access to music facts and fingerings on the instrument for every note. The program can be used for sight reading and includes many exercises plus scales, thirds, and intervals in all major keys. Also included is a full-color manual containing program instructions, basic music facts, and lessons.

Tune-it II

ECS
39.95

Music students can use a graphic display of a stringed-instrument keyboard to match pitches. Two pitches are given by the computer, which the student hears, and the student practices tune them. Difficulty increases as the lesson progresses; and student scores can be maintained.

Attention Programmers!

Do you write programs?

We're always on the lookout for exciting new programs to purchase for publication in *COMPUTE!'s Gazette*.

Every month, we publish the most exciting selection of programs for the 64 and 128 available. If you have a game, application, utility, or other program, think about submitting it to *GAZETTE*.

If accepted, your program will reach the most enthusiastic Commodore market possible, and, best of all, you'll be paid for your work. We pay competitive rates for the programs we purchase.

Read *GAZETTE* to get an idea of the sorts of programs we publish. Put your

program in the best possible form, and save two copies of it to disk. Write an article describing the program, and include the article—typed, double-spaced—with your submission. Allow four to six weeks for response. If you want your material returned, be sure to enclose a self-addressed, stamped envelope with each submission.

Programs should be submitted to:
Submissions Reviewer
COMPUTE! Publications
P.O. Box 5406
Greensboro NC 27403
Good luck!

Home

There's a computer in the house.

Now that it's here, what do you do with it? Quite a bit, not just all the other applications included in this Buyer's Guide. The computer can be the best aid to household management you've ever had. Use your computer to keep track of your Christmas card mailing list, and then put your printer to work addressing the envelopes for you.

Every home needs a budget, and your computer gives you the perfect tool for mastering the intricacies of household finance. Balance your checkbook, prepare your taxes, set up a ledger, and do more.

What to do with that ever-expanding stack

of recipes clipped from the newspaper? Where did you hide your Grandmother's secret goulash recipe? Check the recipe filers included in this section. As a bonus, some of the programs include actual recipes, while others allow you to adjust your recipe for any number of people.

Health programs let you monitor your stress levels, set up a diet, and check your biorhythms. Use programs from the home applications section to brush up on your etiquette, set up neighborhood tennis tournaments, and map out your next road trip.

Once you've had a computer in the house for a while, you'll wonder how you ever got along without it.

HOME MANAGEMENT

Electronics AC/DC Circuit Analysis

Computer Heroes
29.95

This menu-driven program can calculate a numeric solution to electronic circuits with up to 40 nodes and 63 branches. The branches can have resistors, capacitors, inductors, current sources, voltage sources, or four types of controlled sources. Logarithmic or linear-step answers can be displayed in a graph. Available on disk or cassette.

Envelope Addresser

Free Spirit
9.95

This program lets users address one to a dozen envelopes without having to load the word processor or database.

File Master Data Base Manager

Midwest Software
35.00

Home, school, and business users can prepare and print mailing labels, letters, and reports with this database manager. Each record can hold up to 28 fields and 254 characters. More than one record can be updated at a time, and searches can cover more than one field. The report writer lets users type up to a 66-line page of text.

Homebase

ComputerEasy
19.95

Homebase is a management and information retrieval system that can be used to store information such as addresses, home inventory, recipes, and mailing labels. Up to 15 fields can be defined with up to 80 characters each. The program can store up to 500 records per file. Users can add, change, erase, and search any item in a file, and print mailing labels.

Kidsword

Kidsview Software
29.95

Kidsword is a large-character word processor designed for children and people who have trouble reading normal-sized characters on a computer screen. The program prints large and standard-size characters, and the character and background colors can be changed. The screen holds ten lines of large-character text and two status lines. Kidsword will print to Commodore and other printers.

Microlawyer Legal Forms

Progressive Peripherals & Software
59.95

Microlawyer is a collection of over 100 legal documents for personal and business use. The forms can be used along with a word processor to create a will, power of attorney, premarital contracts, leases, loans, and other legal papers. The forms are not designed to replace legal advice, and can be used by lawyers and lay people.

Swimming Pool Chemistry Database

Free Spirit
128 only
19.95

Pool owners can use this program to calculate the amount of chemicals needed for their pools and log all treatment and test records. Displays in 80-column mode and records can be printed out.

W.O.R.K. At Home

Britannica Software
59.95

W.O.R.K. (Write, Organize, Report, Calculate) At Home is the first software package released in the *DesignWare Plus* product line. The program is designed to help prepare everyday home projects. The package includes a tutorial disk, two user books, a user's guide, and the *W.O.R.K. Book* with illustrations and application examples. The program contains help screens, pull-down menus, and prompt lines.

HOME FINANCIAL MANAGEMENT

The Bottom Line

Midwest Software
35.00

With this ledger program, users can define up to 99 account titles for their budgets. A journal disk can hold up to 2000 entries, and 40 disks can be linked together. Home, school, or business users can credit or debit any account and track the flow of money by day, week, month, quarter, or year. Messages may be added to the bottom of the reports, and reports for individual accounts or the whole ledger can be printed.

Check Tracker

Chipmunk
24.95

This program helps home and small business users keep track of activity in their bank accounts—checks, deposits, savings, electronic transfers, and transactions through the automatic teller machines. The program can support double-entry records, justify the accounts at the end of the month, print hardcopies, and store each month's activity on disk.

File Manager

Aspen Glen Software
29.95

This program allows the addition of data to the beginning of existing Mutual Fund Prospector data files to provide a longer span of time for trend analysis. Price data can also be added randomly and then sorted by date. Another feature provides a spreadsheet-like printout of the data files for documentation.

Home Finance Manager

CASC
49.95
Cardinal Software

This home financial-management program can store over 200 transactions per month in 60 financial-management items. Data can be displayed in graph form or printed out in reports, such as the annual report.

J.K. Lasser's Your Income Tax

Simon and Schuster Software
printer recommended
49.95

This program is the 1987 revised edition the income-tax preparation program. Onscreen help is available and a manual is included. This program can help users determine which tax forms to use, and it then helps the users complete Form 1040 and 27 other

forms. Data entered on auxiliary forms is automatically transferred to Form 1040. Once the forms and schedules have been completed, the program computes the return and can print it directly onto the forms and schedules. An onscreen calculator can be called from the windows. The program can recalculate returns and make projections, showing users the possible effects certain investments and reporting opportunities will have on their returns.

Moving Average Explorer

Aspen Glen Software
39.95

Investors can conduct their own research to find the most advantageous number of weeks to use for the Moving Average calculations for the funds they follow on the Mutual Fund Prospector program.

Personal Accountant, The

Softsync Software
128 only
34.95

This program can be used as a double-entry bookkeeping system for small-business and personal use. It generates professional reports and includes amortization tables and a name-and-address book. The program was designed by a bank executive and allows entries in five categories of accounts: income, expense, deposit, loan, and equity. It is available for the Commodore 128 or 64.

Tax Advantage, The

Double Eagle Software
59.95

This program takes into account all new tax law changes for 1987. It helps users prepare Forms 1040, 2106, 2441, 4562, and 6251, and schedules A, B, C, D, E, F, and SE. All forms and schedules are printed in IRS-acceptable formats.

TAXAID

Taxaid Software
44.95

This income-tax preparation program was written by tax accountants and designed for home use. The latest edition includes all the current changes in the tax laws for the tax year 1987. TAXAID prepares IRS Form 1040, Schedules A, B, C, D, E, and Form 2441 (Child Care). The menu-driven program calculates automatically with all tax tables built in. An editing feature allows users to make changes and revisions at any time. The print-out is in IRS-approved format.

Tax Master

Master Software
disk drive
30.00

The 1987 version of *Tax Master* helps users complete Federal tax forms 1040 and 4562, and Schedules A, B, C, D, E, and F. The program uses tax tables and a built-in calculator to calculate taxes. Data can be transferred between forms, and then printed out in 80-column mode. This version incorporates the 1987 tax law changes.

Your Personal Financial Planner

Timeworks
49.95

Part of the *Sylvia Porter's Personal Finance Series*, this program provides onscreen instructions and an illustrated manual for home and individual financial planning. A financial plan is established by answering a series of questions on career, children, savings, and financial objectives. The electronic checkbook and checkwriting features can print checks, maintain balances for five checking accounts and ten credit cards, and perform monthly checkbook reconciliations. A budget can be created with up to 140 separate items. The program can also

monitor personal financial holdings, aid in tax preparation, and generate financial statements. A report writer can prepare and print a variety of reports, and data can be shown on-screen in graphics.

Your Personal Financial Planner

Timeworks
128 only
69.95

Part of the *Sylvia Porter's Personal Finance Series*, this program provides onscreen instructions and an illustrated manual for home and individual financial planning. A financial plan is established by answering a series of questions on career, children, savings, and financial objectives. The electronic checkbook and checkwriting features can print checks, maintain balances for five checking accounts and ten credit cards, and perform monthly checkbook reconciliations. A budget can be created with up to 140 separate items. The program can also monitor personal financial holdings, aid in tax preparation, and generate financial statements. A report writer can prepare and print a variety of reports, and data can be shown on-screen in graphics. The 128 version operates in 80-column mode.

RECIPE FILERS

America Cooks

Concept Development
14.95 ea.

Each cookbook disk in this series is a collection of 180 recipes selected by gourmards such as Bill Blass, Dinah Shore, and Joan Hemingway, from the files of 110 cooks. Titles cost \$14.95 each and include *American*, *French*, *Italian*, and *Mexican* cooking. Each disk can be used with the *Micro Kitchen Companion*.

Book-on-Disk

Concept Development
14.95 ea.

Each title in this series contains a variety of recipes to be used with the *Micro Kitchen Companion*. Titles include *Contemporary Cuisine* and *Spice Hunter*, *Southern Cooking* and *Calvert's Cedar Street*, *Chachie Dupuy's New Orleans Home Style Cooking*, *Cooking with Kids*, *Dining in Manhattan*, and *Dining in San Francisco*. The disks are sold separately.

Celebrity Cookbook, Vol. 1

Merrill, Ward & Associates
29.99

A collection of recipes from celebrities, this computer-based cookbook is designed to be operated by single-key strokes. It offers onscreen documentation, word wrap, find, and drawing keys to decorate the recipes. Recipes may be printed out. Volumes 2 to 6 are available for \$14.99.

Great Chefs of PBS, Vol. I, II, and III, The

Concept Development
24.95 ea.

This three-volume set contains all of the recipes from the PBS series, *The Great Chefs*, as well as cooking tips, information about each chef, and CBOOK, a menu-planning program. There are 825 entries with preparation directions and suggested wines for each dish. All three volumes can be purchased for \$65.

Micro Kitchen Companion

Concept Development
39.95

Cooks can use this program to compile their own books of recipes, using recipe disks or by adding original recipes to the database. The index system

can be used to help plan meals, and the program can resize recipes for up to 999 people. The program can print custom cookbooks and help organize grocery shopping lists. The package includes the program disk, *A Taste For All Seasons* recipe disk, and a coupon for a free cooking disk.

Micro Wine Companion

Concept Development
49.95

This program helps collectors manage their wine cellars and provides information on the many wines of the world. It contains 150 wine reviews, and new reviews can be printed. One data disk is included with the program, and other disks for the *World of Wines* series can be added.

Mr. Boston Official Micro Bartender's Guide

Concept Development
29.95

This program includes all the bartending recipes from the book of the same name. It can be used to index recipes for drinks, plan parties, and resize drinks for up to 999 people. A VIP drink reminder can be printed with guest's favorite drinks and pocket-size recipe books can be printed out. The deluxe edition contains 1000 recipes, and the abridged version contains 200 recipes and costs \$14.95.

Recipe Filer and Serving Converter

Microcraft
9.95

This program can file recipes plus adjust the amount of ingredients needed according to the number of servings desired. Modifications—such as adding ingredients or adjusting the cooking time—can be made and the recipe saved to disk or printed out. Most vol-

ume measurements, from a pinch to a gallon, can be converted. The cooking instructions sections holds about 500 characters per recipe. Menu driven.

Recipe Tracker

Chipmunk
19.95

This recipe-filing program helps the user enter his or her recipes and save them to disk. The program can also adjust the ingredients in the recipe according to the number of servings needed.

Recipes Supreme

Melcher Software
disk drive
34.95

Cooks can store their own recipes and list them out by title or category. The program can also adjust the ingredients for the number of servings required. Forty recipes are included.

World of Wines Collectors' Series

Concept Development
14.95 ea.

Each title in this series provides information and taste guides on particular wines. The disks can be used alone or with the *Micro Wine Companion*. Titles include *Award Winning Wines*, *Classic Companions*, *Great Vintage Years*, *Bordeaux*, *Germany*, *Australia*, *Chardonnay*, and *Champagnes*. Each disk is sold separately.

HEALTH PROGRAMS

Cardio Exercise Package

Bodylog
79.95

This program combines hardware and software that can transform home exercise equipment into a health and exercise system. Bodylink sensors are placed on various parts of the body to monitor vital statistics, while the user exercises to a specially designed video game. Workout statistics are displayed allowing the user to determine his or her maximum level of activity without overdoing it. The Cardio Exercise Package includes a pulse-rate sensor, sensor adapter cable, Ride For Your Life cartridge, and a manual.

Enhanced Stress Reduction Package

Bodylog
269.95

Bodylink sensors are placed on various parts of the body to monitor vital statistics while the user exercises to a video game. The statistics are displayed on the computer screen to help the user prevent overexercising. The Enhanced Stress Reduction Package includes the BODYLINK, Peace of Mind and Bodyscope software cartridges, biofeedback EMG sensor, head band, electrode strip, sample electrode adhesive patches and prep, biofeedback temperature sensor, audiocassette tape, and five manuals.

Fun Biorhythms

Free Spirit
9.95

Users can enter their birthday, the present date, and a certain number of days, and then print out their biorhythmic chart for those days.

Model Diet

Softsync Software
disk drive
29.95

The program uses current government standards and calculates the user's vitamin intake, analyzes the user's unique nutritional requirements, and programs a safe diet schedule.

Muscle Development Package

Bodylog
59.95

This program combines hardware and software to monitor vital statistics while the users exercises to a video game. Bodylink sensors are placed on various parts of the body and workout statistics are displayed so the user can determine his or her maximum level of activity without overdoing it. The Muscle Development Package includes a sensor adapter cable, an introductory software disk, and two manuals.

Stress Reduction Package

Bodylog
99.95

Hardware and software help users exercise without overdoing it. Sensors are placed on various parts of the body to monitor vital statistics while the user exercises to a video game. The Stress Reduction Package includes the biofeedback temperature sensor, sensor adapter cable, Peace of Mind software cartridge, audiocassette tape, and three manuals.

HOME APPLICATIONS

Astro*Talk

ComputerEasy
9.95

An astrology program for the Commodore 64.

Computer Diver's Log

PC Fuel Co.
37.95

Version 1.1 of the *Computer Diver's Log* allows the user to keep records of dives on a home computer. The user can search the log for only one particular activity such as photography or spearfishing, or search by dive location name. Checklists can also be created and stored on disks. A minimum of 132 dives can be logged on one single-sided/single-density floppy disk. Hardcopy printouts are personalized with name and address. Log files can be transmitted over phone lines via modem. The program is menu-driven and operates at a push of a key.

Eliza

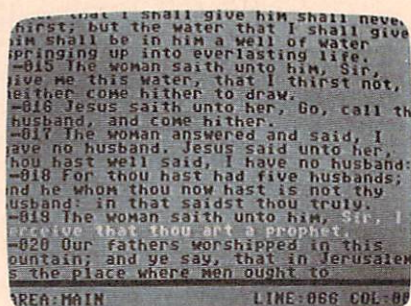
Artificial Intelligence Research Group
45.00

Eliza is a variation of the original psychoanalysis program designed by Dr. Joseph Weizenbaum of M.I.T. The user types in statements and the program responds with questions or comments, similar to the way a psychotherapist might respond to a patient. The source code is written in BASIC, and the program is available on disk or cassette tape.

Landmark 2.0: The Computer Reference Bible

P.A.V.Y. Software
164.95

Landmark contains the King James version of *The Bible* on 24 double-sided disks and a 3300-word con-



Users can create a personal Bible reference file with Landmark 2.0: The Computer Reference Bible.

dance on six double-sided disks. With this program, the user can search for words or phrases up to 24 characters in length and create a personal reference file. Notes can be added to the text files, and a file converter can convert the files to ASCII. Users can create their own *Bible* with outlines and reference notes and save it to disk or print it out. The program is written in machine language and accepts keyboard or joystick control. A user's manual, registration card, and 120-day guarantee are included. Version 1.1 contains only the 64/128 version.

Mind Prober

Human Edge Software
29.95

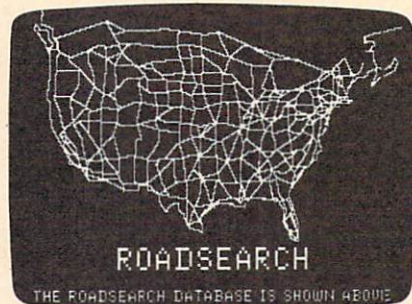
Artificial Intelligence Research Group

Mind Prober can make psychological assessments of people according to information supplied by the user. The program presents a list of about 60 adjectives with which the user either agrees or disagrees. *Mind Prober* can then develop seven reports concerning the subject—introduction, relationships, attitudes towards work, coping with stress, personal interests, attitudes towards sex (or school, if the subject is under 18 years of age), and what makes the subject tick.

New Testament Concordance

Midwest Software
49.50

Written in machine language, *New Testament Concordance* lets the user locate verse references, display the verses on the screen or printer, and sort the verses by chapter. Three data disks hold the King James Version of *The New Testament*.



Roadsearch helps users determine the shortest possible route.

Roadsearch

Columbia Software
34.95

A database of 406 cities or road intersections and about 70,000 miles of interstate and major highways, this program can be used to map driving routes throughout the U.S. and Canada. The program can determine the shortest possible route, or avoid toll and other roads. Printouts include

driving route, distance, travel time, and fuel usage. Fifteen-day money back guarantee included.

Roadsearch-Plus

Columbia Software
74.95

The *Plus* version contains all the features of the standard *Roadsearch* program; plus, it allows users to add their own databases of up to 50 towns and 100 road segments anywhere in North America.

RSVP

Blue Lion Software
29.95

Gameplay and simulations help users test their knowledge of etiquette and learn how to handle situations at work and abroad. In the game, the player chooses a career and starts out at the bottom of the career ladder. The player works his or her way up the ladder by learning the format for business letters, how to handle telephone calls, how to get along with co-workers, and how to participate in a formal dinner party. Players can also take a quiz on any category or country and test themselves on international manners.

SATCOMM-64

Strategic Marketing Resources
15.95

This satellite-tracking program allows amateur radio operators to track amateur radio-communications satellites. It enables operators to know when satellites are accessible and where to aim their antenna. Users who are not operators may use the program to track the current group of visible satellites. The program is compatible with a 1541 disk drive and a 1525-emulating printer.

Tennis Chart

Cormar Industries
34.95

Tennis players can use this program to plan strategy and practices, keep a record of game performance, or scout out opponents. The program records all strokes, directions, and spins.

Baseball Database, The

Jacobsen Software Designs
39.95

Twenty-five player and 23 pitcher statistics can be entered and stored with this program for maintaining baseball and softball statistics. The menu-driven program can calculate and store a variety of total and average scores, including strike outs, assists, triples, batting average, fielding average, wins, losses, hits, balks, win/loss records, and game totals. The data appears in a spreadsheet-like format and can be printed. The program can handle up to 30 players for 1 to 12 innings. Each team's records can be saved onto a separate data disk.

Printers/Peripherals

The computer itself is an element, albeit the central one, of a system that can grow as large as you desire. With the addition of storage devices such as disk drives; a mouse, joystick, keypad, light pen, or other input device; printers for hard copy output; and modems for telecommunications; your computer becomes a window on many worlds.

Printers are available that work with the Commodore 64 and 128 without requiring the purchase of a separate interface. These printers are either specifically designed to work directly with Commodore computers, or they have a built-in Commodore interface.

Because of the unique design of the 64 and 128 printer entry ports, most printers on the market cannot connect directly to Commodore computers. When the proper interface is connected between the printer and computer, however, virtually any printer can be used to print text and some graphics from your computer.

The chart included here lists information about Commodore-compatible printers that do not demand the purchase of a separate inter-

face. The chart also denotes whether or not the printer can produce Commodore graphics.

Modem information appears in a grid. From this grid you can find out the characteristics, capabilities, and prices of the leading modems that can be connected directly to the 64 or 128 or that require a separately purchased interface. Some of the modems include terminal software; some do not; and some, while compatible with Commodore computers, include software that can only be run on MS-DOS machines.

The disk drive section includes 5¼- and 3½-inch drives, as well as hard disks.

64s and 128s can accept input from standard joysticks, joysticks made to simulate airplane flight controls, light pens for drawing, a mouse for use with menu-driven software, and numeric keypads that can turn your computer into a ten-key calculator. Video digitizers and voice synthesizers are broadening the horizons of input devices.

Hardware manufacturers' addresses can be found at the end of each section.

PRINTERS/PERIPHERALS

PRINTERS

D 12/10

Blue Chip Electronics

Compatibility	Commodore Interface Included
Printer type	Daisywheel
Speed	12 cps
Pitch	10 cpi
Buffer	2K
Paper feed	Friction, Tractor Optional
Graphics Capability	No
Warranty	6 Months
Price	\$269.00
Comments	Comes with Fleetwriter III word processor.

D 20/10

Blue Chip Electronics

Compatibility	Built-In Commodore and Centronics Interfaces
Printer type	Daisywheel
Speed	20 cps
Pitch	10 cpi
Buffer	2K
Paper feed	Friction, Tractor Optional
Graphics Capability	No
Warranty	6 Months
Price	\$279.00
Comments	Comes with Fleetwriter III word processor.

M 120 NLQ

Blue Chip Electronics

Compatibility	Commodore Interface Included, Optional IBM Compatible Cable
Printer type	Dot Matrix
Speed	25-120 cps
Pitch	10 cpi
Buffer	2K
Paper feed	Friction and Tractor
Graphics Capability	Yes
Warranty	6 Months
Price	\$299.00
Comments	Comes with Fleetwriter III word processor.

HR-10/C

Brother International

Compatibility	Commodore Serial, Parallel
Printer type	Daisywheel
Speed	12 cps
Pitch	10-15 cpi
Buffer	2K
Paper feed	Friction and Tractor
Graphics Capability	No
Warranty	1 Year Parts, 90 Days Labor
Price	\$349.00
Comments	Optional keyboard converts printer into electric typewriter.

MPS 1250

Commodore Business Machines

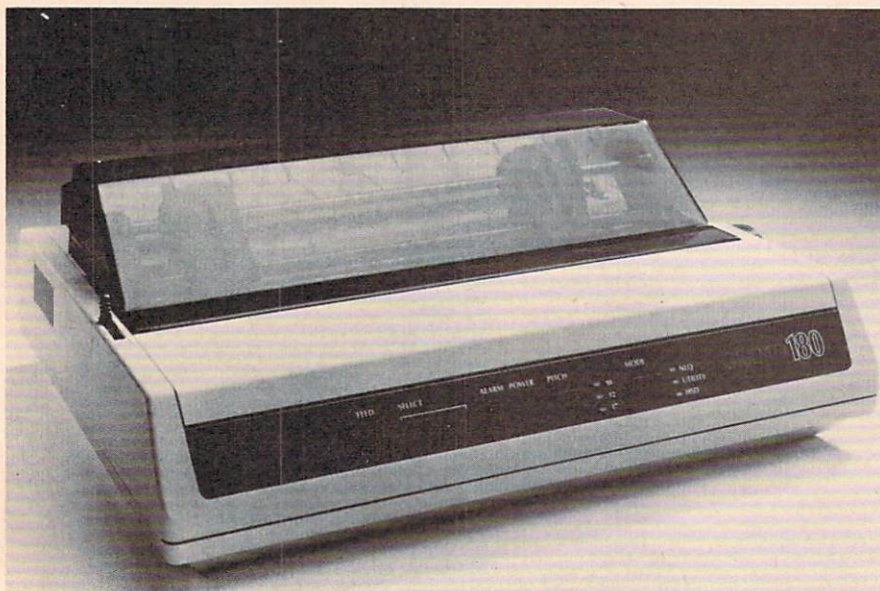
Compatibility	Commodore Serial, Centronics Parallel
Printer type	Dot Matrix
Speed	24-120 cps
Pitch	5-12 cpi
Buffer	Available
Paper feed	Friction and Tractor
Graphics Capability	Yes
Warranty	90 Days
Price	\$299.95

Okidata 180

Okidata

Compatibility	Commodore Serial, Centronics Parallel
Printer type	Dot Matrix
Speed	30-180 cps
Pitch	17 cpi
Buffer	2K
Paper feed	Friction and Pin, Tractor Optional
Graphics Capability	Yes
Warranty	1 Year
Price	\$329.00

PRINTERS/PERIPHERALS



Okidata 180

Okimate 20

Okidata

Compatibility	Serial, Parallel (Includes Commodore Interface)
Printer type	Thermal Transfer
Speed	40-80 cps
Pitch	17 cpi
Buffer	8K
Paper feed	Friction and Tractor
Graphics Capability	Yes
Warranty	90 Days
Price	\$268.00

SP-1000 VC

Seikosha America

Compatibility	Commodore Standard
Printer type	Dot Matrix
Speed	20-100 cps
Pitch	10-15 cpi
Buffer	1.5K
Paper feed	Friction and Tractor
Graphics Capability	Yes
Warranty	2 Years
Price	\$270.00
Comments	Includes line feed and margin setting.

1200 VC

Seikosha America

Compatibility	Commodore Standard
Printer type	Dot Matrix
Speed	25-120 cps
Pitch	10-15 cpi
Buffer	2.3K
Paper feed	Friction and Tractor
Graphics Capability	Yes
Warranty	2 Years
Price	\$299.00
Comments	Fonts chosen from front panel.

SP-180 VC

Seikosha America

Compatibility	Commodore Standard
Printer type	Dot Matrix
Speed	20-100 cps
Pitch	10-15 cpi
Buffer	1.5K
Paper feed	Friction and Tractor
Graphics Capability	Yes
Warranty	2 Years
Price	\$249.00

PRINTERS/PERIPHERALS

EXP 420

Silver Reed America

Compatibility	Built-In Commodore Interface
Printer type	Daisywheel
Speed	12 cps
Pitch	10-15 cpi
Buffer	1 Line
Paper feed	Friction; Tractor and Sheet Feed Optional
Graphics Capability	No
Warranty	90 Days
Price	\$299.00

NX-10C

Star Micronics

Compatibility	Commodore Serial
Printer type	Dot Matrix
Speed	30-120 cps
Pitch	5-17 cpi
Buffer	1 Line
Paper feed	Friction and Tractor
Graphics Capability	Yes
Warranty	1 Year
Price	\$349.00

Gemini II

Star Micronics

Compatibility	Commodore Standard
Printer type	Dot Matrix
Speed	30-120 cps
Pitch	5-17 cpi
Buffer	1 Line
Paper feed	Tractor
Graphics Capability	Yes
Warranty	1 Year
Price	\$329.00

NL-10C

Star Micronics

Compatibility	Requires Port Cartridge (Purchased Separately)
Printer type	Dot Matrix
Speed	30-120 cps
Pitch	5-17 cpi
Buffer	1 Line
Paper feed	Tractor and Friction
Graphics Capability	Yes
Warranty	1 Year
Price	\$319.00
Comments	Four different cartridges available; Commodore cartridge costs \$60

MANUFACTURERS NAMES AND ADDRESSES

Blue Chip Electronics
7505 W. Boston Ave.
Chandler, AZ 85226

Brother International Corporation
8 Corporate Place
Pittscaaway, NJ 08854

Commodore Business Machines
1200 Wilson Drive
West Chester, PA 19380

Okidata
532 Fellowship Road
Mt. Laurel, NJ 08054

Seikosha America
1111 Macarthur Blvd.
Mahwah, NJ 07430

Silver Reed America, Inc.
19600 S. Vermont Ave.
Torrance, CA 90502

Star Micronics
200 Park Ave., Suite 2310
Pan Am Bldg.
New York, NY 10166

A Buyer's Guide To Modems

Model	Manufacturer	Compatibility	Interface Required?	Baud Rate	Auto-Answer	Auto-Dial	Self-Test	Carrier Indicator	Power Supply	Cables/Connectors Included?	Terminal Software Included?	Warranty	Price	Comments
Expert 12e	Advanced Computer Technology	RS-232	yes	300/1200	yes	yes	yes	LED	battery	no	no	2 years	\$109	
Expert 24e	Advanced Computer Technology	RS-232	yes	300/1200/2400	yes	yes	yes	LED	battery	no	no	2 years	199	
Volkmodem 12	Anchor Automation, Inc.	64/128	no	300/1200	yes	yes	no	screen	external	no	no	5 years	199	
Volks 6420	Anchor Automation, Inc.	64/128	no	300	yes	yes	no	screen	host computer	yes	yes	5 years	99	AutoCom Software
Volks 6480	Anchor Automation, Inc.	64/128	no	300/1200	yes	yes	no	screen	host computer	yes	yes	5 years	199	AutoCom Software
Anchor 1200E	Anchor Automation, Inc.	RS-232	yes	300/1200	yes	yes	no	screen	external	no	no	5 years	189	
Anchor 2400E	Anchor Automation, Inc.	RS-232	yes	300/1200/2400	yes	yes	no	screen	external	no	no	5 years	239	
Mini Modem C	Aprotek	64/128	no	300/1200	yes	yes	no	LED	host computer	telephone cable	yes	1 year	125	Hayes compatible
Mini Modem H	Aprotek	RS-232	yes	300/1200	yes	yes	no	LED	AC	telephone cable	no	1 year	125	Hayes compatible
1660 Modem	Commodore Business Machines, Inc.	64/128	no	300	yes	yes	no		host computer	plugs into computer	yes	90 days	49.95	
1670 Modem	Commodore Business Machines, Inc.	64/128	no	300/1200	yes	yes	no		host computer	plugs into computer	yes	90 days	149.95	Hayes compatible
AV 2400	Everett/Charles Marketing	RS-232	yes	300/1200/2400	yes	yes	yes	LED	AC	no	no	2 years	290	
Avatex 1200HC	Everett/Charles Marketing	RS-232	yes	300/1200	yes	yes	yes	LED	AC	no	no	2 years	160	Hayes compatible
Evercom 24E	Everex Systems Inc.	RS-232	yes	300/1200/2400	yes	yes	yes	LED	AC	yes	MS-DOS	1 year	399	Speaker phones, sliding volume control
Smartmodem 300	Hayes Microcomputer Products	RS-232	yes	300	yes	yes	yes	LED	AC	no	no	2 years	199	
SmartLink 1200	Hololink Technology Corp.	RS-232	yes	300/1200	yes	yes	yes	LED	AC	AC adapter and telephone cord	MS-DOS	2 years	179	
SmartLink 2400	Hololink Technology Corp.	RS-232	yes	300/1200/2400	yes	yes	yes	LED	AC	AC adapter and telephone cord	MS-DOS	2 years	299	
Turbo 2400	Incomm	RS-232	yes	300/1200/2400	yes	yes	yes	LED	AC	no	no	5 years	325	MNP level 3 error correction
Clear Signal 212A	Inmac	RS-232	yes	300/1200	yes	yes	yes	LED	AC	some	no	1 year	289	Part No. 8019
Clear Signal 300 Baud Modem	Inmac	RS-232	yes	300	no	no	yes	LED	AC	some	no	1 year	99	Part No. 8127
Super Modem 1200	Mitsuba	RS-232	yes	300/1200	yes	yes	yes	LED	AC	no	no	1 year	150	Metal case
Super Modem 2400X	Mitsuba	RS-232	yes	300/1200/2400	yes	yes	yes	LED	AC	no	no	1 year	299	
J-Cat	Novation, Inc.	RS-232	yes	300	yes	yes	yes	LED	AC	yes	no	1 year	149	
1200XE	Novation, Inc.	RS-232	yes	300/1200	yes	yes	yes	LED	AC	yes	MS-DOS	2 years	299	
Parrot Modem	Novation, Inc.	RS-232	yes	300/1200	yes	yes	yes	LED	host computer	yes	no	2 years	135	
ProModem 1200	Prometheus Products, Inc.	RS-232	yes	300/1200	yes	yes	yes		AC	telephone cable	no	2 years	349	512K buffer

Model	Manufacturer	Compatibility	Interface Required?	Band Rate	Auto-Answer	Auto-Dial	Self-Test	Carrier Detection Indicator	Power Supply	Cables/Connectors Included?	Terminal Software Included?	Warranty	Price	Comments
ProModem 1200G	Prometheus Products, Inc.	64/128	no	300/1200	yes	yes	yes		AC	telephone cable	no	1 year	249	
ProModem 2400G	Prometheus Products, Inc.	64/128	no	300/1200/2400	yes	yes	yes		AC	telephone cable	no	1 year	349	
PC 212A/1200E	Qubié	RS-232	yes	300/1200	yes	yes	no	LED	AC	no	no	1 year	99	
PC 212A/2400E	Qubié	RS-232	yes	300/1200/2400	yes	yes	no	LED	AC	no	no	1 year	189	
Intec 1200c	Standard PC Industries	RS-232	no	300/1200	yes	yes	no	LED	AC	yes	yes	2 years	99.99	Modified port for use with 64/128
Intec 2400c	Standard PC Industries	RS-232	no	300/1200/2400	yes	yes	no	LED	AC	yes	yes	2 years	169.99	Modified port for use with 64/128
Supra Modem 2400CM	Supra Corporation	64/128	no	300/1200/2400	yes	yes	yes	LED	AC power adapter	yes	yes	1 year	219.95	Limited smart terminal software
Tm 110	Tandata Marketing, Inc.	VIC-20, 64/128	yes	300	no	yes	no	screen	AC	no	no	90 days	228	ROM cartridge includes color terminal emulator, cables, and software, and is sold separately
Worldport 1200	Touchbase System	RS-232	yes	300/1200	yes	yes	no	LED	battery	no	no	2 years	199	Portable
Worldport 2400	Touchbase System	RS-232	yes	300/1200/2400	yes	yes	no	LED	battery	no	MS-DOS	2 years	359	Portable
Sportster 1200	US Robotics, Inc.	RS-232	yes	300/1200	yes	yes	yes	LED	AC	telephone cable	no	2 years	149	
Sportster 2400	US Robotics, Inc.	RS-232	yes	300/1200/2400	yes	yes	yes	LED	AC	telephone cable	no	2 years	249	
UDS-103JLP	Universal Data Systems	RS-232	yes	300	yes	no	no	LED	telephone line	telephone cable	MS-DOS	1 year	165	
UDS-212ALP	Universal Data Systems	RS-232	yes	300/1200	yes	no	no	LED	telephone line	telephone cable	MS-DOS	1 year	195	
Ven-Tel 1200+	Ven-Tel Modems	RS-232	yes	300/1200	yes	yes	yes	screen	AC	no	no	5 years	349	

Modem Manufacturers and Distributors

Advanced Computer Technology, Worcester-Providence Turnpike, Sutton, MA 01527

Anchor Automation, Inc., 6913 Valjean Ave., Van Nuys, CA 91406

Aprotek, 1071-A Avenida Acaso, Camarillo, CA 93010

Commodore Business Machines, 1200 Wilson Dr., West Chester, PA 19380

Everett/Charles Marketing, 6101 Cherry Ave., Fontana, CA 92335

Everex Systems, Inc., 48431 Milmont Dr., Fremont, CA 94538

Hayes Microcomputer Products, P.O. Box 105203, Atlanta, GA 30348

Hololink Technology Corporation, 151 S. 9th Ave., Suite K, City of Industry, CA 91746

Incomm, Distributed by Everett/Charles Marketing Services, Inc., 6101 Cherry Ave., Fontana, CA 92335

Inmac, 470 Mercury Dr., Sunnyvale, CA 94086

Mitsuba, Distributed by Everett/Charles Marketing Services, Inc., 6101 Cherry Ave., Fontana, CA 92335

Novation, Inc., 21345 Lassen St., Chatsworth, CA 91311

Prometheus Products, Inc., 4545 Cushing Park Way, Fremont, CA 94538

Qubié, 507 Calle San Pablo, Camarillo, CA 93010

Standard PC Industries, 21751 West Nine Mile Rd., Suite 141, Southfield, MI

Supra Corporation, 1133 Commercial Way, Albany, OR 97321

Tandata Marketing Ltd., Albert Road North, Malvern, Worcs WR14 2TL, England. Distributed by U.S. Telecom Inc., 315 Greenwich St., New York, NY 10013

Touchbase Systems, 160 Laurel Ave., Northport, NY 11768

U.S. Robotics, 8100 N. McCormick Blvd., Skokie, IL 60076

Universal Data Systems, 5000 Bradford Dr., Huntsville, AL 35805

Ven-Tel Modems, 2121 Zanker Rd., San Jose, CA 95131

PRINTERS/PERIPHERALS

DISK DRIVES



Lt. Kernal from Xetec

1541C

5¼-inch floppy disk drive
Reads single-sided disks
90-day warranty
229.95
Commodore Business Machines

1571

5¼-inch floppy disk drive
Reads double-sided disks
90-day warranty
299.95
Commodore Business Machines

1581

3½-inch floppy disk drive
90-day warranty
249.95
Commodore Business Machines

Excelerator + Plus

1541-compatible floppy disk drive
one-year warranty
159.00
Surfside Components International (SCI)

Excel 2001

1571-compatible floppy disk drive
one-year warranty
209.00
Surfside Components International (SCI)

JCT-1000

5-megabyte hard disk drive
5-year warranty
595.00
JCT

JCT-1005

3.7-megabyte hard disk drive
5-year warranty
495.00
JCT

JCT-1010

10-megabyte hard disk drive
5-year warranty
695.00
JCT

Lt. Kernal

20-megabyte hard disk drive
one-year warranty
899.95 (64 version)
949.95 (128 version)
Xetec

MANUFACTURERS NAMES AND ADDRESSES

Commodore Business Machines
1200 Wilson Dr.
West Chester, PA 19380

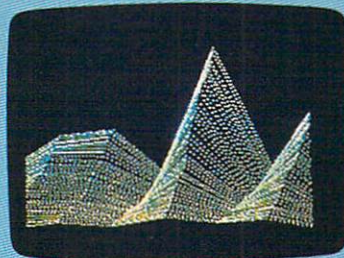
JCT
P.O. Box 286
Grants Pass, OR 97526

Surfside Components International (SCI)
P.O. Box 1836
Capitola, CA 95010

Xetec
2804 Arnold Rd.
Salina, KS 67401

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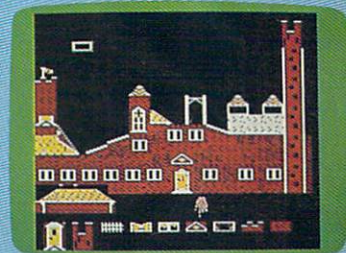
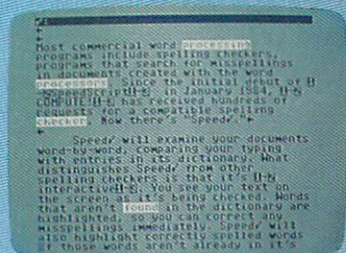
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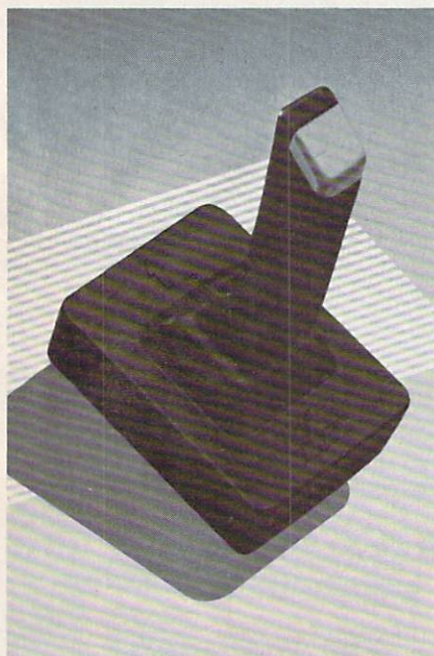
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INPUT DEVICES

JOYSTICKS

Ace 1-button. One fire button on top of a large control stick; eight-position control; product no. 820049. Kraft. 5.85.

Bat Handle. Six-leaf switch assembly; two fire buttons—one on the stick and one on the base; limited two-year warranty. WICO. 19.95–4.95.



Black Max

Black Max. Big grip-style handle with a stick-mounted fire button; heavy-duty, shielded cable for minimum screen interference; designed for hand-held or tabletop use. WICO. 9.95–11.95.



The Boss

The Boss. PC board with five built-in leaf switches; grip-style handle with thumb fire button; four non-skid rubber feet; five-foot cord; limited one-year warranty. WICO. 14.95.

Competition Pro Model 1000. Red fire bar on sloped base; fluted control stick; two-year warranty. Control Marketing. 4.95.

Competition Pro Model 300X. Two fire buttons on the base, one on top, and a trigger-finger button; grip-style handle; four suction cups on base; two-year warranty. Control Marketing. 12.95.

Competition Pro Model 5000. Two base-mounted fire buttons; ball-style control stick with steel shaft; microswitch control; two-year warranty. Control Marketing. 16.95.

Economy. One fire button on the base; eight-position control; 90-day limited warranty. Suncom. 5.99

Epyx 500XJ. Designed to fit into the palm of the hand; trigger-finger fire button; five microswitches mounted at the top of the base for quicker response; clicks in eight positions; guaranteed for 10 million uses. Epyx. 16.99.

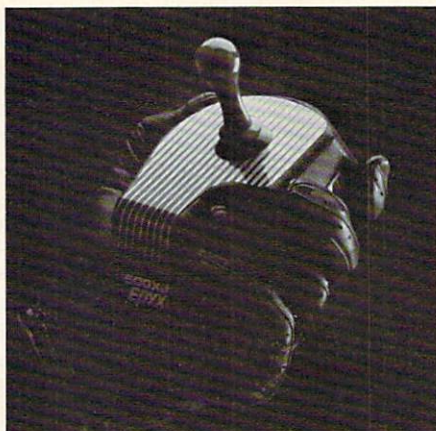
ICONtroller. Compact joystick that fits onto the side of the computer keyboard; one fire button and control stick; works with GEOS. Suncom. 19.99.

MazeMaster. Selector for four-way or eight-way operation; positive stick mechanism; rapid-fire button; eight-foot cable; product no. 820013. Kraft. 9.95.

MazeMaster Switch-Hitter. Two flat fire buttons; positive stick mechanism; eight-foot cable; either four- or eight-way stick motion; product no. 820014. Kraft. 11.95.



Economy



Epyx 500X

MicroFlyte ATC. Open-gimbal, pot-type joystick for use with Flight Simulator II; the main stick and four other switches control throttle, brakes, guns (WWI mode), flaps, elevators, and aileron and rudder; includes software driver program. Microcube. 59.95.

MicroMaster. Four fire buttons; grip-style handle; built-in microswitch and precision control; 90-day warranty. Camerica. 24.99.

QuickShot I. Top- and base-mounted fire buttons; contour grip; suction cups to secure it to the tabletop. Spectravideo. 5.95.

QuickShot II. Trigger finger and top fire buttons; contour grip; autofire capability; securing suction cups. Spectravideo. 7.95.

QuickShot IV. Top- and base-mounted fire buttons; three interchangeable grips—contour, ball, and standard; suction cups on the base. Spectravideo. 13.95.

QuickShot Turbo. Trigger finger and top fire buttons; contour grip; microswitch control; autofire capability; suction cups on the base. Spectravideo. 16.95.

Red Ball. Red ball grip that moves to eight positions; six leaf-type molded switches; two fire buttons activated by a base-mounted slide switch; four rubber grip pads on the bottom. One-year warranty; WICO. 19.95–24.95.

Slik Stik. Base-mounted fire button; red-ball control stick with eight-position control; 90-day limited warranty. Suncom. 7.99.



Slik Stik



ICONTroller

Star Fighter. Eight-position control; fire button on the base; two-year warranty. Suncom. 11.49.

Star Master. Grip-style handle; eight-position control; fire button on the base and one on the handle. Product no. 820101. Kraft. 6.95.

Super Three-Way. Gate-lock control to adjust from four to eight positions; three interchangeable handles—red ball, grip, and bathandle; 16 different playing options; two fire buttons; one-year limited warranty. WICO. 29.95.

Tac2. Two base-mounted fire buttons; ball-type stick with eight-position control; two-year warranty. Suncom. 13.99.

Tac3. Pistol-grip stick; two fire buttons on the base and one on the handle; two-year warranty. Suncom. 15.99.

Tac5. Three fire buttons—two on the base and one on the handle; eight-position microswitch control; limited lifetime warranty. Suncom. 19.99.

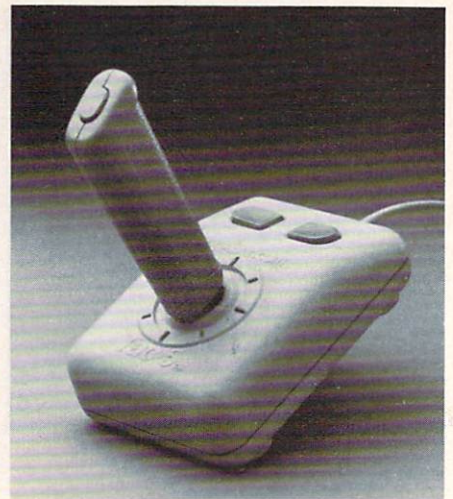
PRINTERS/PERIPHERALS



Tac2



Tac3



Tac5

Terminator. Arcade-style, steel-shaft handle; two fire buttons; five-foot cord; 90-day warranty. Camerica. 19.99.

Turbo Charge. Four fire buttons—two on the stick and two on the base; grip-style handle; eight-position control; 90-day warranty. Camerica. 14.99.

two touch-surface buttons for drawing; includes documentation and demo disks; can be used with Flexidraw 5.5. Inkwell. 59.95.

NUMERIC KEYPADS

NKP. Fourteen-key pad with 0-9, +, -, ., and return keys. Computer Place. 49.95.

NKP Plus. Eighteen-key pad with all the NKP pads plus *, /, ', and ? keys. Computer Place. 59.95.

NKP Deluxe. Twenty-two-key pad with all the keys of the NKP Plus and the four cursor keys. Computer Place. 69.95.

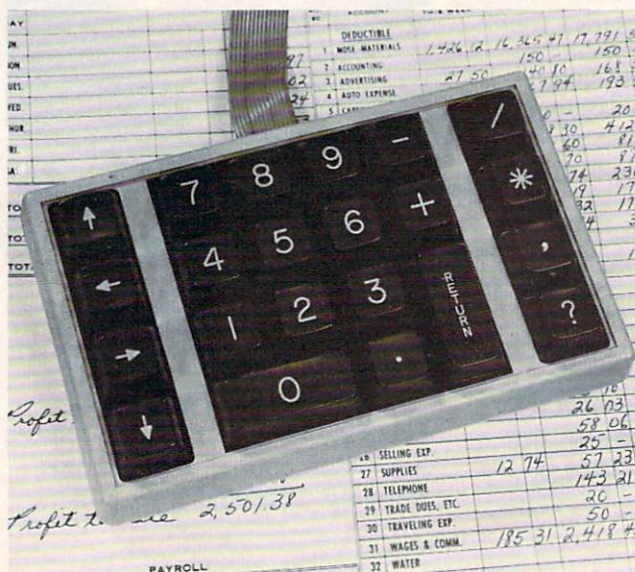
MOUSE

Commodore 1351 Mouse. Two modes of operation: joystick and mouse; for use with newer software such as GEOS. Commodore. 49.95.

LIGHT PENS

170C. Uses nose-tip pressed against the screen to draw; enhanced electronic technology; documentation and demo disks included; can be used with Flexidraw 5.5. Inkwell. 99.

184C. Trilobular (triangular) shape so that point of triangle rests in user's hand; very light weight; uses



NKP Deluxe

PRINTERS/PERIPHERALS

OTHER

Animation Station. Computer design pad and graphics program; move stylus across the pad to draw on the screen; predrawn pictures included; works with Koala Pad software; one-year warranty. Suncom. 89.95.

ComputerEyes. A slow-scan video digitizer that plugs into the user port and a standard video source such as a video tape recorder; video images can be printed to screen or printer; software, hardware, and documentation are included; one-year warranty. Digital Vision. 129.95.

Covox Voice Master Junior.

Speech digitizer and voice recognition device that plugs into the joystick port; built-in microphone; music, speech, and sounds can be saved to disk; up to 32 words can be used at one time. Covox. 39.95.

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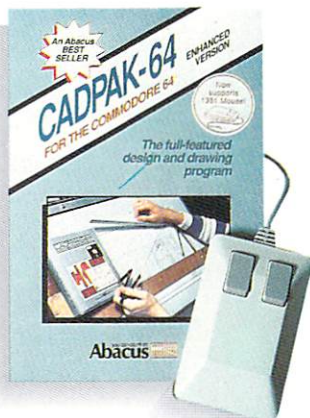
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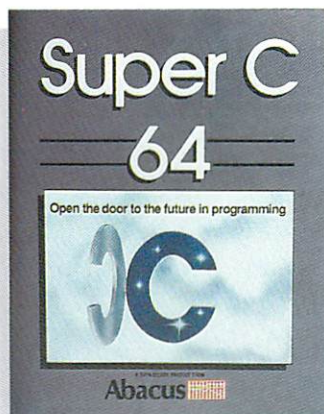
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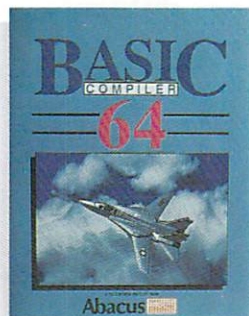
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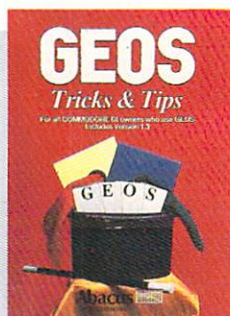
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