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CEO TALK:

Well folks, this Issue will be mailed out a little early. This will give me more time to update some things, and prepare for the trip to the next FEST (May 21.22) in Elgin IL, sponsored by The Glenside Color Computer Club.

24 vendors have signed-up, and 6 more (or so) are expected to commit by the time the Fest rolls around. If you're planning to attend, drop by our booth and say Hello.

THANKS to those of you that renewed, since the last Issue. We appreciate your continued support, comments, and questions.

Here's a little trivia for you. Steve Meretzky (wrote *Hitchhiker's Guide To The Galaxy*, and *Planetfall* - released for the CoCo 2 by INFOCOM in the mid 80's) still writes adventures, but in the PC clone world. A Company called LEGEND ENTERTAINMENT in Chantilly VA, produces his works (*Eric The Unready*, *Spellcasting 101*, and 201). Guess who is listed in the credits? None other than Glen Dahlgren! You remember his Hall of the King series, Quest of the Star Lord, and a number of others he wrote, and produced through SUND OG - his own company. LEGEND... says Glen is working on his own adventures, and they are expected to be finished (and produced by them) later this year.

Well, we "took the plunge" last year,

and purchased one of those clones. It is a nice machine, but I haven't had much of a chance to use or learn very much about it. Occasionally, I expect to use it to support the work I do on the CoCo. Example: Printing Landscape (DOWN a page). That is easy to do on the clone - saves a little time too.

UPDATE: T&D SUBSCRIPTION SOFTWARE

As a result of two adventures (TARZAR 1 & 2) being requested for Review, we called T&D to see if they were still available. Sure enough, all original T&D Software is still there, but the company name, address, and phone number have all changed.

Tom Dykema, who ran T&D Subscription Software, now has a computer business in the PC Clone World (actually, he's had that business for quite a while). His CoCo products (disk or tape) are no longer advertised, but all of it's still available.

- TARZAR 1: Issue #75, Sep'88.
- TARZAR 2: Issue #81, Mar'89.

Each Issue contains 10 programs. MC, and VISA credit card orders accepted. ASK about prices! Each Issue used to cost \$8 each. \$6 ea. for 2 Issues. \$5 ea. for 6-10 Issues. \$4.50 ea. for 11 or more.

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NEW MEMBERS:

WELCOME to the Club!

Sue Leach of Belle Valley, OH.
Art G. Boos of Mansfield, TX.
Jeanne Miller of Wasola, MO.

REVIEW: MAJOR ISTAR

This graphics Adventure (CMP colors) was produced by *Computerware* in 1984. It was available on tape or disk (we have the disk version), is Protected, a joystick (right port) is required, and it (our original) doesn't work on a CoCo 3.

The command parser's a standard verb-noun type, and only "sees" the first 4 letters of any longer word. A third word is sometimes required, and an on screen prompt appears. A simple sentence can also be used. Here's Three EXAMPLES of the same command:

<OPEN DOOR>. Prompt: "WITH?". <CARD>.
<OPEN THE DOOR WITH THE CARD>.
<OPEN DOOR CARD>.

Move around (N,E,S,W) by pressing the four arrow keys, or the abbreviations (one-letter) for these directions can also be ENTERed. Up (U), and Down (D) directions must always be ENTERed. L (LOOK) by itself, will repeat a rooms description. Of course, LOOK is also used in a normal Two-word command. I for Inventory is also accepted.

9 saves (disk versions) are available to a separate disk. When play begins, replace the game disk (isn't accessed during play) with a freshly formatted disk. Number your Saves, and place a space between SAVE & the number used. EXAMPLE: <SAVE 1>. <LOAD 1> loads in that saved position.

You are Major C.J. Istar. HUEY-14, a service Droid in the Trident Undersea Dome, has just sent you a mysterious message, but was "cut-off" before he could explain the problem. You begin the Adventure in a submarine, on your way to the Dome.

TASK: Find out what the problem is in the Dome, and FIX it.

BONUS REVIEW: SEA QUEST

Sea Quest was an early (1983) graphic Adventure written by Stephan & Kathy O'Dea, and Bob & Dollie Withers. MARK DATA produced it. An earlier version was called SEA SEARCH. It was sold on tape or disk (we have the tape), and was copy-protected. We do have a copy on disk that isn't protected - was in our "100 Random Disks" purchase from the Mid Iowa & Country CoCo Library.

The original tape version will "hang-up" a CoCo 3, if you try to reset the red-blue color-set (blue is desired), after the program is loaded. The disk copy we have, works fine (F1 key, and reset button). The Save feature, on both versions we have, is to tape.

The command parser's a standard verb-noun type, that occasionally requires a third word (on screen prompt), and accepts a few one-word commands. The parser only "sees" the 1st 4 letters of any longer word, and a number of 1 letter, abbreviations - 6 directional moves, and a few verbs - are useable.

The graphics (top half of the screen) display are good, and a little animation is also provided. The lower half of the screen shows text descriptions of your location, and the game cursor (for entering commands). Most things shown in the graphics area, will also be described in text, BUT not all.

Your TASK is to find the 5 Treasures, and drop them in the Cave.

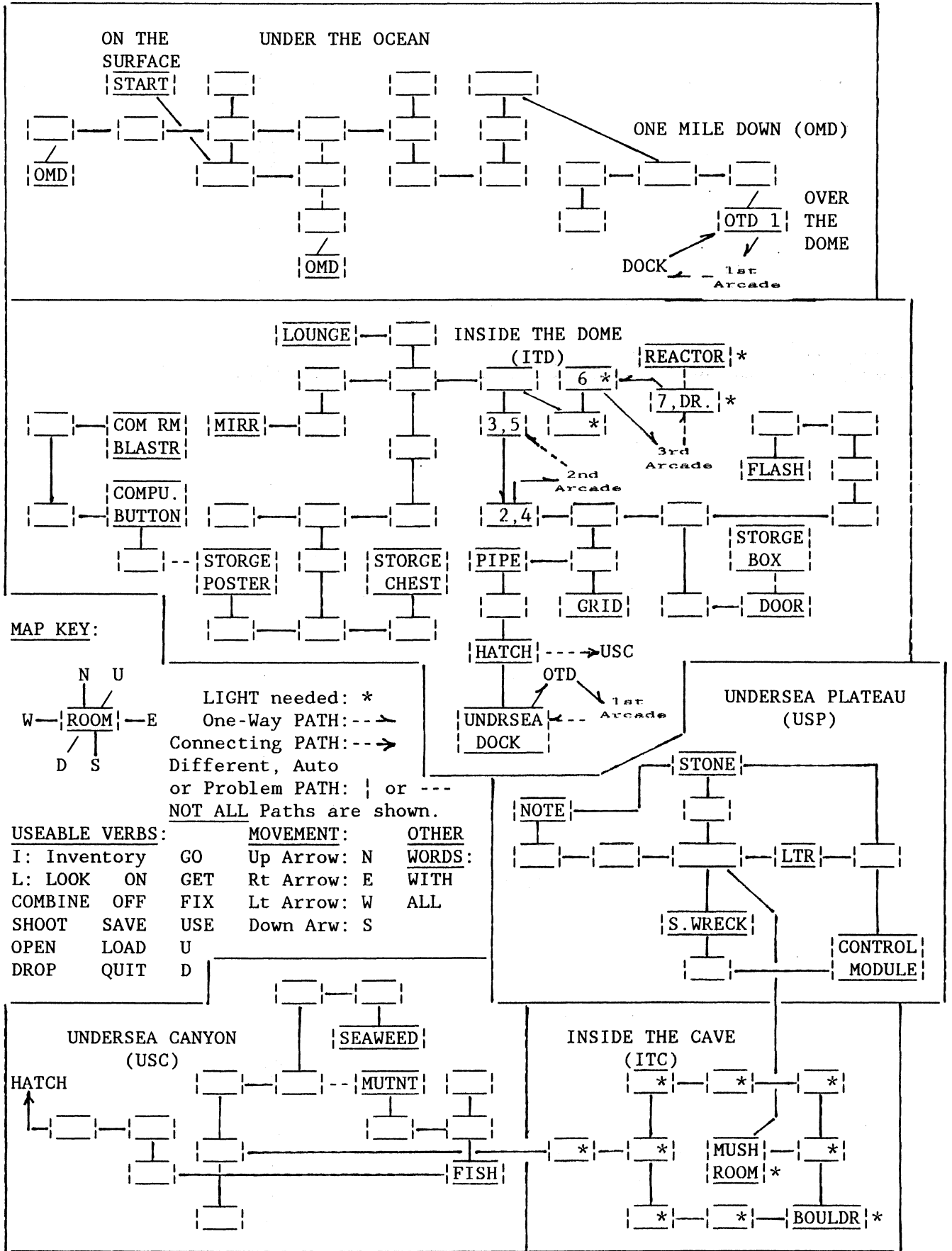
FUTURE REVIEW LIST

- 27) Jul '94 ** TERM PAPER
- Sep '94 * LIFE
- Nov '94 * KORONIS RIFT
- Jan '95 * ROGUE
- Mar '95 * SHENANAGAN'S
- May '95 * TREKBOER
- * KARRAK 1-4
- * MICKEY'S SPACE ADV.
- * TREK ADVENTURE 1 & 2
- * MIS-ADVENTURES OF EDDIE
- * TARZAR 1 & 2
- * POLYNESIAN ADVENTURE

** Member First Choice.

* Member Second - Sixth Choices.

MAJOR ISTAR MAP



MAJOR ISTAR SOLUTION

Your Inventory is limited to 5 Objects. The Light source (Flashlight) is also limited - the game will tell you when there are 20 moves left, and begin a count-down. The 3 Arcade sequences that you MUST complete (the 2nd one, twice), are fairly easy - if I can get through them, ANYONE CAN! The 2nd and 3rd Arcade "bits" are identical, but the 3rd one has a little faster tempo. You'll have 3 "Lives" to complete each Arcade sequence. The Pipe, Boulder, Fish, Wreck, and Stone have no use. Clues are in the News Paper, Note, and Letter (LTR).

OVER THE DOME

OTD 1: SAVE 1 (first Save). Move Down to begin the 1st Arcade. The object is to safely land at the Dock, (Flashing, at the bottom of the screen), without touching the MINES or the sides. Press the joystick firebutton to begin.

INSIDE THE DOME

ITD,GRID: GET GRID. ITD,2,4: SAVE 2. Move North to begin the 2nd arcade. ITD,3,5: SAVE 3. ITD,MIRR: GET MIRROR. ITD,POSTER: LOOK POSTER. GO POSTER (Carry the Mirror). ITD,COMPU.: LOOK COMPUTER. FIX COMPUTER. GRID. USE COMPUTER. GET CARD. ITD,COM RM: GET BLASTER. ITD,POSTER: DROP MIRROR. ITD,CHEST: OPEN CHEST. LOOK CHEST (Twice). GET CROBAR. GET CUTTERS. ITD,DOOR: OPEN DOOR. CARD. GO DOOR. ITD,BOX: OPEN BOX. CROBAR. DROP CROBAR. LOOK BOX (Twice). GET PAPER. LOOK PAPER. DROP PAPER. GET HELMET. ITD,FLASH: GET FLASHLIGHT. ITD,HATCH: DROP CARD. OPEN HATCH. GO HATCH (Be sure you carry the Helmet).

UNDERSEA CANYON

USC,MUTANT: SHOOT MUTANT. DROP BLASTER. USC,SEA-WEED: GET SEAWEED. CUTTERS. DROP CUTTERS.

INSIDE THE CAVE

ITC: ON (light). ITC,MUSHROOM: GET MUSHROOM. U.

UNDERSEA PLATEAU

USP: OFF. COMBINE MUSHROOM. SEAWEED (Becomes a Pill). USP,LTR: GET LETTER. LOOK LETTER. DROP LETTER. USP,MODULE: GET MODULE. USP,NOTE: GET NOTE. LOOK NOTE. DROP NOTE (Return to the Hatch. Remember, turn the Flashlight OFF, leaving the Cave).

INSIDE THE DOME

ITD,HATCH: DROP HELMET. GET CARD. ITD,2,4: SAVE 4 (Go through the 2nd Arcade again). ITD,3,5: SAVE 5. ITD,6: ON. SAVE 6. D (Thru the 3rd Arcade). ITD,7,DR.: SAVE 7. OPEN DOOR. CARD. EAT PILL. GO DOOR. ITD,REACTOR: FIX REACTOR. MODULE (Return to the Poster, turn the Flashlight OFF when able). ITD,POSTER: GET MIRROR. GO POSTER. ITD,COMPUTER: PUSH BUTTON for an auto-finish!

SEA QUEST SOLUTION

Your Inventory is limited to 5 objects. The Cavern is dark, but no light source is available or really needed. Every object you find, has a use. Generally, how you move about, and handle your inventory is left to you.

START, SANDY BEACH (S.B.), FALLS: GO FALLS. CAVERN, STUMBLE: GET ALL (Shovel). CAVERN, HOLE: GO HOLE. HOUSE: BREAK WINDOW. GO WINDOW. INSIDE: LOOK TABLE. LOOK (Credit Card). GET CARD. GO WINDOW. HOUSE: GO HOLE. CAVERN, SILVER: GET SILVER. GO FALLS.

S.B., STEPS: GO STEPS. SCUBA SHOP: GET TANKS. LOOK TANKS (Gauge). LOOK GAUGE (empty). FILL TANKS. LOOK GAUGE (20 Underwater moves). DROP CARD (good place to leave it - re-fill Tanks). GRASSY MEADOW (G.M.), PAPER: GET PAPER. READ PAPER (Clue). DROP PAPER. GRASSY.M. DETECTOR: GET DETECTOR. LOOK DETECTOR (Button). G.M., (RING): PUSH BUTTON (loud BZZZ). DIG. LOOK (Diamond Ring). GET RING.

S.B. (MIRROR): PUSH BUTTON. DIG. LOOK (Mirror). DROP DETECTOR (no longer needed). GET MIRROR. S.B., BOULDER: MOVE BOULDER. GO CAVE. CAVE: READ SIGN (Put Treasures here). DROP SILVER. DROP RING. DIG. LOOK (Keg). GET KEG. S.B., BOULDER: MOVE BOULDER (closes the Cave. Be sure to do this, or your Treasures will disappear). S.B., DOCK: GO DOCK. DOCK, BOAT: GO BOAT.

IN THE BOAT, ISLAND: GO ISLAND. S.B., PIRATE: GIVE KEG (He leaves). S.B., BALLOON: GET BALLOON. LOOK BALLOON (Rope & Cord). DIG. LOOK (Statue). GET STATUE. S.B., BOAT: GO BOAT. S. IN THE BOAT: (over the Clam) GO OCEAN. BOTTOM, CLAM: OPEN CLAM. SHOVEL (Pearl). DROP SHOVEL (no longer needed). GET PEARL. OCEAN SURFACE, BOAT: GO BOAT.

BOTTOM, MERMAID: GIVE MIRROR (She gives you a Key).

INSIDE: (House) GO LADDER. LADDER, TRAP DOOR: UNLOCK DOOR. OPEN DOOR. GO DOOR. ATTIC: DROP KEY. GET BOTTLE. GO DOOR.

Check the Gauge. If more underwater moves are needed (about 9), return to the Scuba Shop, pick-up the Card, and re-Fill the Tanks. Go to the Dock, Boat, and Ocean Surface - above the Anchor. After the second Down move, Sharks will be present. Open the Bottle, and continue to the Bottom.

BOTTOM, ANCHOR: TIE ROPE. ANCHOR. PULL CORD (Inflates the Balloon, and the Anchor floats to the Surface). OCEAN SURFACE: GO BOAT. IN THE BOAT: GET ANCHOR.

Return to the Cave, and drop the Treasures. When the last one is dropped, the Adventure Auto-Finishes - CONGRATULATIONS, Number of Moves Made, Total Points Scored, and an option to play again.

ADVENTURE SURVIVORS SWAP SHOPPE

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