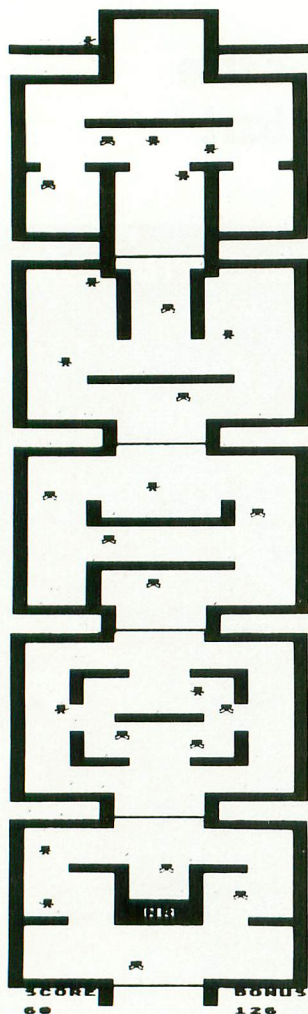


ANDROID ATTACK

FOR  ATARI



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16K cassette, 32K disk (SPECIFY!)

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**PRETZELLAND
SOFTWARE**
2005 C WHITTAKER RD
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PRODUCT REVIEWS

The verbal quality and understandability of the VOICE BOX is not the greatest thing about it, it definitely will not be mistaken for a human voice. "Intelligible" is the operative word to use when describing the characteristics of the VOICE BOX.

The box itself is a 3" x 4" x 1 1/2" box with a large knob on the side and a cable and serial port connector attached. It must attach last in the daisy chain, where the cassette recorder is usually connected. Because of this, all programs from a cassette must be read in before the VOICE BOX is hooked up. The knob control changes both the frequency and speed of utterances. No additional external power is needed.

Here are three program ideas for using the VOICE BOX. They are enhancements to already existing programs that will add a new dimension to them.

1. Talking Menu Program

This program will read the disk and announce the programs on it, then accept input to select one for loading, and indicate any loading errors and recycling if this is the case.

2. Error Diagnostic Program

The program will trap to a verbal indication of what the error was and which sentence, rather than stopping with an error number at the encounter point.

3. Program List Speller using Dictionary 2

This program will accept another program as list input and spell it out for aid in checking & debugging input. It can also be used as an aid by handicapped individuals.

There is also a great potential for teaching children to spell and for an added dimension to games. Overall, I believe, the VOICE BOX is well worth the price tag.

NAUTILUS

Synapse Software
5237 Jacuzzi St., Suite 1
Richmond, CA 94804
\$29.95 diskette and cassette
Reviewed by Gordon Miles

Nautilus is a strategy game with an arcade feel. The Nautilus is a submarine that scores points by destroying underwater cities to steal their energy cores. Meanwhile, it must avoid depth charges and other hazards. The Collosus, a surface ship, is the opponent, directed either by the computer or another player.

The graphics in Nautilus are excellent. The submarine has a little propeller at the stern. The oceanscape, with its underwater cities and subterranean passages, is also well done. The realistic tumbling of the depth charges, the predatory helicopter that patrols the surface, the fish and the tenacious limpet mines all make this a visually rich game.

The most innovative graphics feature is the use of a split-screen to depict the two commanders' views. A scoreboard is positioned just above mid-screen. Above the board is the Collosus commander's view on the ocean's surface; below the board is the sub commander's view. Both views scroll independently of one another. The sub commander can be to the far right of the ocean (and deep down); and the Collosus commander can be on the surface to the far left. When the two ships are in the same part of the ocean, they are both realistically shown in both views. The split-screen's main asset is an illusion of quasi-hidden movement which is so essential in a sub/destroyer type of game.

Play begins after choosing the number of players, the time limit, and the playing difficulty. Joysticks allow rapid movement and quick responses especially needed at the higher difficulty

levels where the depth charges and homing mines move much faster.

Nautilus is more a strategy game than an arcade game. Destroying and rebuilding of underwater cities is the sole scoring criterion in the game. No sort of hunter/killer scoring is done. This is unfortunate since an arcade game could readily develop at the higher levels where the action is fast. While the sub commander has plenty to do, the Collosus commander just goes from right to left picking up and delivering city repair crews, every once in a while dodging the helicopter, and occasionally, dropping depth charges in its haste from one shore to the other. This can get tedious in a short time. Most decisions stem from whether to continue dealing (repair/destroy) with the cities or where and when to delay your opponent — the difficulty is found in striking the right balance between these options.

Nautilus is an excellent graphics showpiece, well worth the price. Mike Potter, the programmer, conceived it as a strategy game, and as such it is a fair

one — however, with a revision in the scoring, it could easily be a very exciting arcade game.

KRAZY ANTIKS

K-BYTE

1755 Austin Road

Troy, MI 48009

\$49.95 cartridge

Reviewed by Jerry White

K-BYTE has released three new games on ROM cartridges for ATARI 400/800 computers called K-STAR PATROL, K-RAZY KRITTERS, and K-RAZY ANTIKS. All three are the high quality arcade-type games you'd expect from K-BYTE. Although they are a bit expensive, it's certainly a pleasure to just pop in a cartridge and not have to wait for a program to load.

Of these three new releases, my favorite is K-RAZY ANTIKS. The object of this one-player game is to guide your white ant through a maze of tunnels

while avoiding hostile enemy ants, an anteater, and torrential rain floods. You have six mazes from which to choose, and each has 99 levels of play. I seriously doubt that anyone will see level 99 in this decade.

Using a joystick, you guide your ant around the maze laying eggs along the way, and picking up enemy eggs. When an enemy ant is hot on your trail, you can drop an egg that explodes the enemy.

While all this is going on, an anteater will occasionally stick it's long tongue into the top of the maze. If you can position your white ant just ahead of the tongue, you can lure enemy ants into the danger area.

When it rains, the bottom of the maze fills with water, drowning all ants in the lower levels. Floods can be used to your advantage if you can lead the enemy ants toward the bottom as the rain begins, then retreat to the safety of higher levels.

I am not what you'd call an "arcader". I did however find this game to be addictive as well as challenging.

Attack at EP-CYG-4[®]

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For the ATARI 400/800

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cruise ships and deadly interceptors. How will you choose to face these brutal enemies? Board a graviton attack ship/Uni-class and your fate is your own. You will have complete control of weapons, shields and the ship itself. Or will the mission demand the graviton attack ship/Bi-class with your skills as a pilot guiding the ship and controlling the shields as your gunnery officer fires the lyso-blast weapon, and shares your fate.

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