HOTLIST

COMMODORE 64/128

1. BACK TO FUTURE
2. THE EIDOLON
3. JET
4. MACH 5 FASTLOAD
5. PRINT SHOP
6. CROSSWORD MAGIC
7. KARATEKA
8. KORONIS RIFT
9. GATO
10. HITCHIKKERS GUIDE TO THE GALAXY

APPLE

1. PRINTSHOP
2. PINPOINT
3. SCIENCE TOOLKIT
4. DOLLARS AND SENSE
5. GATO
6. HITCHIKKERS GUIDE/GALAXY
7. THE AMERICAN CHALLENGE
8. HACKER
9. THE PRINTSHOP COMPANION
10. DAZZLE DRAW

IBM

1. JET
2. ANCIENT ART OF WAR
3. HITCHIKKERS GUIDE TO GALAXY
4. THE AMERICAN CHALLENGE
5. WIZARDRY
6. PRINT SHOP
7. ZORK 1
8. SARGON 111
9. CROSSWORD MAGIC
10. KINGS QUEST

MACINTOSH

1. ANCIENT ART OF WAR
2. GATO
3. MAC GOLF
4. HACKER
5. ORBITER
6. BALANCE OF POWER
7. HITCHIKKERS GUIDE/GALAXY
8. DEJA VU
9. AIRBORNE
10. MAC CHALLENGER

IMAGINEERING

IMAGINEERING'S STAR ATTRACTIONS

PRODUCTIVITY

GAMES

EDUCATION

DEALERS

NSW/ACT
GRACE BROS STORES
K-MART STORES
COMPUTERLAND STORES
DICK SMITH ELECTRONICS
CASTLE COMPUTERS (02 680 2202)
COMPUTERTIME (02 411 5757)
COMPUTERS 1(02 399 8865)
COMPUTER CELLAR (049 67 5700)
COMPUTER LIGHTHOUSE (047 31 4429)
COMPUTER SPECTRUM (042 27166)
KURRAWOOD COMPUTERS (045 78 8809)
MICRO-COMPUTER SPOT (02 74 8809)
SEAHORSE COMPUTERS (062 28 3311)
STEVES COMMUNICATIONS (062 80 6877)
THE COMPUTER SHOP (02 517 2999)
THE LOGIC SOURCE (02 38 5389)
THE SHOP 4 HOME COMPUTERS (042 27 3527)

VIC/TAS
K-MART STORES
MYER STORES
COMPUTERLAND STORES
ASTRO EDUCATIONAL (03 23 2400)
BUS STOP COMPUTERS (03 379 6808)
COMPUTERS 2000 (03 781 4244)
CYGNUS COMPUTERS (050 32 9011)
HIGH TECHNOLOGY (03 596 6211)
MAXWELL OFFICE EQUIPMENT (03 419 6811)
PROLOGIC (03 429 3188)
RANDOM ACCESS (03 62 1399)

ROBS COMPUTER CENTRE (03 791 2900)
THE LOGIC SHOP (03 28 0767)
TOYWORLD CITY STORE (03 547 2722)
ULTRAPHASE (03 857 4233)
WESTERN APPLIED COMPUTERS (03 689 8755)

S.A.
K-MART STORES
MYER STORES
COMPUTERLAND STORES
ABRAXAS COMPUTERS (08 223 5133)
COMPUTER PROGRAMS. MACHINES AND
SERVICES (08 212 7535)
CYBEX (08 267 5855)
EXCALIBUR COMPUTERS (08 42 1887)
LAWTON ELECTRONICS (085 86 6682)
MR COMPUTER (08 258 3122)
RANDOM ACCESS (08 223 2505)
THE COMPUTER CENTRE (08 223 6899)

QLD
K-MART STORES
MYER STORES
COMPUTERLAND STORES
CHANDLERS STORES
CENTREPOINT COMPUTERS (07 209 4766)
CLEVELAND COMPUTER ORCHARD
(07 286 3777)
COMPUTER VIEW (07 282 6233)
CW ELECTRONICS (07 397 0888)
MEDLAB WONDAI ELECTRONICS (071 68 5511)

PICK N PAY (07 263 1588)
SCARBOROUGH FAIR (075 325 133)

WA/NT
K-MART STORES
MYER STORES
COMPUTERLAND STORES
BRUNING HEDLAM (09 381 2988)
COMPUTER AGE (09 389 1122)
COMPUTER CHOICE (09 322 5651)
COMPUTER SUPPORT AND MAINTENANCE
(089 811 499)
THE COMPUTER SHOP DARWIN (089 81 5022)
SHOP 64 COMPUTERS (09 293 3062)

IMAGINEERING

77 Dunning Ave, Rosebery 2018
Telephone (02) 662 4499

11 Queens Road, Melbourne 3004
Telephone (03) 267 3333

86 Wairau Road, Takapuna, Auckland
Telephone 444 5088

INFOCOM

ACTIVISION CREATIVITY SOFTWARE

A PUZZLING PACKAGE

Crossword Magic allows you to create your own crossword puzzles, and use them again and again, doing for the crossword creation process what a word processor does for writing.

While Crossword Magic cannot replace the thinking, planning and research that must be done to create an interesting crossword puzzle, it does simplify the process of organising and moving the material from brain to paper. You create the puzzle on the computer screen, rearrange it, and even play it, before printing a paper copy.

Crossword Magic is an excellent tool that can be used in both the home and at school. It is a fun way of studying and mastering a subject at any level, from English and foreign languages to the sciences.

Crossword Magic:
Commodore 64/128, $39.95
Apple II, $49.95
IBM PC, $59.95

VISIONS OF FANTASY

Imagine how much fun it would be to take a simple drawing and make it come alive, dancing across your computer's screen. Or draw an egg and transform it into a fire-breathing dragon. Or create weird characters and strange worlds.

With **Fantavision** you can do all this as easily as pressing a button. Fantavision is a software breakthrough that brings to personal computer owners special animation powers known as "tweening" and "transforming". You do not need any artistic ability or programming skills. Anything you draw in one frame can be fluidly transformed into something else in the next frame, with Fantavision generating in real time up to 64 "in-between" frames to smooth the transition.

When you see the magic of Fantavision, you will not believe it. When you play with it, you will not be able to stop.

Fantavision:
Apple II, $79.95

THE BEST WAY TO LEARN SCIENCE

There is no better way to learn about science than through experimentation, and there is no better way to experiment than with Broderbund's **Science Toolkit-Master Module**. It has everything that you need to perform real scientific experiments, not just simulations.

The Science Toolkit-Master Module includes special light and temperature probes that combine with the program to transform your personal computer into four separate scientific instruments: a timer, thermometer, light meter, and strip chart recorder. Science Toolkit-Master Module includes concise, easy to follow manual and experiment guide, with complete instructions for performing an array of experiments and analysing the results.

The best thing about Science Toolkit-Master Module is that you learn by doing, instead of just reading and watching. It is an exciting package for those who want to learn as well as those who want to make learning fun.

Science Toolkit-Master Module:
Apple II, $79.95

A VOYAGE TO FOREVER

As the world's first conscious, intelligent computer, you have to step forward in time to simulate and predict the future effects of a radical new political plan.

A Mind Forever Voyaging, a bold entry by Infocom into the realm of serious science fiction previously the domain of such classic previously as 1984, creates an excitingly different story that has fewer puzzles to solve but more avenues to explore. It is an advanced game like nothing else seen in personal computer entertainment, definitely not for those interested only in fun, but for those who like those things with their thrills.

A Mind Forever Voyaging:
IBM, $79.95
Apple, $79.95

MINDSCAPE

subLOGIC

KNOW YOUR ENEMIES

In **The Ancient Art of War**, you plan and conduct entire military campaigns against a range of foes, from Napoleon right through to Crazy Ivan. You chose the makeup of your army, its weapons, its positions, its marches, even its battle formations.

You direct troop movements on detailed campaign maps, then zoom in to command each battle on the actual terrain where the enemy engages you. You find out what it is like to make decisions in the heat of battle, because The Ancient Art of War is fought in real time.

You can try your hand against some of the greatest military minds that ever lived, conducting battles they fought centuries ago, or you can create your own military campaigns where you determine everything from troop strength and position, down to the tiniest details of the terrain.

If you think you are smart enough, quick enough and innovative enough to claim a place in the military annals, The Ancient Art of War is your chance to find out.

KoalaPad:
Apple, $169.00
Commodore, $119.00
IBM, $235.00
Atari, $119.00

The Ancient Art of War:
IBM PC, $69.95
Macintosh, $69.95.

CUTE TO THE TOUCH

You can avoid your computer's complicated keyboard if you want, controlling your personal computer like Aladin controlling the genie of the lamp, by just moving your fingers across the **Koala Pad's** sensitive surface. You can control the images on your screen, select from a menu of commands, even draw freehand to create spectacular computer graphics with the KoalaPainter graphics software.

Detailed high resolution graphics are only part of the story. The KoalaPad and Koala-Ware software can open your computer to sophisticated business applications, especially those using high quality graphics, as well as educational and entertainment uses.

TAKING A LONG TRIP

Kiss your earthbound friends goodbye — just tell them you are taking a long trip — and travel through a real time simulation of the solar system courtesy of a program called **The Halley Project**. Here you have a chance to qualify for the top secret "Halley Project" by completing a rigorous ten-mission training program that will test your knowledge and skill as you navigate by the stars from planet to planet.

Through the tests, The Halley Project helps you master basic facts about the solar system, including details of Halley's Comet and its orbit; an understanding of orbital mechanics; the structure of the solar system; and the locations of the major constellations. The program records your progress and speed, and encourages you to undertake missions that will increase your under-standing of the solar system.

The real time simulation in The Halley Project means that every planet, moon and star depicted moves at the same speed and in the same orbit or pattern as they actually do in the solar system, making this game perfect for people who want to learn in a creative and interesting environment.

But remember, you only have until 2061 to complete The Halley Project.

The Halley Project:
Commodore 64/128, $39.95
Apple II, $49.95

NIGHTMARE TIME

You wake in a strange office, with a sick feeling that is due to more than what you were drinking the night before. Because you are confronting a body lying in a pool of blood, you seem to be the killer, and you can't remember who you are.

If you had any sense, you'd get out of town. If you knew what town you were in, that is. Or you might try to figure it all out, in spite of the cops, the mob, the muggers and who knows what else coming after your hide. Good luck to you, because you are going to need it.

In **Deja Vu**, one of Mindscape's interactive graphic adventures, you are faced with a deeply textured world created by almost a megabyte of detailed graphic imagery. The possibilities are endless, with no avenue left untouched by the designers, resulting in an adventure like no other adventure you've ever experienced.

Deja Vu:
Macintosh, $59.95
Apple, $49.95

NO FEAR OF FLYING

Jet is a flight simulator game bound to take executive game-playing to a new high. Whether you are a hassled executive, a home user with time on your hands, a bored computer programmer, or just keen to be a fighter jock, Jet could be the answer to your dreams.

Jet lets you fly in either a land-based F-16 or a carrier-based F-18. The simulator includes modern electronic flight instrumentation and the most advanced weaponry available. Easy aircraft control coupled with ballistic thrust gives you the kind of maneuverability that only a modern jet fighter can provide. And a full-screen out-of-the-cockpit views provide you with full-colour 3-D perspectives in all directions.

You can practise take-offs and landings, perform stunts, or just test your flying abilities. You can choose between a number of action scenarios, covering land/sea strikes or dogfights (or a combination of both), using different weapon systems and bomb payloads. You can get plenty of fun, with more than a little hard work expected from you before you master the intricacies of flying the most modern war planes on earth.

Jet:
Commodore 64/128 (Disk), $89.95
IBM PC, $99.00

SUBVERSIVE SUBMERSIVE

Gato puts you in the control room of a World War II submarine, simulated with high resolution graphics, and with a variety of realistic operations and strategies bound to give you many hours of challenging and entertaining pleasure.

The positions, courses and manoeuvres of the submarine and all ships involved are displayed in real-time simulation, according to their strategic and tactical objectives. Each mission begins with a coded radio message assigning your objectives. Then you are on your own, patrolling somewhere in the South Pacific.

Your mission score can be saved, and goes in to your efficiency rating on your record at COMSUBPAC, provided you survive the mission.

Gato:
Commodore 64/128, $59.95
Apple II, $69.95
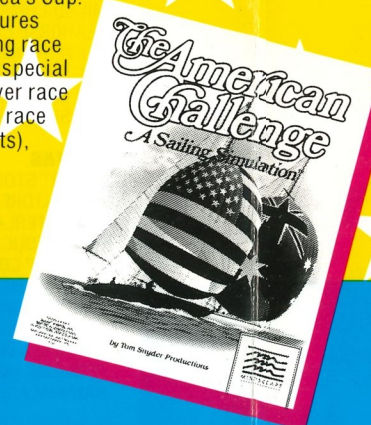**Macintosh, $69.95**
IBM PC, $69.95

RACING FOR THE OLD MUG

The American Challenge, from Mindscape, is an accurate sailing simulation designed for one or two players. Whether you are an expert seeking head-to-head racing competition, or a beginner looking for a relaxing weekend cruise, The American Challenge has it all.

You can race a variety of courses, competing to beat either established records or other sailors racing against you. Or you can learn the basics of sailing without getting your feet wet. Then when you think you are ready, you can race against Australia for the America's Cup.

The American Challenge features accurate simulation, challenging race courses, a 45rpm record with a special sailing tutorial, one or two-player race options (including the option to race against long-distance opponents), and even a sailing lesson.

The American Challenge:
IBM PC/
Apple II, $49.95

IMAGINEERING WRAPS UP GAMES FUN

Imagineering has bundled some of its hottest selling computer games in 4 games packs for Apple and Commodore 64 computers.

Pack One - Commodore 64 3 cassette pack includes Rock 'N'Bolt, Rescue On Fractalus, and Space Shuttle. $29.95.

Pack Two - Commodore 64 2 disk pack includes Hacker, Space Shuttle. $29.95.

Pack Three - Apple IIe/c 2 disk pack includes Alcazar and Ghostbusters $39.95.

Pack Four - Apple IIe/c 2 disk pack includes Pitfall II and Great American Cross-Country Road Race $39.95.

RACING BACK INTO THE FUTURE

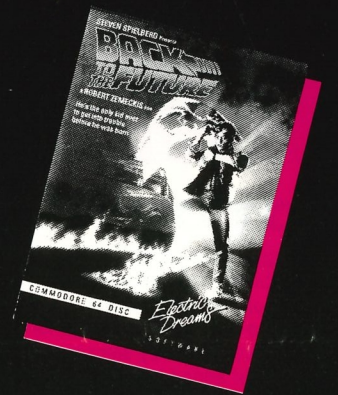What was a fantastic movie is now available as a game you can enjoy in the comfort of your own home, thanks to Electric Dreams featuring the theme of "Back to the Future" in this incredible game.

Using cartoon animation techniques and digitised stills from the movie, the game lets you react directly with the main characters, recreating the amazing situations which confronted Marty when he arrived in the past.

In keeping faith with the storyline, this game may be the first to show a screen kiss; as well as dressing up as an alien handing out love poems, Marty's time travelling car also features prominently against a background of the tune "The Power Of Love".

Back To The Future:
Commodore 64/128 (Disk), $34.95
(Cassette), $19.95
Amstrad (Disk), $39.95
(Cassette), $19.95

THERE'S SOMEONE LIVING INSIDE YOUR COMPUTER

There's someone living inside your computer . . . did you know that? Fact is, there's someone living inside EVERY computer around the world. Amazing, wonderful human beings you probably never suspected existed. They are not gnomes, trolls, fairies, but mysterious Tron-like creatures.

After years of study, technical wizardry and sheer patience, the goodly people at Activision have managed to coax these little beings out in to the open. They have even managed to get them to make a guest appearance on a new game called **The Little Computer People Project**, being distributed here in Australia by Imagineering.

We do not know the names of these little people yet, or all that much about them. But we do know computer lovers of all ages will love having them around.

Living inside a small house on your screen, these tiny creatures lounge about, do odd jobs, answer the telephone, watch television, play the stereo, dance and provide lots of entertainment for their owners.

You can share in their daily lives as these little people go about their business and their unpredictable way. The keyboard allows you to communicate with your new-found friends. But be warned . . . they don't always do as they are told!

Each of these little people is unique. Each has a personality of his or her own, and they even have their own individual features. They occupy a fascinating new world. You are bound to learn a lot from these little guys the longer you spend getting to know them!

The Little Computer People Project, for the Commodore 64 computer, costs **$34.95** retail.

TECHNO-LOGICAL REWARDS OUT OF THIS WORLD

You are a techno-scavenger, living off the valuable technological remains of the technologies of the Ancients, hoping one day to make a rich strike. But your luck is all bad until in a desolate sector of a remote star system you stumble across the legendary **Koronis Rift**, the hiding place of technological treasures beyond your wildest dreams. The treasure is yours for the taking, provided you can survive the Guardians of the Ancient Rift who have wetter ideas about letting scavengers loose amidst the Ancient's technology. To survive you have to plan very carefully: which hulks will you loot, what weapons and shields will you carry, and what technologies will you save?

The graphics in Koronis Rift are superb, incorporating some of the best computer games animation every done, with the fractal landscapes making for a realistic journey over the planet's surface while you seek out the treasures and avoid the Guardians.

Koronis Rift:
Commodore 64/128 (Disk), $34.95
(Cassette), $19.95
Atari, $39.95

MOVING WITH FAST TRACKS

Now you can design the most involved, torturous and challenging car race tracks you have ever dreamed of. But with **Fast Tracks**, you never run out of the pieces you need to make your customised slot car track just that little bit harder . . . and hairier!

When your track is complete, you can buckle up for the most amazing car race you're ever likely to experience short of the Monaco Grand Prix.

With Fast Tracks even a novice can construct race tracks quickly and easily thanks to the program's clear, simple menus. Tracks can be designed using a variety of different track sections: underpasses, S-bends, loops and even "switch tracks" that alter your direction.

To get owners up and running, Fast Tracks comes complete with a variety of pre-designed tracks. Or you can save and swap your own layouts with friends to see if they can outrace you. Certainly, a Fast Tracks race track will be one you may not want to walk away from, even if you can.

Fast Tracks:
Commodore 64/128 (Disk), $34.95

SPINNING FREE

Spindizzy combines marvellous graphics, testing puzzles and a large playing area to make a stunningly original and challenging game. You control a spinning top on its journey around the 400 or so screens that make up a weird world in which your task is to collect the jewels stashed away on the screens.

Once you become used to the quirks of your vehicle and can negotiate steep slopes, narrow ledges, high walls, gaps in the floor and other treacherous surfaces, you get the chance to traverse some difficult landscapes! Racing against the clock and risking everything to gain a jewel before your time is up, you may find your top in shattered pieces, forcing you to start again.

Graphically, Spindizzy is superb, with brilliantly designed screens composed of multi-coloured geometric building blocks. The game is not easy to master, but is a constant challenge that you will try to meet again and again.

Spindizzy:
Commodore 64/128 (Disk), $34.95
(Cassette), $19.95
Amstrad (Disk), $39.95
(Cassette), $19.95

THE EIDOLON AWAITS

In this game from Lucasfilm, you discover the secrets of **The Eidolon**, a mysterious machine from the 19th century, crafted of wood and brass and powered by the forces — of magic, or of a strange science beyond our understanding. If you can control the power of this ancient machine, an unseen world is yours to explore.

The inventor of this machine disappeared more than a century ago, but his sketches and notes describe an underground world populated by curious magical creatures and ferocious dragons. You have to create and capture fireballs of energy to change one into the other.

The powerful forces that propelled The Eidolon and its inventor into this strange dimension still pulse through its quaint Victorian frame, awaiting another daring adventurer to climb into the pilot's chair and activate its power.

The Eidolon:
Commodore 64/128 (Disk), $34.95
(Cassette), $19.95
Atari, $39.95

PRODUCTIVITY

START PRINTING IT

Imagine printing your own personalised greeting cards, invitations, letterheads, signs and banners — without the problems and the cost involved in dealing with a commercial printery. With **The Print Shop**, from Brøderbund Software, you can do just that.

The Print Shop has everything you need to get you underway as a home printer, including an illustrated reference manual full of examples to help you on your way. You also get a startup supply of coloured paper and matching envelopes.

There are eight typestyles in a number of sizes and formats in The Print Shop. There are also dozens of pictures and symbols, a graphics editor for design work, easy-to-use text editing, and border designs. You can also print your work on most of the popular personal computer printers.

To expand your use of The Print Shop, Brøderbund Software has released **The Print Shop Companion**. This has 12 brand new type styles, 50 creative new borders, custom calendars, new type and border editors. Best of all, the Companion has a specially-enhanced Graphic Editor incorporating many of the most popular features of expensive drawing programs including: flood fill patterns; mirror imaging; inverting and flipping of graphics; and mouse control.

To expand your creativity even further, you can get three disks of Print Shop graphics. The Print Shop Graphics Library **Disk 1** includes 120 designs for holidays, special occasions, sports, and school, as well as the zodiac signs. **Disk 2** has 120 graphics that bring to life your favourite hobbies, jobs and people. **Disk 3** includes 120 business graphics, international symbols, mythological and fantastical images, and even more holiday images.

The Print Shop:
Commodore 64/128, $69.95
Apple II, $74.95
IBM PC, $89.95
Atari, $69.95

The Printshop Companion:
Apple II, $69.95

Graphics Library Disk 1:
Commodore 64/128, $44.95
Apple II, $44.95
IBM PC, $59.95
Atari, $44.95

Graphics Library Disk 2:
Commodore 64/128, $44.95
Apple II, $44.95
IBM PC, $59.95

Graphics Library Disk 3:
Commodore 64/128, $44.95
Apple II, $44.95

SPOT ON

If you've got Appleworks, but you would like the flexibility of the Macintosh, then **Pinpoint** is for you. It gives you all those handy desktop accessories that make the Mac a joy to use, as if they were built in to Appleworks, not added on as a forgotten afterthought.

You can address an envelope, call a friend, schedule an appointment, search an online database, send and receive electronic mail, merge graphics and text, jot down notes, or even pop-up an electronic typewriter. Without missing a beat or a byte.

Pinpoint Appleworks Desktop Accessories includes eight powerful programs in one high-performance package, making your Apple II a real personal productivity tool.

Pinpoint Desktop Accessories:
Apple IIe or IIc with v 128K-bytes, $99.95

pfs: WORKMATES

The pfs: range of personal computer software is powerful, well integrated, and incredibly easy to learn and use. These products can help you increase your productivity and reduce your paperwork. Each product handles a specific job, so you only need to purchase the products you need now, then add the others as your needs expand.

And since all pfs: products work together, you do not have to worry about software incompatibility, a common worry with other software products.

pfs: Write is an easy-to-use word processing program that lets you create, edit, store, and print all kinds of documents. It combines the simplicity of a typewriter with the power of a computer. More importantly, it allows you to see on the screen exactly what will be printed: bold type, headings, footnotes and pagebreaks occur where you see them. pfs:Write also can produce documents that include material created with other pfs: programs.

pfs:File is an electronic filing system that lets you record, retrieve, update, and print all kinds of information, such as mailing labels or inventory records. File can keep track of anything, and since it is based on the concept of forms like a traditional filing system, there is no need to adopt new procedures for handling your information. You create the exact form you want according to your particular needs, and the large capacity of pfs:File means you will rarely reach its limits for file, record and field size.

pfs:Report organises the information from File into summary tables with totals, averages and counts, sorting alphabetically or numerically. Other features include automatic column alignment, subsorting, key word sorting, and extensive automatic report formatting. These meaningful tabular reports can then be used to support efficient analysis and sound decision making.

pfs:Plan helps you manage your resources more efficiently by creating spreadsheets to analyse business results and future alternatives, so you make better decisions. This package lets you ask "what if ..." questions and instantly find the answers with just a few keystrokes. It also performs common mathematical and financial calculations. pfs:Plan has a host of features not found on other spreadsheets, and is easier to learn and use as well.

psf:Graph lets you create full-colour business graphics in minutes, adding impact and clarity to your presentations and documents. It accepts data from pfs:Plan and pfs:File, as well as Multiplan, VisiCalc and Lotus 1-2-3. The results can be printed out on any of the popular printers, or even on plotters for colourful high quality transparency film and paper graphs.

The **pfs:Workmates** package is designed to give you a real choice over Appleworks, and what is more, it fills in the gaps left by the Appleworks program. The pfs:Workmates incorporates File, Report, Plan and Write, providing you with an easy-to-use, powerful mail merge facility, and powerful, versatile information management and summary reporting system.

Used together the pfs: family of software provides powerful, comprehensive solutions to your business needs, offering a host of automatic functions at just the touch of a single key.

IBM PC:
pfs: File/Report, $370.00
pfs:Plan/Graph, $370.00
pfs:Write, $215.00

Apple (ProDos):
pfs:File, $175.00
pfs:Report, $175.00
pfs:Plan, $175.00
pfs:Write, $175.00

Apple (ProDos):
pfs: Workmates (File, Report, Plan, Write), $375.00

Commodore 64/128:
pfs:File, $99.00

Macintosh:
pfs:File/Report, $320.00