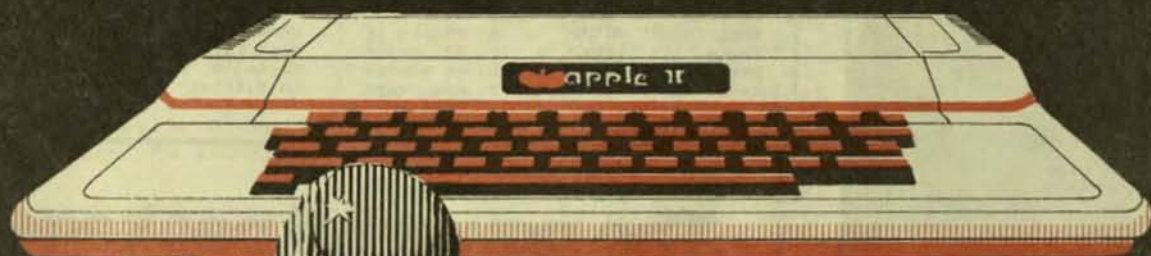


PURSER'S APPLE MAGAZINE



\$1

Staff: Robert Purser, Leslie Ann Miller, Mary Fletcher, Mary Ann Dobson, Karen Cassell, Linda Bellharz, Christine Latter, Maija Kirjola Jackson, and Michael Wilson.

We wrote this issue especially for your Aunt Mildred, who has always said that she does not understand computers. With this new format, we are trying to project to our readers more of a feeling for the program. I hope you like it!



Leslie Ann Miller
(Editor)

THE TARTURIAN continued from page 16

Cautiously, I look around and realize I am in the Warlock's Realm, with paths taking off in all directions (picture 3). I follow the western path until it comes to a split. I change into a cleric and listen (picture 4). Suddenly I recognize the sounds as coming from the dead.

I head west, the path narrowing with a sheer drop off to the right (picture 5). As I continue on, I come to a room that has nothing in it but a pentagon (picture 6).

Curious, I change into a wizard and cast a spell on the pentagon. It opens to a hole in the floor with a path leading down. I slowly make my way down. When I reach the bottom, the first thing I see is the gold of the Ancient One (picture 7). The only way out is to jump, so I have to change myself into an elf.

I continue on, moving south. It is so quiet! The only living thing I see is a Quadis, but they only eat strongmen (picture 8). The strange quiet does not last for long as my party is ambushed. Slave Traders! They take most of my men (picture 9) and leave me too weak to continue my journey (picture 10). This will be my final resting place.

CLASSIC ADVENTURE continued from page 11

My exploration of the cave comes to an abrupt halt when a large fissure opens up before me. The mist is thick and I cannot see any possible way around it (picture 7). I step back, take a deep breath, and make a running jump for it. I know as soon as I jump that I will not make it.

Everything goes black. Then I come to in a cloud of orange smoke, coughing and gagging. As the smoke clears, I recognize my surroundings. I am back in the building where my adventure began (picture 8). The treasure still lies hidden somewhere in the depths of the mountain, waiting for the day when someone will be skillful and lucky enough to discover it.

Classic Adventure is not a program you can simply play and then push aside in a couple of hours. It takes a lot of brain power and a good adventurer always takes notes. One or two word

commands tells the computer which direction you wish to take. If you are stuck and can find no way out, print "HELP". If you forget some of the instructions, the command "INFO" will put you back in perspective. It takes place in an actual cave in Flint Ridge, called the Colossal Cave. You may find yourself lost in the forest, trying to find the entrance to the cave or falling into a dark pit or dying from the bite of a deadly green snake. You must conquer all these obstacles and more to achieve your goal. It may take you days, weeks, or even months to achieve the ultimate goal—the "Adventure Grandmaster" rating. This program is most popular with people over the age of 12.

(Note: reference is often made in this issue to Softalk Magazine. Their address is 11021 Magnolia Blvd., North Hollywood, CA 91601.)

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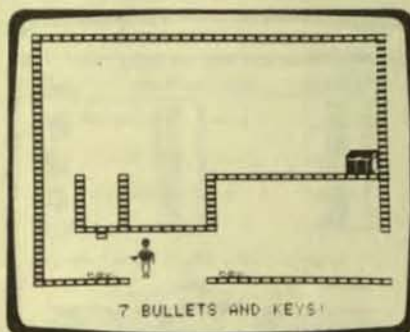
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BALTIMORE, MD 21201
(301) 659-7212

Call or write for information and the name of your nearest MUSE dealer

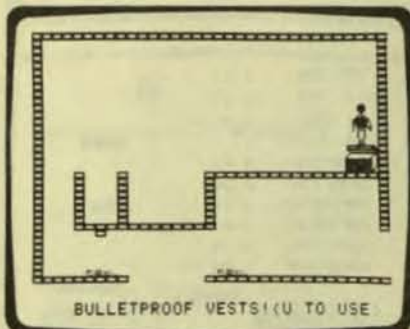


CASTLE WOLFENSTEIN Apple II 48K disk

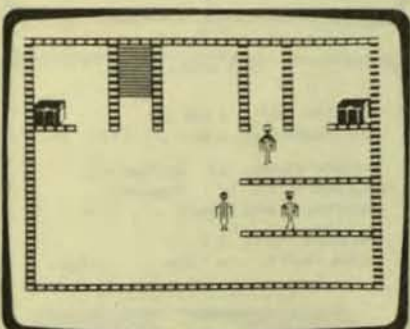
from: Muse Software
347 N. Charles Street
Baltimore, MD 21201



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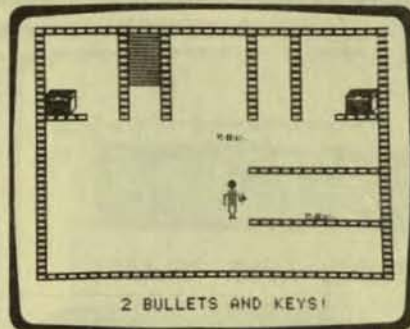
I put the program into my Apple computer and instantly the time is World War II. The setting is an abandoned castle now occupied by the Nazis. I have been captured and am being held prisoner in the dungeons of Castle Wolfenstein. A dying cellmate produces a Mauser M-98 pistol, fully loaded with ten bullets, and gives it to me. I now realize my mission is to find the secret Nazi war plans hidden somewhere in the depths of the castle and escape with my life.

As I cautiously enter the first room I look to the left, then to the right. There are two guards both marching away from me. Before they can turn around, I shoot them in the back (picture 1). The two blobs lying on the floor in the picture are the dead guards. I search the guards and find seven bullets and a set of keys. A quick search of the room reveals a chest leaning against the wall. Working as fast as possible, I pry the chest open. Inside are bulletproof vests (picture 2). I have to leave the room quickly before someone discovers the dead guards.

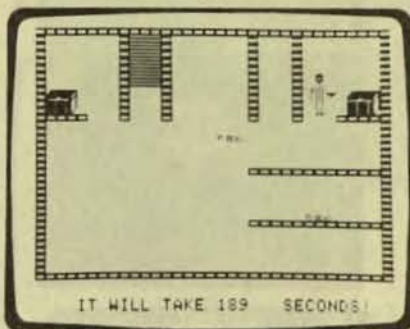
Silently, I enter the next room, surprising two more guards (picture 3). I kill them both immediately, and after searching them, I find both keys and bullets (picture 4). Two chests occupy either corner of the room. As I work to get the first one open, the seconds are ticking away (picture 5). Inside the chest are grenades (picture 6). I open the next chest as quickly as possible and find ten bullets (picture 7).

I turn and go up the stairs, glancing over my shoulder to make sure no one is following me. When I reach the top of the stairs, I am spotted. I know they have me (picture 8). Now I have to start over, but I have learned enough that I might make it the next time or I might even decide to change the whole map of the castle and play with new situations. Once I make it out of the castle, I will get promoted to a new rank. The higher in ranking I become, the harder the game is.

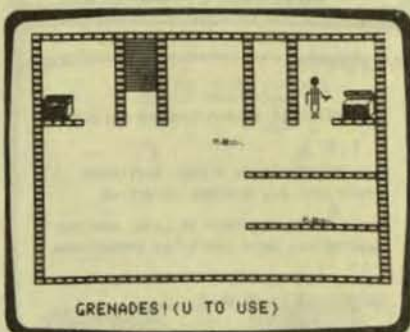
Castle Wolfenstein is a game for the person with a fast-action mind. All the movements of the game can be played right on the keyboard. Paddles are not necessary. It is programmed for Muse Software by Silas Warner, who is already famous for his games, Robot Wars and ABM. Castle Wolfenstein is already high on the Top 30 Chart in Softalk Magazine.



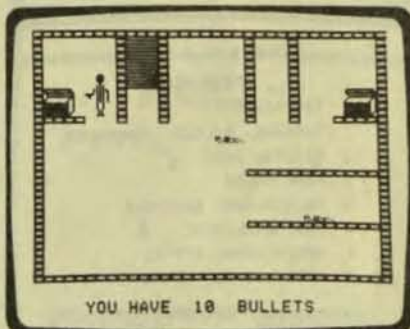
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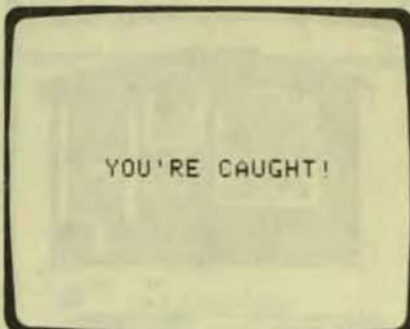
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from: Muse Software
347 N. Charles Street
Baltimore, MD 21201

I put the program disk into my Apple computer and instantly I am inside the nuclear power plant, Three Mile Island. It is December 30, 1978 and in a few seconds the plant is up and running.

Cautiously, I look around. A ticking sound counts the minutes as they go by. Everything has been speeded up so that a minute flies by in only one second. Occasionally three bells ring. I wonder what that means?

I push the buttons "0" through "6" on my Apple's keyboard to see an overview of the power plant. The minutes keep ticking away and occasionally I hear a bell or two. If I push the button "A", I turn on the pump marked "A". If I push "A" again, I turn the pump off. The ticking continues, but I occasionally hear more bells. I wonder what it means?

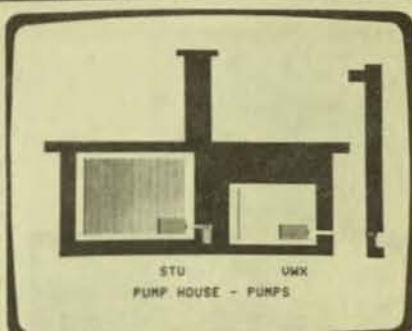
Perhaps this is a good time to read the 35-page manual which comes with the program. It says that I have about 22 valves, 24 pumps, 17 control rods, 4 turbines, and 3 filters to control. I must meet the electrical demand while keeping the operating cost low. This might be more difficult than I thought.

When I bought the program, I thought it was just a game. Now that I am looking at it running on my Apple computer, it looks more like a complete simulation of a nuclear power plant. Well, if that's the case, I think I will try turning on a pump here and a valve here. My word! Tanks are beginning to empty and the temperature is rising. The time is still ticking away but the bells seem to be getting louder. Ooops! That time I heard 15 bells. I wonder what that means?

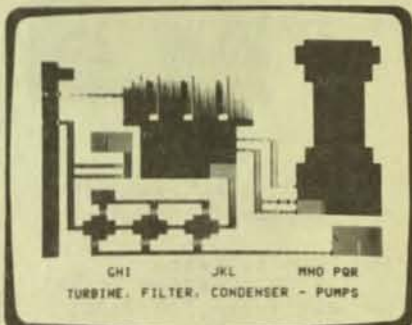
Should I turn on more turbines or should I back-flush the filters? Why does it say that there is a brownout? Is it time to do maintenance on some of the pumps? I think I had better read that manual very quickly. The temperature is still rising.

The bells are ringing almost constantly. Now I know what those bells are. They are warning bells. I am in deep trouble. HELP!

I calmly reach over and restart the THREE MILE ISLAND program. You must always be calm when you operate your own nuclear power plant.



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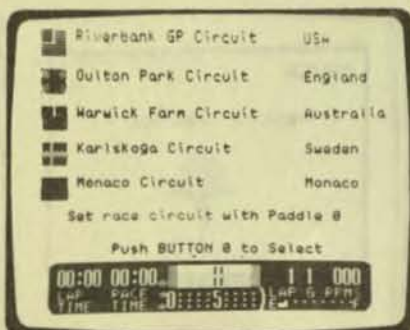
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MAINTENANCE SCHEDULE FOR PUMPS			
PU/STATUS	TIME	PU/STATUS	TIME
A OFF		M OFF	
B OFF		N OFF	
C OFF		O OFF	
D OFF		P OFF	
E OFF		Q OFF	
F OFF		R OFF	
G OFF		S OFF	
H OFF		T OFF	
I OFF		U OFF	
J OFF		V OFF	
K OFF		W OFF	
L OFF		X OFF	
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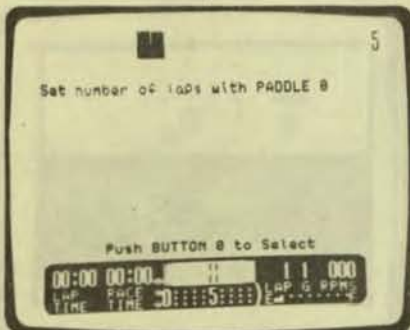


INTERNATIONAL GRAND PRIZ Apple II 48K disk

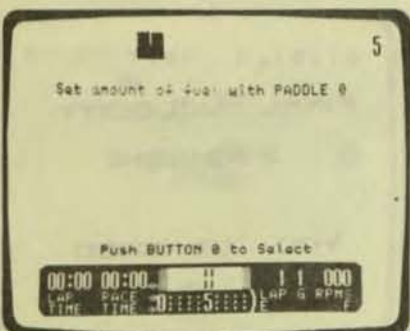
from: Riverbank Software
PO Box 128
Denton, MD 21629



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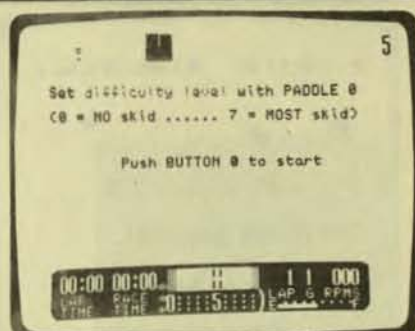
I put the program disk into my Apple and instantly I am in a race car, ready to try my skill as a driver. The five courses shown in picture 1 are actual models of the more popular race courses of the world. Picture 2 asks me the number of laps I wish to run (from one to five laps, depending on how lucky I feel).

How much gas can I safely carry without the weight slowing me down? It's my decision, as shown in picture 3. Picture 4 lets me decide the difficulty of the course: zero to seven, no skids to hair-raising skids.

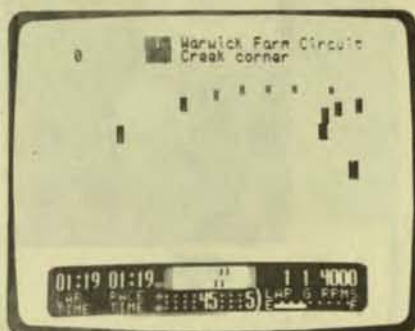
Look out for the death-defying Creek Corner in picture 5 on the well-known course at Warwick Farm. Here comes one of the deadly hairpin turns, picture 6, at Karlskoga. Drive the tough Monaco course with it's right angle turns and tight hairpins, pictured in 7. If I have the skill to survive this course and cross the finish line as in picture 8, I might be the new winner.

This program is a race course simulation using actual race tracks that have been mapped out to the last detail. A lot of high-speed action and quick reflexes are needed in this game or you may end up in the ditch. Both paddles and the keyboard are required to play this game. The author, Richard Orban, who programmed this game for Riverbank Software, is also the author of the well-known program, Three Mile Island. Anyone over 10 should enjoy this game tremendously.

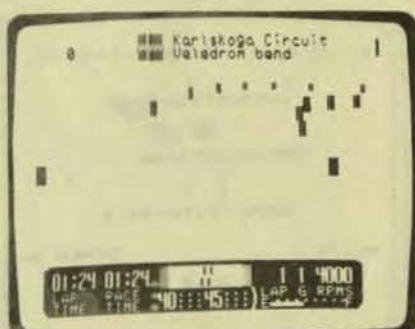
This program is unique in it's own way. You are in the driver's seat. You must plan how much fuel you will need without weighing yourself down. Do you want manual or automatic transmission? The formula car you will be driving can travel in speeds up to 198 MPH. A "Christmas Tree" controlled start will send you on your way. You will encounter hairpin turns, narrow corners, obstacles, spinouts, controlled skids, and spectacular crashes. A full instrument control panel will be in front of you, complete with lap timer, gear and RPM indicators, moving speed, race timer, edge indicators, and fuel gauge.



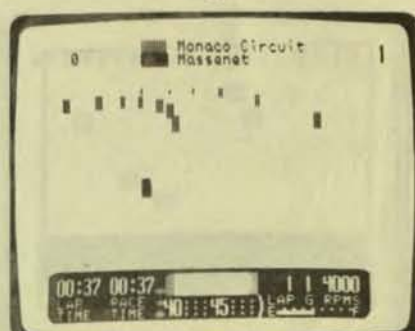
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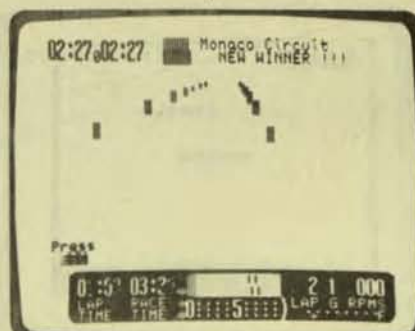
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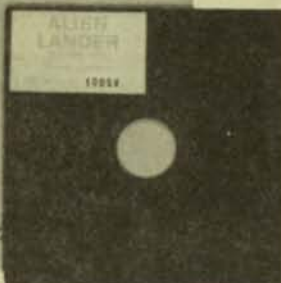


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**OWNER'S MANUAL
FOR
ALIEN LANDER.**



ALIEN LANDER
Apple II 48K disk

from: Sierra Software
536 E. Sahara Avenue
Las Vegas, NV 89104

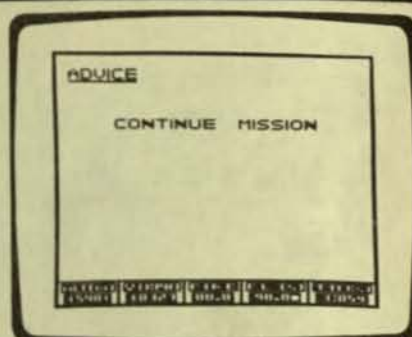
I put the program disk into my Apple computer and instantly I am the captain of a lunar lander module. I will attempt to make a safe landing on the alien planet below. To attempt such a dangerous feat, the conditions of the planet must be chosen with care (picture 1). Now we can begin the nerve-wracking descent to the planet surface below (picture 2).

The onboard computer tells me that the ship is doing fine and to continue the mission (pictures 3 and 4). Our velocity is picking up.

RED ALERT! We are overheating (picture 5) and if I don't do something fast, we will burn up! The ship's computer advice mode is advising me to reduce our velocity (picture 6). There! We are back on our mission. As the planet surface grows larger (picture 7), I realize we are approaching it too quickly. I must reduce the velocity again or we will crash.

Flashing monitors tell me there isn't enough fuel to slow the ship's headlong descent to the planet surface. We aren't going to make it (picture 8).

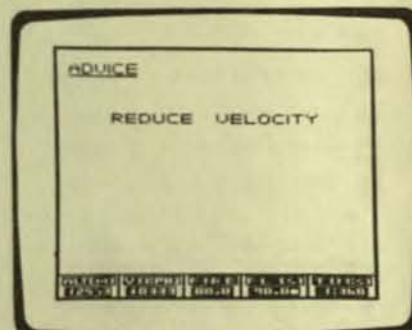
Whoever said that landing on the moon was easy? With this program, you now have the opportunity to try it yourself. This time you are in the control seat, you are the captain. Your mission is to land this spaceship safely on an alien planet. Choose your own conditions for the planet: gravity, thrust, and atmosphere. A digital instrument panel will keep you informed on velocity, altitude, time, amount of fuel, and how much fuel you have fired to slow down your rate of descent.



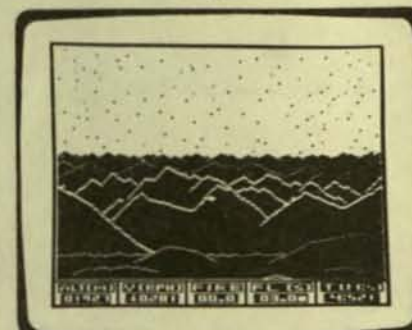
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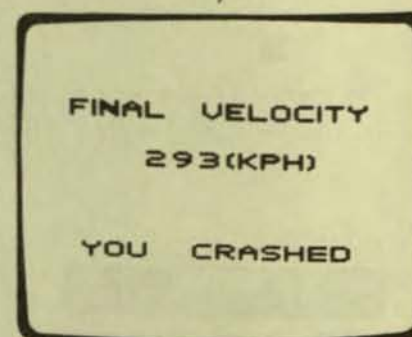
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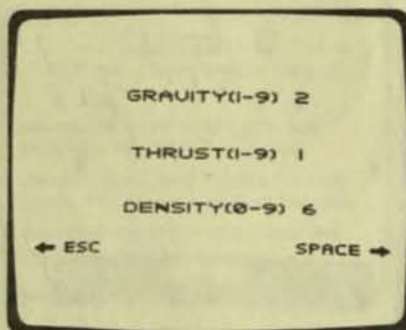
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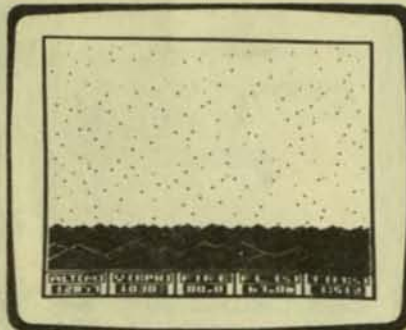
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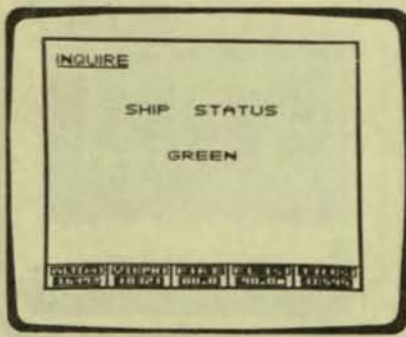
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By Trade - A Product of Sirius Software, Inc.

SPACE EGGS
Apple II 48K disk

from: Sirius Software, Inc.
10364 Rockingham Drive
Sacramento, CA 95827

Space Eggs is a fully illustrated "Shoot-em-up" game with a lot of fast action. It is so self-explanatory that it does not need instructions. You must have paddles to play this program for directing your ship and firing at the aliens. Space Eggs would probably interest most people over the age of 10.

How many of you enjoy a little action in your games? Space Eggs has a lot of action. Imagine yourself in a little three-tiered fighter going into battle against the aliens (picture 1). You have three chances to destroy them before they destroy you.

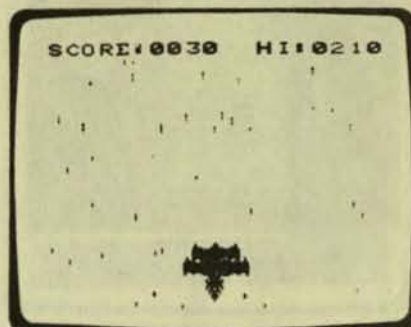
The first shot is good, but out of the destroyed alien egg comes a creature bent on eating you (picture 2). You must hit him a second time before he gobbles you up. This will give you the added bonus of 15 points (picture 3).

If he succeeds in eliminating you (picture 4), send up your second stage (picture 5). The second stage has the added advantage of firing two shots at once, instead of one (picture 6).

They seem to have you surrounded so you must keep firing until one of you is defeated (picture 7). If luck is not with you (picture 8), you still have the third and final stage. This also fires two shots. Will the alien space eggs succeed in destroying you, or will you live to fight another fight?



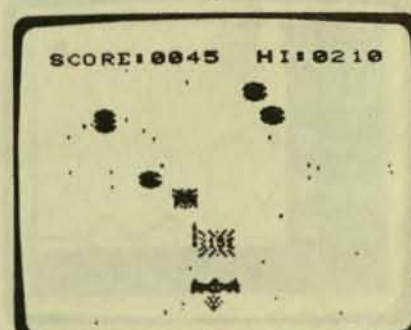
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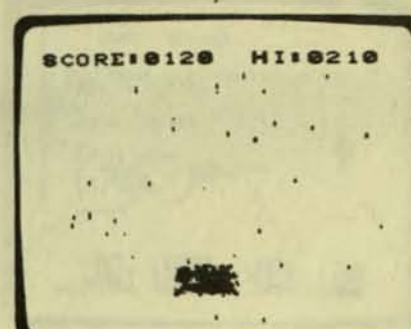
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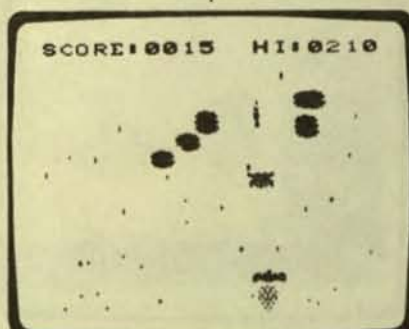
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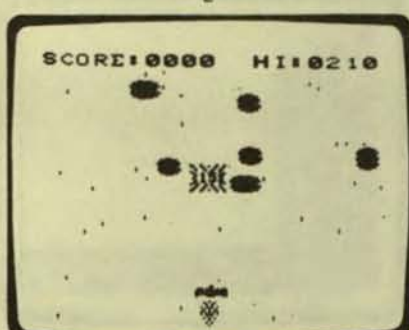
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TRANQUILITY BASE

Apple II 32K disk

from: Stoneware
1930 Fourth Street
San Rafael, CA 94901

I put the program into my Apple computer and instantly I am the captain of a lunar lander (picture 1). My mission is to land this lunar lander as many times as I can without crashing it.

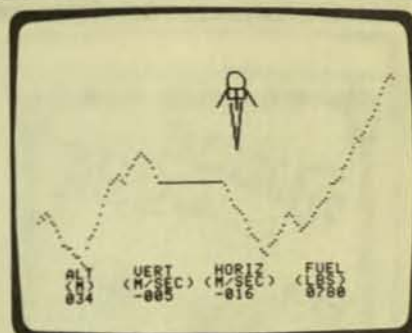
I am coming down to the planet surface (picture 2). The lander is coming down too fast so I fire my retro rockets to control my descent (picture 3).

The picture zooms in so I can get a clear idea of my landing area (picture 4). By using the "1" and "2" keys, I can control my angle coming down.

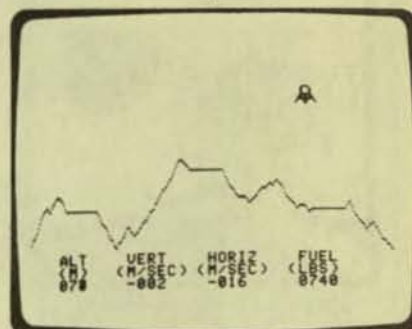
The terrain is so rough that landing is going to be touch-and-go (picture 5). Again I fire my retros in an attempt to slow down my speed (picture 6).

The retros were fired too late! The lander hit the surface at a tremendous speed and smashed up (picture 7). Bits of debris and the lander went careening off into space (picture 8).

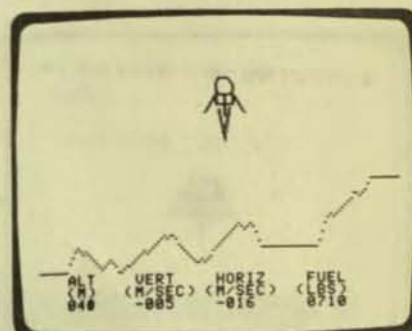
Tranquility Base is the type of game that is fun to play but it also takes a certain amount of practice to be good at it. You must use both the computer keyboard and the paddles to maneuver the ship and to fire the retros.



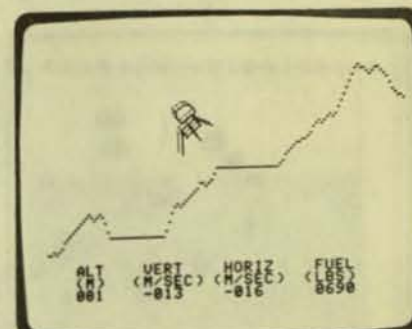
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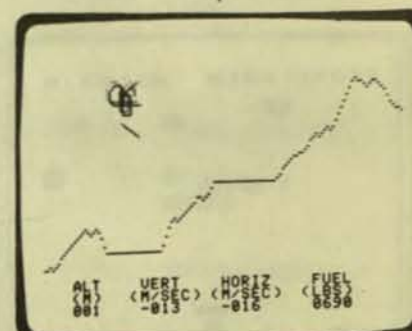
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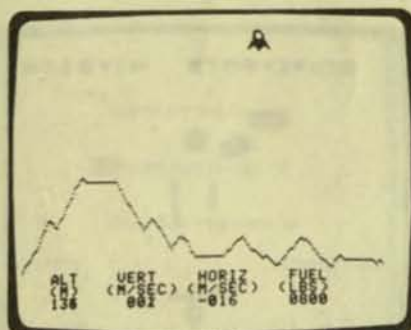
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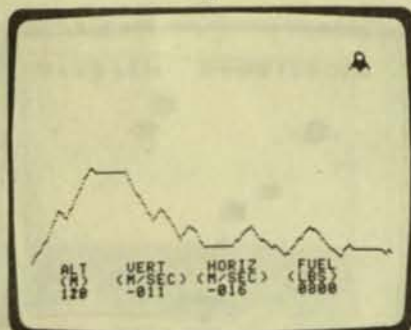
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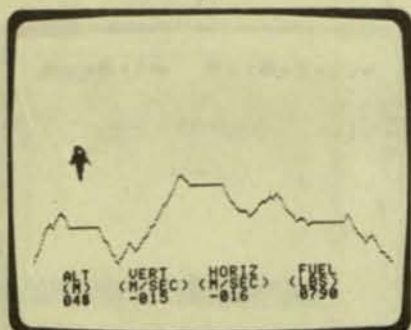
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ROBOT WARS Apple II 48K disk

from: Muse Software
347 North Charles Street
Baltimore, MD 21201

I put the program disk into my Apple computer and instantly I am the designer of robots. These are not just any robot but robots that I can program and match against each other in battle.

At first I am very confused. I see a menu with a large number of items to choose from (picture 1). Perhaps I should read the extensive manual which comes with the program before I start. But before I get past the first page, a whirring sound comes from the computer and a battle field appears (picture 2). The Robot Wars program has sensed my confusion and is showing me an actual game. In a moment, the contest begins.

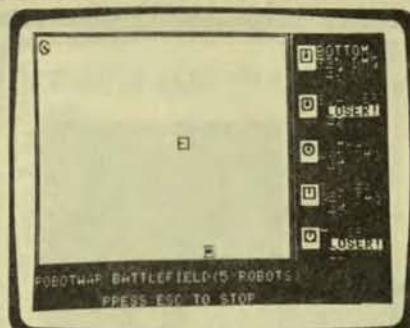
Five robots are moving around the field. I can see their names to the right of the field. From all the sound that is coming from my Apple, I realize that these robots must have some sort of propulsion system, radar, and cannon.

The fighting is fierce (picture 3). Damage reports are coming in (picture 4). One of the robots has been destroyed (picture 5) and soon another is gone (picture 6). Finally, only one robot is left (picture 7). The computer program updates the score for the winning robot.

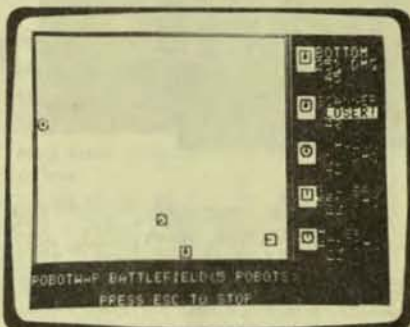
Well, this is interesting! What else can I do?

After spending an hour reading the manual, I realize that I can write programs to control each robot in a simple computer language invented especially for Robot Wars by Silas Warner. A friend of mine, who is a computer programmer, took a look at the programs for one of the robots (picture 8) and told me that it looked very much like the computer language called BASIC. He also said that if I learned to write programs for ROBOT WARS, I would have no trouble learning to write programs in BASIC.

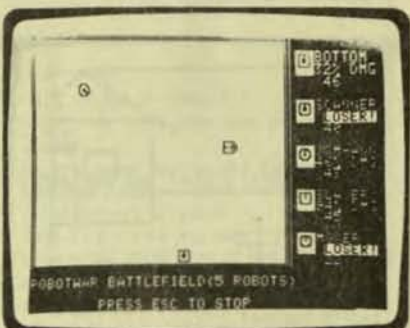
I have always wanted to learn computer programming and now I can learn while I am having fun.



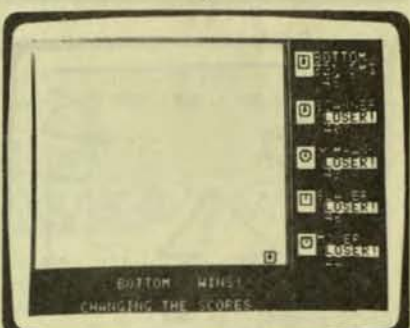
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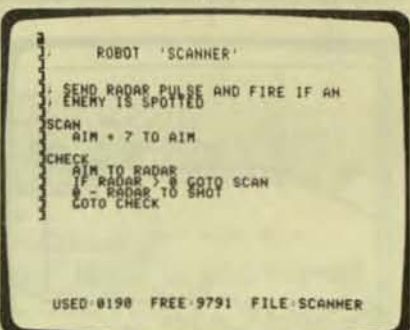
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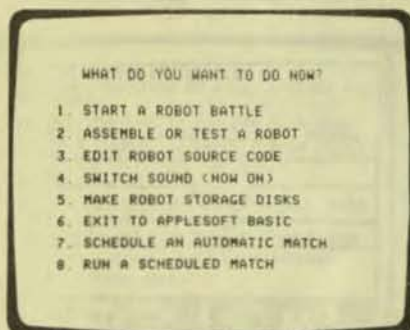
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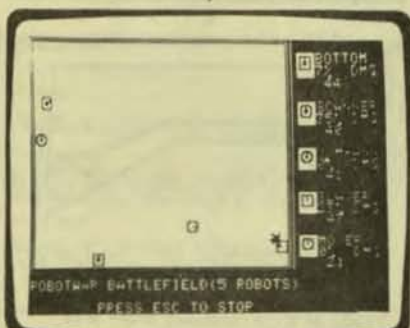
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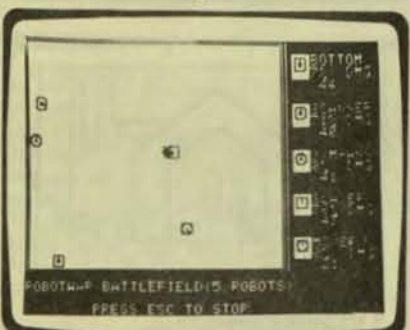
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CREATURE VENTURE



CREATURE VENTURE
Apple II 48K disk

Highlands Computer Services
14422 S.E. 132nd
Renton, WA 98055

I put the program disk into my Apple computer and instantly I am in an adventure. I have just inherited my Uncle Stashbuck's haunted mansion.

Somewhere in its dark depths is a buried treasure, worth a fortune. I must find the treasure. This may sound easy, but look out! Around every dark corner there is some evil awaiting me.

I stand alone in a large field with a towering old tree and to the east I catch a glimpse of a small shed (picture 1). By typing "GO TREE", I move toward the tree. As I approach the tree, I glance up and there hanging in the branches is a large brass key (picture 2). By typing "CLIMB TREE", I can climb up the tree and by typing "TAKE KEY", I get the key.

After I crawl down, I decide to check out the shed. Inside the shed there is nothing but a couple of batteries (picture 3). The batteries join the key in my pocket. I hope they both turn out useful later on.

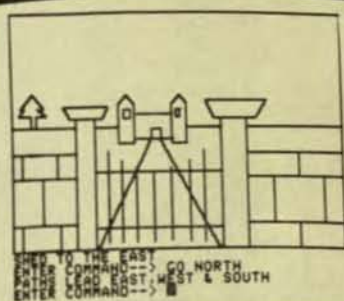
I continue to head north. Soon, I come to a high iron gate that will not open, no matter how hard I try to get in (picture 4). I follow the brick wall, going west.

All of a sudden, I am face-to-face with a dreaded Gooey Oozlybub (picture 5). I try to kill him but he will not die, so I change my tactics and go around him.

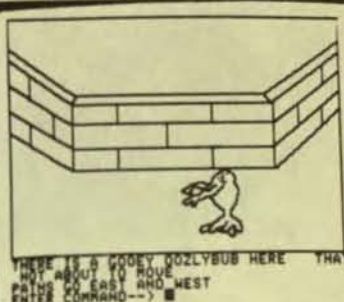
As I keep traveling west, I come to a large crack in the brick wall (picture 6). I squeeze through the crack and look around. There before me stands an elf throwing stuff over the wall (picture 7). I punch him out and go on my way.

I go north to the front door of the mansion (picture 8), but it is locked. I know now that the key in my pocket will come in handy. I open the door and enter. I am entering the unknown. I have already encountered two monsters, how many more will I meet in my search for the buried treasure? Will I live long enough to find it, or die as my uncle did?

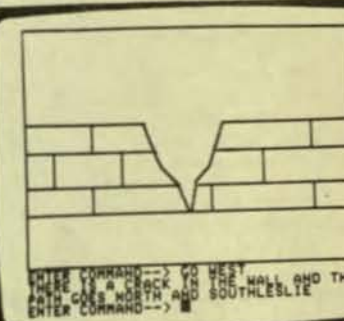
Creature Venture is a complex game that entails a lot of thinking and remembering forgotten clues. It has animation to make the characters and scenes come to life.



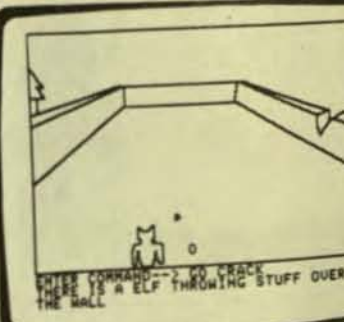
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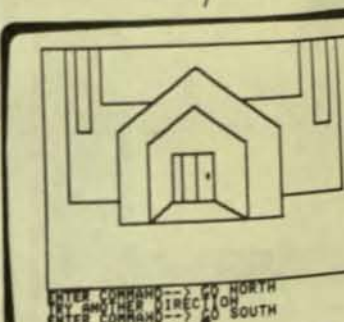
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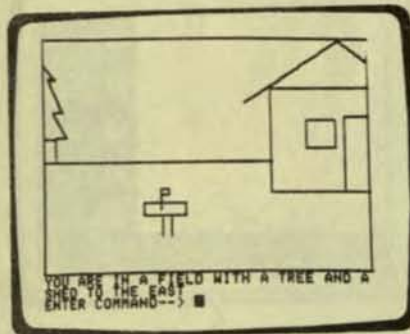
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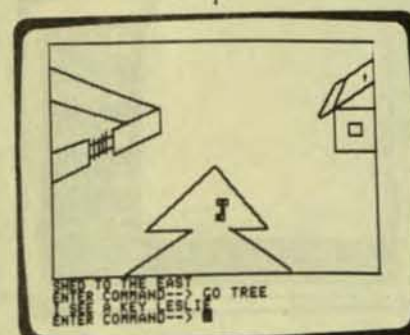
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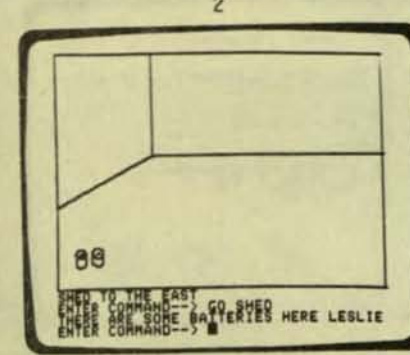
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CLASSIC ADVENTURE Apple II 48K disk

Adventure International
Box 3435
Longwood, FL 32750

I put the program disk into my Apple computer and in an instant I am standing along a dirt road. From the instructions that flash before me, I know I am searching for the entrance of Colossal cave. They say that some people have made their fortune there and others have died looking.

As I walk along the road, I look at my surroundings. Ahead of me is a small brick building with a stream flowing out of it. All around me stands a forest.

By typing "GO WEST" on my Apple, I walk to the building and look inside. There on the floor is a set of keys, a shiny brass lamp, some food, and a bottle of water (picture 1). I gather these things together (by typing "TAKE LAMP", etc.) and leave the building (by typing "GO EAST".)

Traveling east, I come to a valley in the forest. There is a stream tumbling along a rocky bed. I start walking downstream, passing a slit in the bare rock. Farther downstream, I climb down into a 20-foot depression with a locked metal grate set in concrete in the dirt floor (picture 2). I unlock the grate with the keys I have found, and slowly lower myself into the chamber below. I crawl along until it becomes pitch dark. I light the brass lamp and look around. To my surprise, I find a black rod with a rusty star on the top of it and a note on the wall saying "Magic Word XYZZY" (picture 3).

Slowly I make my way west until I enter a splendid chamber where a little bird is sitting on the floor. I somehow manage to catch the little bird before it flies away (picture 4). Continuing on my way, I come to a small pit in the floor breathing traces of white mist. Cautiously I climb down the stairs leading to the bottom of the pit. A cold wind is blowing, as the stairs open up into a vast hall stretching out of sight to the west (picture 5).

Suddenly, a little dwarf appears from around the corner. He takes one look at me and throws a small deadly axe at my head. Luckily it falls short but before I can move, he curses and runs off. Slowly I bend down and pick up the axe (picture 6).

continued on page 2

A THREE FOOT BLACK ROD WITH A RUSTY STAR ON AN END LIES NEARBY

GO WEST

YOU ARE IN AN ANKWARD SLOPING EAST/WEST CANYON

GO WEST

YOU ARE IN A SPLENDID CHAMBER THIRTY FEET HIGH. THE WALLS ARE FROZEN RIVERS OF ORANGE STONE. AN ANKWARD CANYON AND A GOOD PASSAGE EXIT FROM EAST AND WEST SIDES OF THE CHAMBER

A CHEERFUL LITTLE BIRD IS SITTING HERE SINGING

CATCH BIRD

OK

4

GO WEST

AT YOUR FEET IS A SMALL PIT BREATHING TRACES OF WHITE MIST. AN EAST PASSAGE ENDS HERE EXCEPT FOR A SMALL CRACK LEADING ON

ROUGH STONE STEPS LEAD DOWN THE PIT

GO DOWN

YOU ARE AT ONE END OF A VAST HALL. STRETCHING FORWARD OUT OF SIGHT TO THE WEST. THERE ARE OPENINGS TO EITHER SIDE. NEARBY, A WIDE STONE STAIRCASE LEADS DOWNWARD. THE HALL IS FILLED WITH TRACES OF WHITE MIST SWAYING TO AND FRO ALMOST AS IF ALIVE. A COLD WIND BLOWS UP THE STAIRCASE. THERE IS A PASSAGE AT THE TOP OF A DOME BEHIND YOU

ROUGH STONE STEPS LEAD UP THE DOME

5

GO UP

YOU'RE AT TOP OF SMALL PIT

ROUGH STONE STEPS LEAD DOWN THE PIT

GO DOWN

A LITTLE DWARF JUST WALKED AROUND A CORNER. SAW YOU. THREW A LITTLE AXE AT YOU WHICH MISSED, CURSED, AND RAN AWAY

YOU'RE IN HALL OF MISTS

THERE IS A LITTLE AXE HERE

ROUGH STONE STEPS LEAD UP THE DOME

GET AXE

OK

6

THERE IS A LITTLE AXE HERE

ROUGH STONE STEPS LEAD UP THE DOME

GET AXE

OK

GO WEST

YOU ARE ON THE EAST BANK OF A FISSURE. SLICING CLEAR ACROSS THE HALL. THE MIST IS TOO WIDE TO JUMP

GO WEST

THERE IS NO WAY ACROSS THE FISSURE

YOU'RE ON EAST BANK OF FISSURE

7

JUMP

YOU DIDN'T MAKE IT

OH DEAR. YOU SEEM TO HAVE COTTEN YOURSELF KILLED. MIGHT BE ABLE TO HELP YOU OUT. BUT YOU NEVER REALLY DONE THIS BEFORE. DO YOU WANT ME TO TRY TO REINCARNATE YOU?

YES

ALL RIGHT. BUT DON'T BLAME ME IF

SOMETHING GOES WR

YOU ARE ENCLOSED IN A CLOUD OF ORANGE SMOKE. COUGHING AND GASPING, YOU EMERGE FROM THE CLOUD AND FIND

YOU'RE INSIDE BUILDING

8



APPLE STELLAR INVADERS Apple II 48K disk

from: Apple Computer
10260 Bandley Drive
Cupertino, CA 95014

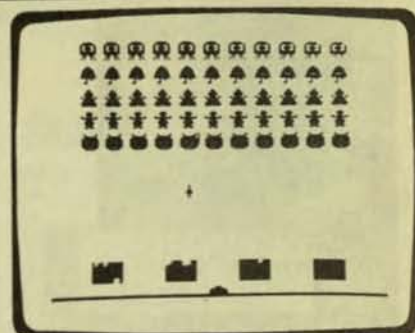
I put the program into my Apple computer and instantly my Apple is turned into an arcade machine, playing the Space Invaders game. I am the commander of a pin launching base (picture 1). The stellar invaders are attacking and I must destroy as many of them as I can (picture 2).

I have five bases under my command and, using one at a time (picture 3), I can maneuver it right by using "F" or left using "D" keys. Firing a missile is activated by the "J" key.

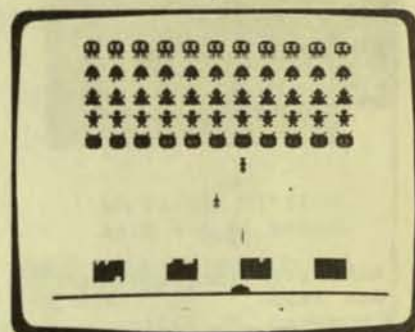
As the invaders get closer (picture 4), I continue to keep up rapid fire. I am hit and one of my bases goes up in a million pieces (picture 5). The invaders are crowding in on me and I am hit again (picture 6).

Three of my four protective shields are deteriorating rapidly (picture 7). There is no hope in stopping the approaching invaders (picture 8).

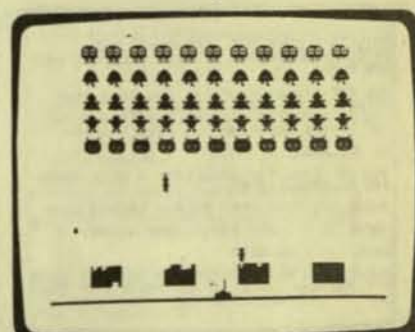
Maybe you can save the universe against the Stellar Invaders! Apple Stellar Invaders is an exciting action game. It takes quick maneuvering to avoid the invaders. Either the keyboard or paddles can be used to move and fire on the invaders.



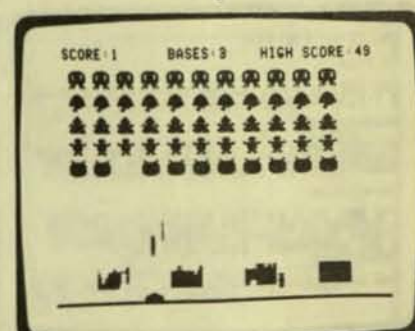
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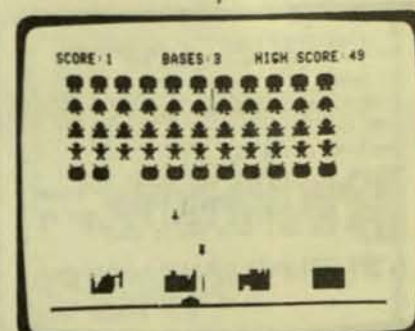
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7



8



OLYMPIC DECATHLON Apple II 48K disk

from: Microsoft
10400 108th Avenue N.E.
Bellevue, WA 98004

I put the program disk into my Apple computer, and listen to a rousing chorus of the Olympic anthem. Then the program asks me if I want to begin the contest. I tell it, "NO" as I want to practice first (picture 1). Then it asks me which event I want to practice (picture 2).

The first event that I could have tried is the 100-meter dash. In this event, you run around a track by pounding your two little pinkies on the "1" and "2" keys. This may seem weird but it works. With a little practice, you can get quite good at this.

But today I think I'll practice the long jump. The program asks me how fast I want to be running as I approach the long jump (picture 3). Being chicken, I choose the slowest speed that they allow.

Then the instructions appear on the screen (picture 4). I must tell the computer program when I want to start running. As I get close to the take-off line, I have to signal that I want to plant my feet so that I begin falling forward. Then just before I fall flat on my face, I signal the computer to jump forward.

Oops! I jump too soon (picture 5). I am almost standing straight up (the computer says I am standing at an 88-degree angle). All I do is jump up straight in the air and come back down right where I took off (picture 6). The computer gives me the nasty message, "THIS IS THE LONG JUMP - NOT THE HIGH JUMP!"

So I try again. This time I do everything right. I wait until I am very close to the take-off line. After I plant my feet, I wait until I am leaning very far forward, and then I jump.

This time I jump almost 4 meters (picture 7). I could have travelled farther if I had been running faster. Thank goodness I have three tries. When I am finished with the third try, the program tells me my score (picture 8).

It will take me about an hour to practice all the events. Then I'll invite my friends over, and we'll start the actual Olympic Decathlon, where we compete against each other in these games of skill.

PRESS THE SPACE BAR TO BEGIN YOUR APPROACH
PRESS THE **W** KEY TO PLANT YOUR TAKE-OFF FOOT
PRESS THE **W** KEY TO JUMP

RUNWAY TAKE-OFF LINE SAND
SPEED = 8 CM/SEC
DISTANCE = 40 M

4

RUNWAY TAKE-OFF LINE SAND

5

RUNWAY TAKE-OFF LINE SAND

THIS IS THE LONG JUMP - NOT THE HIGH JUMP!
YOU JUMPED AT A 88-DEGREE ANGLE
FOR A DISTANCE OF 0 CM.
PRESS **W** TO CONTINUE.

6

RUNWAY TAKE-OFF LINE SAND

YOU JUMPED AT A 29-DEGREE ANGLE
FOR A DISTANCE OF 396 CM
PRESS **W** TO CONTINUE.

7

THAT PERFORMANCE WOULD BE WORTH
183 POINTS IN THE DECATHLON
ARE YOU READY TO BEGIN THE DECATHLON?

8

ARE YOU READY TO BEGIN THE DECATHLON?
NO
WHICH EVENT DO YOU WANT TO PRACTICE?

1 100-METER DASH
2 LONG JUMP
3 200-METER DASH
4 400-METER DASH
5 800-METER DASH
6 1500-METER DASH
7 5000-METER DASH
8 10000-METER DASH
9 JAVELIN THROW
10 1500-METER RUN

1

ARE YOU READY TO BEGIN THE DECATHLON?
NO
WHICH EVENT DO YOU WANT TO PRACTICE?

1 100-METER DASH
2 LONG JUMP
3 200-METER DASH
4 400-METER DASH
5 800-METER DASH
6 1500-METER DASH
7 5000-METER DASH
8 10000-METER DASH
9 JAVELIN THROW
10 1500-METER RUN

2

RUNWAY TAKE-OFF LINE SAND

YOU MAY NOW TAKE YOUR FIRST TRIAL
WHAT WILL BE THE SPEED OF YOUR RUNUP
(700-1000 CM/SEC)? 700

3



GAME PACK #3
Apple II 48K disk

Beagle Bros. Micro Software
4315 Sierra Vista
San Diego, CA 92103

I put the program disk into my Apple computer and instantly a selection of games appear: MAGIC PACK, SLIPPERY DIGITS, and OINK! I decide to start at the beginning with Magic pack.

I load Magic Pack and find myself with another decision: should I play PLENTY QUESTIONS, CARD SCANNER, NEXT WORD, or 21 NUMBERS (picture 1)?

I choose PLENTY QUESTIONS. First, I invite over a bunch of my friends and then I let them sit at the keyboard of my Apple. Someone thinks of an object and the computer questions my friends to try to figure out what the object is (picture 2). The computer asks many questions, but in the end, the computer comes up with the wrong answer (picture 3).

Now I sit down at the keyboard, explaining to my friends that my computer loves only me and without my wonderful personality and magnificent charm, the computer cannot possibly function correctly. Naturally I am cheating, but they do not know that!

I asked them to choose another object. Without anyone noticing, I hit Control-A. This puts the computer program at my command. So, while I am typing in the answers to the questions, I am also feeding the computer the real answer secretly. In the end, to the amazement of all, the computer guesses what the object is (picture 4).

So now my friends try to run the program again and again, never getting the right answer. As I tell them, "It's magic!"

I decided to look at SLIPPERY DIGITS (picture 5). Before me is a board with a lot of mixed up numbers (picture 6). By using the "A" and "Z" keys, I can move the numbers up and down. The "<" moves the number left and the ">" moves it right. I am supposed to try to get the numbers in numerical order by shifting them around. This I find almost impossible.

I move on to OINK! which is more a game of chance than skill. I choose the two players' names: King and Kong. I press "R" for the dice to roll. As long as I do not get doubles, I can still roll for more points or press "Q" for quit and save my points (picture 7). The first one of the players who reaches 200 points is the winner (picture 8).



4



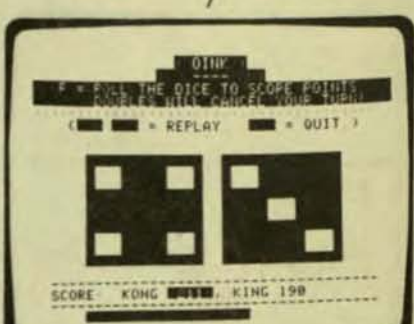
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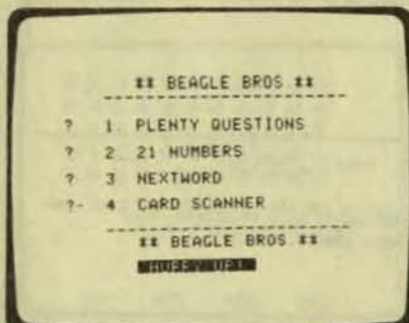
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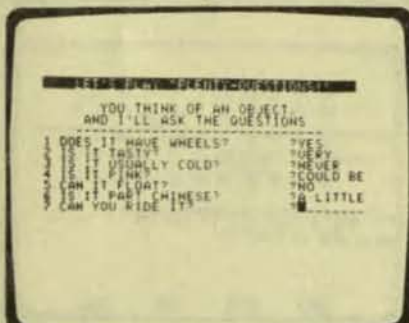
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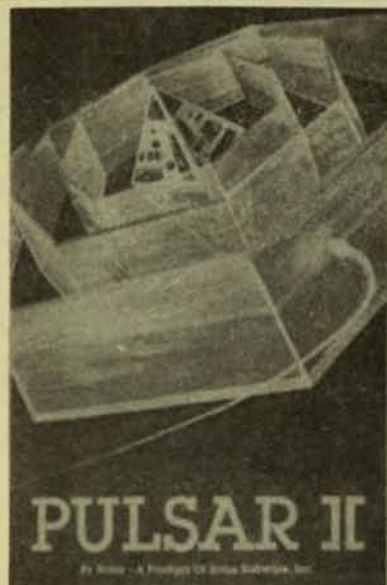
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PULSAR II
Apple II 48K disk

from: Sirius Software, Inc
10364 Rockingham Drive
Sacramento, CA 95827

I insert the program disk into my Apple computer and instantly I am ready to play an arcade game. A pulsar shows up in the middle of the screen in the shape of a glowing star with energy levels around it (picture 1).

My ship stands above the pulsar waiting my commands of attack. Using the right and left arrow keys on the computer, I command my ship to move to the right (picture 2). I open fire on the protective shields around the pulsar (picture 3), using the space bar.

Every time my shot makes contact, out comes a little ball of energy bent on destroying me (picture 4). I keep firing away, trying to reach the heart of the pulsar (picture 5).

Suddenly, a new attacker! A large ball of energy comes shooting out at me! I deftly avoid it and my next shot hits home. The pulsar erupts into a thousand pieces.

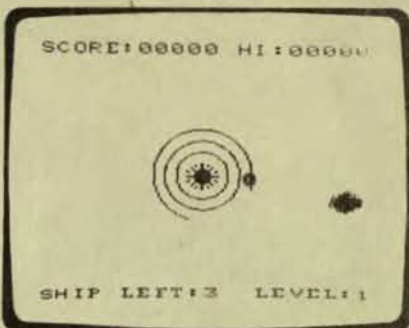
I enter the second phase of the program, called WORMWALL. Here I must fight my way to the center of a maze of moving walls (picture 6), but I must also avoid being devoured by the little creatures protecting it.

I jump through the first opening by using the "2" key and am instantly spotted by one of the creatures (picture 7). I continue on, trying to break through the next opening before the creature eats me (picture 8). Can I outrun the creatures, or will they catch up and eat me?

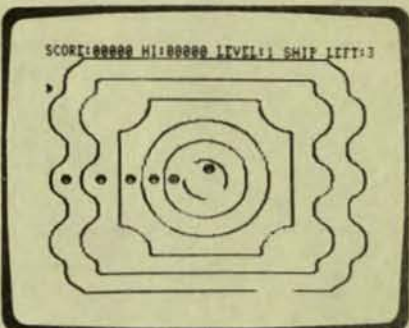
Pulsar II is a good, high-speed action game. One issue of Softalk magazine listed it as a best seller, rating it number 14 on the Top 30 Chart. All the directions and commands can be played right on the computer keyboard. A child of ten would enjoy this game as much as an adult.



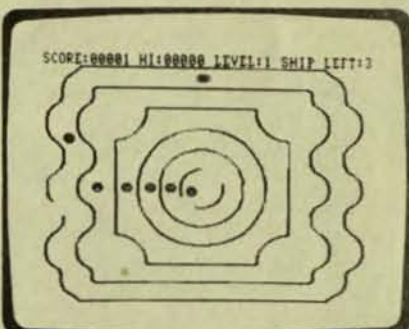
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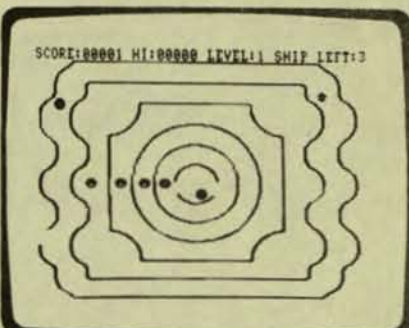
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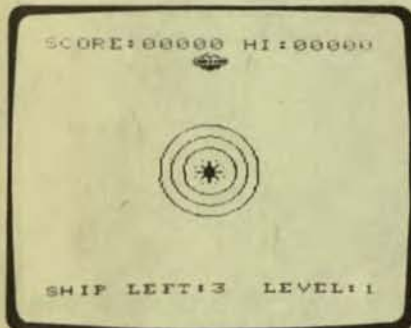
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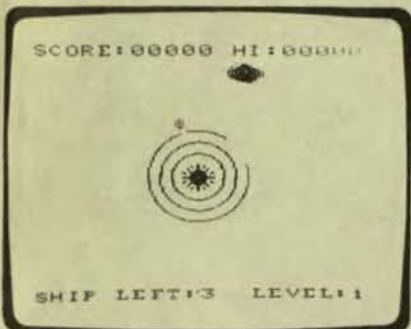
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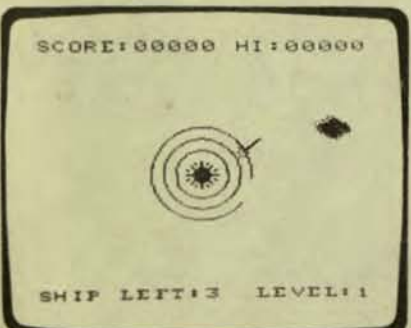
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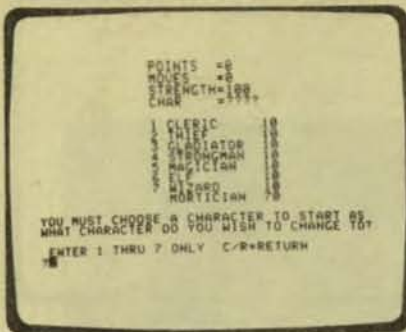
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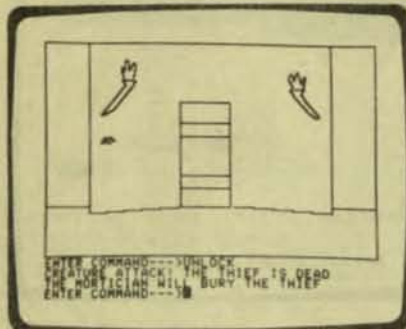
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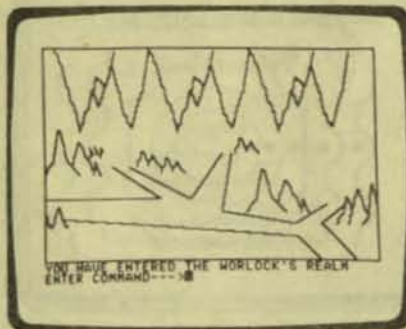
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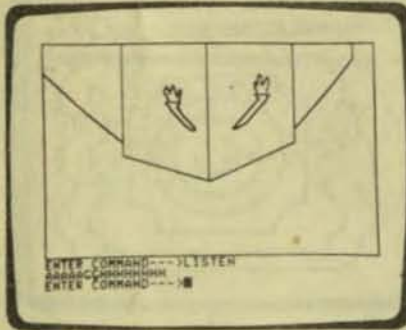
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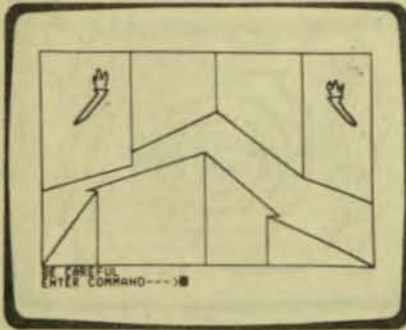
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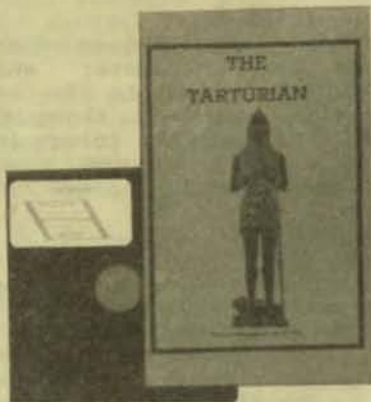
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THE TARTURIAN Apple II 48K disk

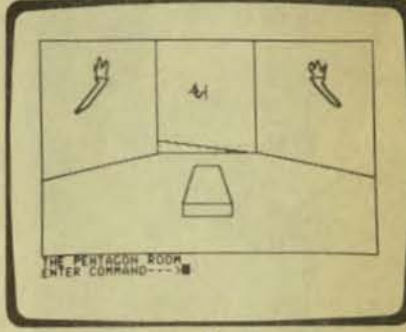
from: Highlands Computer Services
14422 S.E. 132nd
Renton, WA 98055

I put the program disk into my Apple computer and instantly I am in the land of the Tarturian. My mission is to find enough weapons to outfit my party for the final battle with the Tarturian.

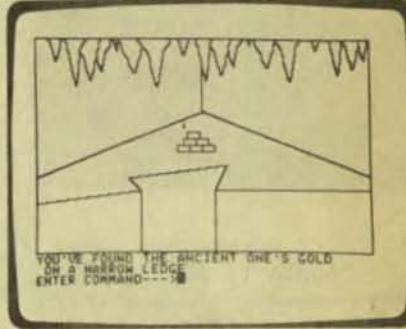
Due to a great ice age, the once happy people of Merin were forced to retreat underground to the domain of the dreaded Tarturian. After a long time, they were able to come back up to the surface, but their only source of light and heat, the flame of WAU, is missing. The Tarturians stole it. Ever since, there have been many parties that have tried to reclaim the flame of WAU but they were never seen alive again. In the many hidden caverns, there are treasures and weapons left behind by the dead or missing.

I have a tough decision to make -- what character should I become -- for the start of my journey (picture 1). I decide on the thief because of his cunning ability to unlock almost any door. As I begin to unlock the door, I am attacked and killed by a Locie, who thrives only on thieves (picture 2). While the mortician buries the thief, I change into a wizard. Only magic will open this door. The spell I cast blows the door to pieces and allows me to enter.

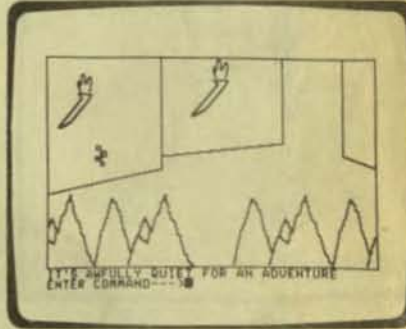
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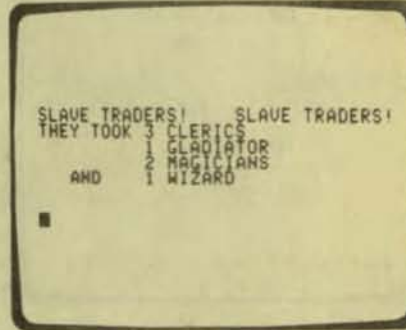
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