CONTEST:
Design-A-Game
Construction Set

You read a game review that says the game is not bad. You go to the store, buy the game, and bring it home to play. The review was right; the game isn't bad. It's horrible. Sound familiar? If you're like most people, it should.

The truth is, the game isn't all that bad—we just have high expectations. And no wonder! After spending all those hours, quarters, and tokens in the local arcades, we've grown accustomed to the smooth graphics, realistic sound effects, and sweaty palms those game machines give us. Let's face it. A big reason we have Apples at home (or in the office) is to be able to recreate similar effects without having to dig out the quarters. Anybody who denies this is either a potential buyer of another computer or a liar.

So where does that leave us? In the dark? In the rain? Incognito? No way! We have a problem, and there's nothing to be gained by closing our eyes and ignoring it. The masses (that's us) will no longer sit and be spoon-fed the mediocrity that game writers settle for just because they want to quit programming early and watch *Gilligan's Island* reruns.

After all, programming games is the occupation they chose, and it's up to them to do it right or not do it at all. And don't settle for any of that "But the Apple has its limits as a game machine" nonsense. We once heard of a guy who wrote a game for the Apple that, when the game ended, would shoot itself through the ceiling and skywrite "Surrender, Dorothy!" all the while playing the theme from *Superman III* in Dolby stereo.

So if the Apple is capable of all sorts of incredible things, then that must mean that today's game programmers simply lack imagination. The ball's in our court, contest fans. This contest, if it's done properly, will revolutionize computer gaming. If nothing else, it will cause the world to sit up and take notice of what this eight-bit, 6502-based baby can do. Rumor has it that Secretary of State George Shultz has already expressed an interest in the Apple as a weapon (for defensive purposes only, of course).

Here's how the contest works. Send us a written description of the ultimate computer game. That's it.

As usual with these kinds of contests, there are no rules; everything is legal. What we want you to describe to us is how the game looks, what the object is, what hardware (real or imaginary) is required, special effects, and anything else you can think of that makes up the ultimate game. Oh, yeah. Don't forget to give your game a title. And be imaginative. Names like *Alien Blaster*, *The Shooting Game*, *Outer Space Experience*, and other dull names will be sneered at and stepped upon.

In this contest, there won't be any moaning about the machine's limits; the only limits are in your imagination. If you're having a rough time getting started, check out the example that follows. That's what we mean by imaginative. Your entry, of course, will be much better.

The only real limit in this contest is the length of your entry. Entries should be no more than one page long. If you type, your entry must be double-spaced. That means an empty line between lines. Hence the name. We're serious. If you handwrite your entry, please write neatly. If we can't read your writing, we can't play your game.

Send in your entry with your name, address, phone number, and vital statistics, postmarked by August 15, 1983.

The best entries, including those that don't win, will be forwarded to computer game publishers around the country to let them know what kinds of games they should be coming out with. Let your voice be heard!

The best entry overall will receive $100 in shiny new merchandise made by our advertisers and will be featured in a special Contest Winners section in our gala Third Anniversary and one month (October) issue. Is that incentive or what?

Now get to work, and more important, have a heck of a good time!

EXAMPLE

Rocket Robin Hood. This game is the latest arcade offering from Brodersirimost On-Line Software. In this game, you control Socialist Sam, intergalactic redistributor of wealth.

On the screen you see Capitalist Carl and his troops, on their way to this year's debutante ball. Carl and his group are in charge of the ball's budget, so they're the ones you want to rob. Jump his troops when they fly by, and then the real fun begins.

The first round of battle is hand-to-hand fighting between you, your forces (which you control through telepathic impulses to the 6502), and Carl's field fighters.

Hand-to-Hand Combat Grips, by Holy Cow Hardware, are plugged into one of fifteen game ports. The Grips attach to the palms of your hands, measuring the force exerted by your fingers. If you happen to grasp hands with