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CEO TALK

NOW, is the BEST TIME to make plans to attend The 5th Annual "Last" Chicago CoCoFest. DO IT NOW! April is "Just around the corner", and Rooms MAY NOT be available at The Holiday Inn if you wait too long!

5TH ANNUAL "LAST" CHICAGO COCOFEST

SPONSOR: Glenside Color Computer Club

WHEN: April 13th and 14th, 1996
Sat. 10 AM to 5 PM
Sun. 10 AM to 3:30 PM

WHERE: The Holiday Inn, Elgin
345 W. River Road, Elgin IL
One block south from I-90 on IL-31S
and then East on West River Road.
(same location as last year)

CALL: BEFORE March 28, 1996!

1-708-695-5000 or
1-800-465-4329 for

Reservations. Ask for
GLENSIDE or CoCoFEST rate.
(\$57/night + 10% Tax)

GENERAL ADMISSION: Whole Show!

Non-Members: \$10.
Current Members: \$ 5.
(Children 10 & under: FREE!)

ADVANCE TICKETS and/or GLENSIDE

MEMBERSHIP (\$15), Contact:
George Schneeweiss, Treasurer
Glenside Color Computer Club
RR#2 Box 67

(or 13450 N 2700 E Road)
Forrest, IL 61741-9629

INCLUDE SASE or \$.50 - Ticket Order.

There is always a chance that this Fest MAY (in deed) BE the LAST ONE! We hope not, but attendance and support have noticeably become LESS & LESS. Who knows how long our traditional sponsor's can (and will) provide these marvelous gatherings for CoCo enthusiasts?

Due to the length of the *Koronis Rift* Review, the SWAP SHOPPE is omitted for this Issue.

HOWEVER, we have just "come by" an extra Classic Text Adventure, originally

from INFOCOM. *INFIDEL* ----- \$5.
Also have one *KORONIS RIFT* ----- \$3.

S&H: \$2 for one item, \$3 for both.

FIRST COME! FIRST SERVE!

NEW MEMBERS

Port of CoCo, Gene Elliot, President
Bremerton, WA.
Doug Vaughan of Redwood City, CA.
Doug is a Charter Member - gone for a while. *GLAD to have you back, Doug!*

HELP!

We have Mapped 8 Levels of *Castle of Tharoggad*, but have not found the "Good Wizard" - apparently necessary to win the game. There is a very "Suspicious" area on Level 7 that we have not been able to get into.

If anyone has solved this neat game, PLEASE drop us a line, and tell us how you did it!

FUTURE REVIEW LIST

- MAR'96 (2,4) INFIDEL
- MAY'96 (3,3) ROGUE *
- JUL'96 (2) BALLYHOO
- SEP'96 (4,6) SEASTALKER
- NOV'96 (3) ALCATRAZ
- JAN'97 (3) ZORK II
- (4) ZORK III
- (4) CASTLE OF THAROGGAD
- (5) MIS-ADVENTURES OF EDDIE *
- (5) TARZAR *
- (5) TARZAR 2 *

(n): Member Choice number(s).

* : We haven't played these yet.

REVIEW: KORONIS RIFT

This is a graphic adventure/arcade type of game. It was originally developed by Epyx Inc, and Lucasfilm Ltd for the Atari and Commodore computers. It was "ported" to the CoCo 3, and distributed by Tandy. The excellent Game book is written for those machines, but nearly everything is the same for the CoCo. A separate Command Card for the CoCo is included in the game package.

The game requires a CoCo 3, a monitor (RGB, Composite or TV), a JoyStick (JS) in the Left port, and a disk drive. The game disk is not copy protected, so BACK-UPS can be made - DO SO!

An excellent review by Donald Dollberg appeared in *Rainbow* 8/87, pages 137-138.

The disk includes the OS-9 BOOT, so a simple DOS command (DECB 1.1 or 2.1) will begin the loading process. A screen will appear for you to select a monitor type. Touch R (RGB), or C (Composite or TV). An "Intro-Screen" with continuous music will then appear - press the Fire-button to begin play (and stop the music).

BACKGROUND: You're a Techno-Scavenger. You make a living by searching for technological systems. You are aboard your Scoutcraft in orbit around a planet. It may be the Legendary Koronis Rift - a suspected testing ground that Ancient Races used to test, and develop their most powerful weapons, and other technologies! That's just what you've been looking for! These Races have long since died out, but they left a Guardian Base to protect their technology. This Base will constantly send flying Saucers to destroy any detected intruder.

Your TASK: Destroy the Guardian Base, and claim the Planet as your own!

Screen display: Across the top are 6 Mini-screens (OFF, when you're on the Scoutcraft). Each one displays certain information (see the game book). We have not been able to "cause" the 2nd-from-Rt. screen to display anything!

VIEW WINDOW: On the surface - Hills, Hulks, and Saucers. On the Scoutcraft - your Science Droid Analyzer, and Conveyer Belt - store (up to 8) extra Modules.

COMMAND & MESSAGE area: Highlight a Command by moving the JS, and select it by pressing the fire-button. 12 commands are available on the Scoutcraft - 4 at a time. One Command in each group-of-4, allows another group to be displayed. On the surface, 3 commands are available -

CALL SHIP, LOOT HULK, and ADD MODULE. ADD MODULE appears after LOOT HULK, and your RT ROBOT safely returns with a Module.

NOTE: It's BEST to select an empty Bay to place a Module rather than the ADD MODULE command. The game may put it in a bay that's already taken - the new Module is Lost Forever! When Saucers detect you a "DANGER..." message appears. NO Commands are available until the Saucers are destroyed, or you run away, and lose them. An "ALL CLEAR" period (commands are then available) lasts 6-10 seconds (extended while you're Looting a Hulk).

MODULE AREA: Six bays to carry up to 6 Modules. NOTE: All carried Modules are automatically turned "on" when you leave the Scoutcraft.

The SAVE feature is only available when you're on the Scoutcraft, and only one active Save at a time is useable.

SCORE: You earn Points by dismantling Modules (each one's Value), and 100,000 Points for destroying the Guardian Base.

COLOR RULES: Basic colors are Violet, Blue, Gray, Yellow, Orange, and Red. A Laser of one color, is more effective against an opposite-colored target - less effective against one of the same color. Generally, Shields of one color, protect best against hits from Saucers or Fire Towers of the same color.

GUARDIAN SAUCERS - arcade bit: There are about SIX different Saucers. They DO look alike, and may be close or far away. EACH one (may be any basic color) ALWAYS flys it's OWN particular pattern - not always within the View Window (while at a Hulk, turn your Rover a little right or left). FIVE of these patterns will have a verticle movement - at the beginning or the end of the pattern. THIS vertical "part" is the BEST time to destroy (hit) them - they move slower, and often this verticle 'part' repeats at the same place in the View Window. One Saucer only moves back-and-forth across the View Window - most difficult one to hit.

FIRE TOWER Hulk: Probably best to skip these - no Modules or Points scored for destroying them. When the "DANGER..." message is displayed They FIRE. Destroy them by Looting with an "on" BOMB or with an opposite-color Laser - 1 to ?? hits.

More information appears on the game in the following pages. Play in easy, and straight-foreward. The first 2 Rifts are VERY easy - GOOD practice, and an OMEN of more difficult things to come!

HULKS, MODULES, AND MARKINGS

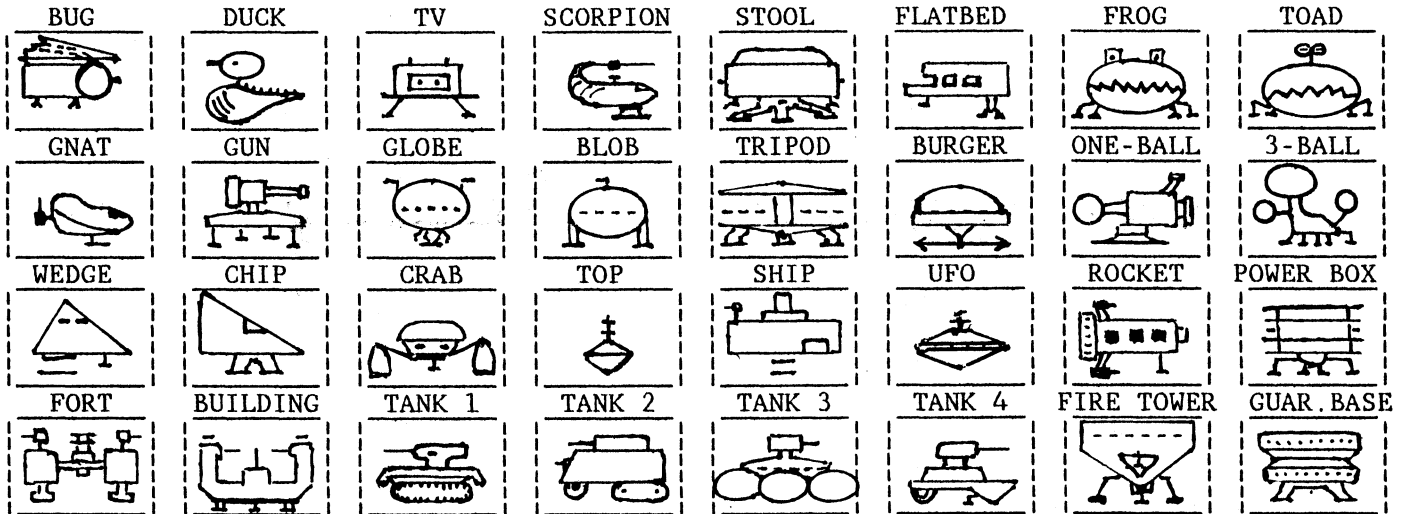
We "nick-name" all Hulks, Modules, and Alien Markings for easier reference. The game book describes 7 Module types, 13 of the Origin Races, and their Alien Markings.

Color abbreviations used: R: Red, O: Orange, Y: Yellow, G: Gray, B: Blue, V: Violet, N: Brown, P: Purple, and W: White. Some Hulks are a slightly different shade. A TV or Composite monitor may also display different shades of the basic colors.

Module and Alien Marking "symbols" are Black when "off", and White when "on". Their background colors (Red thru Violet) are the ones we refer to. Shield Frequency ("Q"s - displayed on the upper-right mini-screen), and Saucer colors are also these same six.

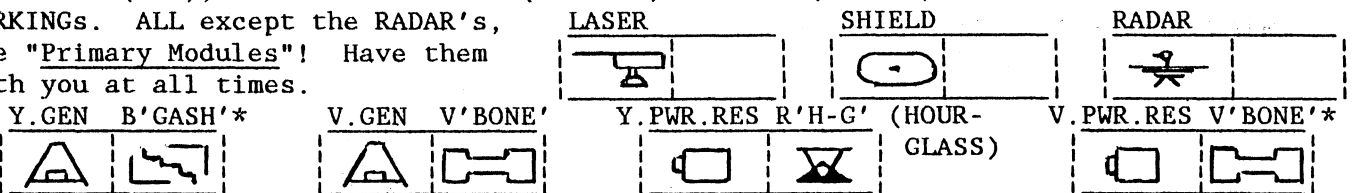
HULKS

All Hulks "hide" a Module except the TOAD, FIRE TOWERS, and GUARDIAN BASE.

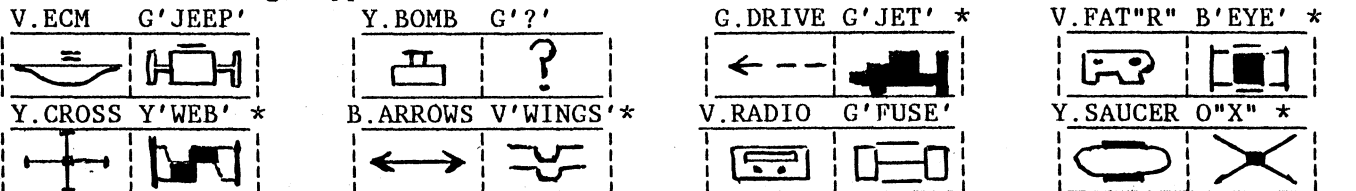


MODULES

LASER, SHIELD, and RADAR Modules (Y, V, G, B) have many different Alien MARKINGS. GENERATOR (GEN), and POWER RESERVE (PWR.RES) Modules (Y or V) have two different Alien MARKINGS. ALL except the RADAR's, are "Primary Modules"! Have them with you at all times.

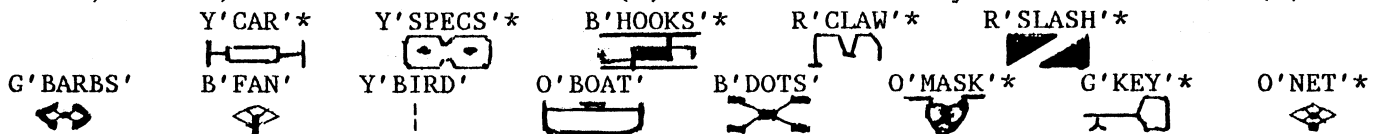


RADIO: Unknown - plays music. **ECM:** Helps keep the Saucers from detecting you.
DRIVE: Allows Rover to move faster. **BOMB:** "on", destroys any Hulk when LOOTed.
CROSS: Locks View Window cursor onto some Saucers - Rover will not move.
FAT"R": Shows small part of a Rift, and your position - 2nd mini-screen from the left.
ARROWS: Unknown - Rover is more sensitive to left and right turns.
SAUCER: Slows or STOPS a Guardian Saucer's movement - Rover too!
RADAR: "on", Makes the (upper-left mini-screen) "DOT" point directly to a Hulk that has a "Matching" Module - same color as the RADAR, and usually the same Marking. The Blue 'EYE' (Alien Marking) appears on two RADAR Modules - One Violet, and the other Yellow.



ALIEN MARKINGS

Alien MARKINGS appear on right-side of all Modules. These MARKINGS only appear on LASER, SHIELD, and some RADAR Modules (*). First 5 are only on RADAR Modules (*).



RIFTS 1 THROUGH 4

RIFT Maps show where each HULK is generally located. They are helpful, but do not show all of the Hills or Ranges of Hills on a Rift. Also, they are not to scale, and Hulk locations may not be exact. Hulks may be found in a different order than listed.

PRIMARY Modules are SHIELD, LASER, GENERATOR (GEN), and POWER RESERVE (PWR.RES). KEEP the best ones with you at all times. The DRIVE, FAT"R" (mapper), ECM, and SAUCER Modules are also useful. A BOMB can be used to destroy any Hulk, BUT is the ONLY way to destroy the Guardian Base. The use of other Modules is left up to you.

Hulks will auto-destruct after you successfully LOOT them. An accidental hit with your Laser will destroy them - use care when Firing at Saucers, they will fly behind Hulks.

Each Module has three Rating numbers (for comparing). The 1st two are percentages - Efficiency and Power, the last is the Score Value of the Module.

Underlined Hulk numbers (NR) for each Rift indicate useful Modules or upgrades to those you already have.

"Q" comments below mean a particular Shield Frequency color (shown on the upper-right mini-screen) is susceptible to Saucer attacks on that Rift.

"X" marks your start position on each Rift.

RIFT 1: G & B SAUCERS

NR	HULK	MODULE	MARKING	RATINGS
<u>1.</u>	R.BUG	B.SHIELD	O.'NET'	11 15 70
<u>2.</u>	Y.TV	Y.GEN	B.'GASH'	12 12 50
<u>3.</u>	R.DUCK	V.RADAR	Y.'CAR'	10 10 100
<u>4.</u>	P.SCORPION	Y.PWR.RES	R.'H-G'	15 15 70
<u>5.</u>	R.STOOL	Y.RADAR	G.'KEY'	10 10 100
<u>6.</u>	Y.FLATBED	V.ECM	G.'JEEP'	7 15 110
<u>7.</u>	N.STOOL	Y.LASER	G.'KEY'	9 6 40
<u>8.</u>	Y.DUCK	V.SHIELD	R.'BOAT'	10 15 50

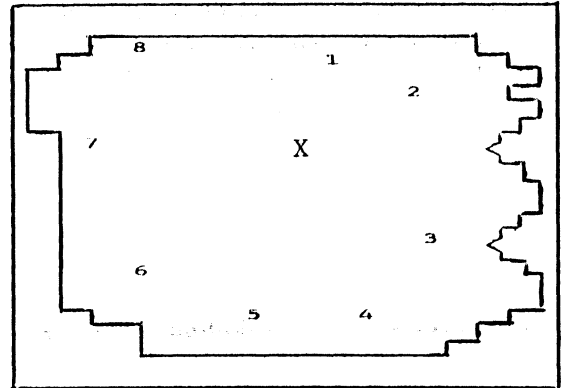
RIFT 2: V & G SAUCERS

NR	HULK	MODULE	MARKING	RATINGS
<u>1.</u>	R.FROG	Y.BOMB	G.'?'	20 20 420
<u>2.</u>	N.GNAT	G.DRIVE	G.'JET'	30 10 150
<u>3.</u>	R.FORT	B.RADAR	O.'MASK'	10 10 190
<u>4.</u>	N.TRIPOD	Y.SHIELD	G.'BARBS'	12 14 90
<u>5.</u>	N.BURGER	V.LASER	B.'DOTS'	15 19 90
<u>6.</u>	Y.FORT	B.LASER	O.'MASK'	10 15 70
<u>7.</u>	P.1-BALL	B.RADAR	B.'HOOKS'	10 10 190
<u>8.</u>	Y.GLOBE	V.RADAR	B.'EYE'	10 10 190

RIFT 3: B & Y SAUCERS arrive in pairs, still appear one-at-a-time, but FIRE more often.

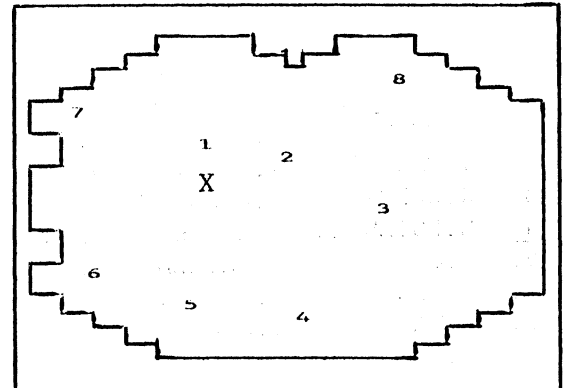
Get the GEN & PWR.RES FIRST! Weak Blue "Q".

NR	HULK	MODULE	MARKING	RATINGS
<u>1.</u>	B.3-BALL	B.LASER	O.'NET'	10 15 130
<u>2.</u>	B.FLATBED	B.ECM	G.'JEEP'	15 11 170
<u>3.</u>	W.DUCK	V.SHIELD	R.'BOAT'	18 13 140
<u>4.</u>	O.SCORPION	Y.PWR.RES	R.'H-G'	17 20 140
<u>5.</u>	N.PWR.BOX	V.GEN	V.'BONE'	20 34 190
<u>6.</u>	Y.SCORPION	Y.RADAR	B.'GASH'	10 10 190
<u>7.</u>	Y.CRAB	G.SHIELD	O.'MASK'	19 16 90
<u>8.</u>	O.GLOBE	V.FAT"R"	B.'EYE'	10 40 200



RIFT 4: O & Y SAUCERS. The BOMB (High dismantle Value) can be used on the FIRE TWR on RIFT 9, or skip this Rift.

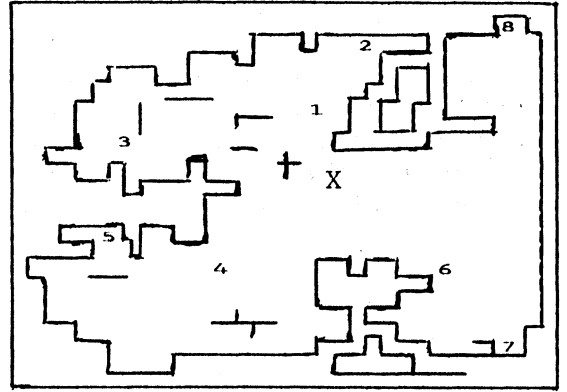
<u>1.</u>	N.FROG	Y.BOMB	G.'?'	20 20 410
<u>2.</u>	P.BURGER	V.RADAR	B.'DOTS'	10 10 180
<u>3.</u>	Y.GNAT	G. "	G.'JET'	10 10 180
<u>4.</u>	Y.CRAB	Y. "	Y.'SPECS'	10 10 180
<u>5.</u>	B.3-BALL	B. "	O.'NET'	10 10 180
<u>6.</u>	R.ROCKET	B. "	V.'WINGS'	10 10 180
<u>7.</u>	N.SHIP	G. "	R.'CLAW'	10 10 180
<u>8.</u>	Y.CHIP	Y. "	Y.'WEB'	10 10 180



RIFTS 5 THROUGH 8

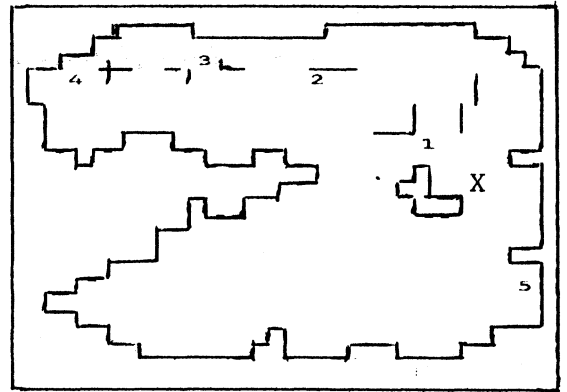
RIFT 5: V, O & Y SAUCERS. The PWR.RES (Hulk 4) is the best upgrade here. Others if you wish.

NR	HULK	MODULE	MARKING	RATINGS
1.	Y GUN	G.SHIELD	Y.'BIRD'	12 19 120
2.	N.TV	Y.RADAR	B.'GASH'	10 10 170
3.	Y.TANK 1	G.LASER	Y.'BIRD'	11 17 110
4.	R.PWR.BOX	V.PWR.RES	V.'BONE'	23 42 230
5.	N.SCORPION	Y.PWR.RES	R.'H-G'	20 20 150
6.	B.WEDGE	Y.CROSS	Y.'WEB'	10 10 190
7.	O.ROCKET	B.ARROWS	V.'WINGS'	4 30 100
8.	O.TV	Y.GEN	B.'GASH'	22 28 160



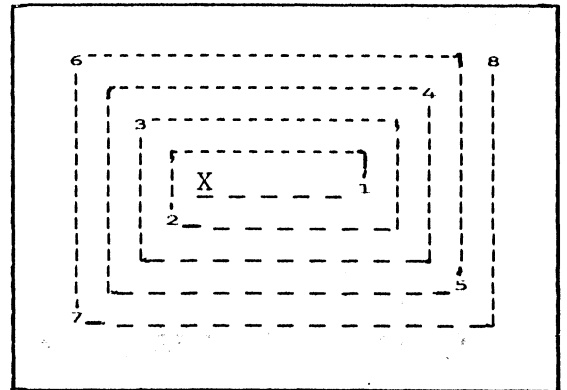
RIFT 5: V & O SAUCERS. Only 5 Hulks here. Upgrade SHIELD and LASER Modules. While waiting at a Hulk (firing at Saucers), turn-off any extra Modules - NOT "Primary 4" - allows SHIELD and LASER to recharge more quickly, IF they can! This Rift begins a progressively difficult period (into Rift 12). 3-6 hits from Saucers will drive a Shield "Q" to ZERO - DEATH!

1.	R.TANK 2	V.RADAR	O.'BOAT'	10 10 170
2.	R.TANK 3	V. "	R.'SLASH'	10 10 170
3.	P.TANK 2	V.LASER	O.'BOAT'	17 20 130
4.	B.TANK 3	V.SHIELD	B.'FAN'	23 28 180
5.	Y.TOAD	- "EATS" the RT Robot!		



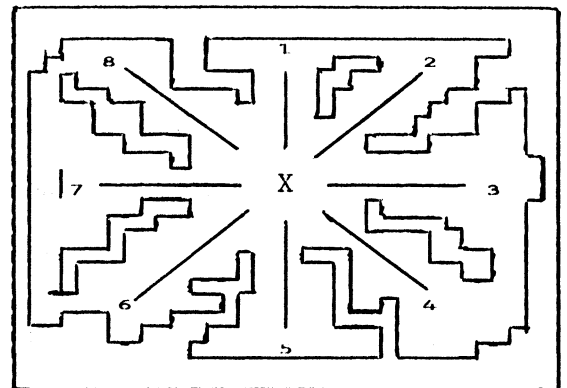
RIFT 7: O, G & V SAUCERS. Blue "Q" is weak. The Map dash-line is the (only) path to follow. Upgrade GEN and PWR.RES. Others if you wish. SAUCER attacks are more difficult to survive.

1.	N.CHIP	V.RADIO	G.'FUSE'	20 10 410
2.	O.SCORPION	Y.PWR.RES	R.'H-G'	35 45 170
3.	O.GLOBE	V.FAT"R"	B.'EYE'	20 40 170
4.	Y.TV	Y.GEN	B.'GASH'	38 22 190
5.	R.ROCKET	B.ARROWS	V.'WINGS'	5 10 110
6.	Y.GUN	Y.RADAR	B.'EYE'	10 10 160
7.	Y.GUN	Y.LASER	B.'EYE'	12 11 160
8.	B.GNAT	G.DRIVE	G.'JET'	32 22 150



RIFT 8: O, V & G SAUCERS fire more often. Weak Red "Q". LOOT HULK 7 FIRST! This SAUCER Module (75 20) is GREAT - thru Rift 19! FREEZES any Saucer in the View Window. Upgrade DRIVE, LASER, and SHIELD Modules.

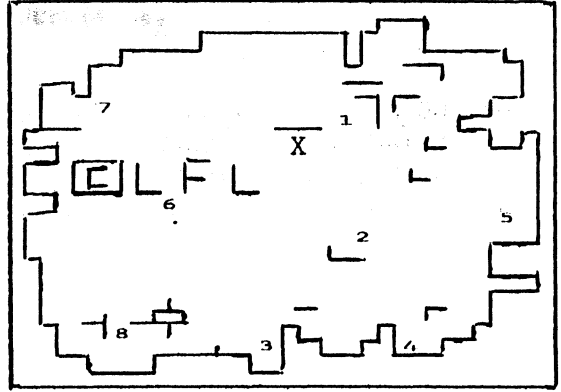
1.	O.GNAT	G.DRIVE	G.'JET'	41 11 240
2.	Y.TANK 4	Y.RADAR	O.'X'	10 10 150
3.	R.WEDGE	Y.CROSS	Y.'WEB'	20 20 290
4.	N.BUILDING	Y.LASER	G.'BARBS'	20 29 170
5.	N.GUN	V.SHIELD	B.'DOTS'	20 20 110
6.	R.UFO	Y.SHIELD	B.'EYE'	22 33 120
7.	P.TANK 4	Y.SAUCER	O.'X'	75 20 290
8.	P.TANK 4	Y.SAUCER	O.'X'	70 20 320



RIFTS 9 THROUGH 12

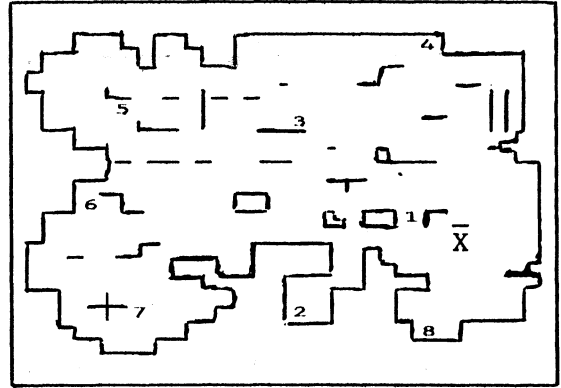
RIFT 9: V, G & O SAUCERS. Blue "Q" is weak. Get the GEN and SHIELD upgrades FIRST! V.Laser may not work - GEN & PWR.RES upgrades on Rift 12 needed! Skip (or try last) the FIRE TOWER!

NR	HULK	MODULE	MARKING	RATINGS		
1.	O.PWR.BOX	V.RADAR	V.'BONE'	10	10	150
2.	N.FIRE TWR					
3.	Y.WEDGE	Y.CROSS	Y.'WEB'	40	40	310
4.	N.UFO	V.LASER	B.'FAN'	60	49	290
5.	O.TV	V.GEN	V.'BONE'	50	59	370
6.	R.GLOBE	V.FAT"R"	B.'EYE'	30	30	160
7.	R.BLOB	Y.SHIELD	G.'KEY'	44	32	220
8.	B.FLATBED	V.ECM	G.'JEEP'	34	26	260



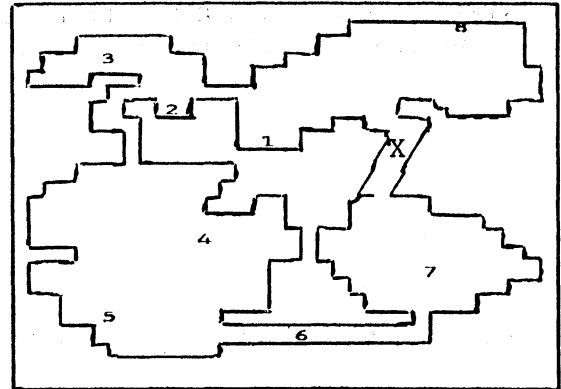
RIFT 10: R & G SAUCERS begin firing when not in "View". Yellow "Q" is weak. Upgrade Y and/or V SHIELDS - may wish to compare others. Only SHIELD Modules on this Rift.

1.	R.TRIPOD	Y.SHIELD	G.'BARBS'	44	49	230
2.	Y.BUG	B. "	O.'NET'	43	40	280
3.	W.TOP	Y. "	B.'EYE'	23	43	240
4.	R.BLOB	Y. "	G.'KEY'	44	32	210
5.	W.CRAB	G. "	O.'MASK'	44	32	180
6.	R.TANK 3	V "	B.'FAN'	46	31	240
7.	P.GUN	V. "	B.'DOTS'	40	48	290
8.	N.GUN	G. "	Y.'BIRD'	23	40	210



RIFT 11: R & Y SAUCERS. Red "Q" is weak. Upgrade ECM, and DRIVE Modules. Others if you wish.

1.	B.CHIP	V.RADIO	G.'FUSE'	20	10	490
2.	O.FROG	Y.BOMB	G.'?'	20	20	360
3.	O.FLATBED	V.ECM	G.'JEEP'	42	48	290
4.	R.WEDGE	Y.CROSS	Y.'WEB'	50	50	570
5.	O.GNAT	G.DRIVE	G.'JET'	44	33	220
6.	N.BUGER	V.LASER	B.'DOTS'	30	44	150
7.	R.UFO	Y.SHIELD	B.'EYE'	23	43	240
8.	Y.1-BALL	B.RADAR	B.'HOOKS'	10	10	140



RIFT 12: Y, B & R SAUCERS. Orange "Q" is weak. At LAST! LOOT Hulks 4 and 5 FIRST - PWR.RES and GEN. Others as you wish. V LASER from Rift 9 now works - BEST Laser until Rift 15.

1.	O.FIRE TWR					
2.	B.TANK 2	V.LASER	O.'BOAT'	35	42	170
3.	N.BUILDING	Y.LASER	G.'BARBS'	49	42	250
4.	Y.SCORPION	Y.PWR.RES	R.'H-G'	50	60	230
5.	R.TV	Y.GEN.	B.'GASH'	72	70	440
6.	Y.PWR.BOX	V.PWR.RES	V.'BONE'	42	60	300
7.	O.TV	Y.GEN.	B.'GASH'	69	70	310
8.	P.TANK 4	Y.SAUCER	O.'X'	85	30	350

