Sierra Newsletter

King's Quest III Ships for Apple!

King's Quest III for Apple, one of Sierra's most anticipated titles, is ready to ship! Eager King's Quest fans have showered Sierra's mailbox and telephone lines with requests for King's Quest III, and over 20,000 copies have already been placed on order. Now the wait is over.

At long last King's Quest III has arrived, and you'll find it's definitely been worth the wait! As of this printing, the epic King's Quest III resides on both sides of five disks. This makes King's Quest III the second largest game in computer entertainment history (the largest game ever was Time Zone, a 12-sided Sierra game also written by Roberta Williams).

King's Quest III is an intermediate to advanced level adventure that transpires some time after the first two games in the series. In this adventure you become Gwydion, a young lad enslaved by the evil wizard Manannan.
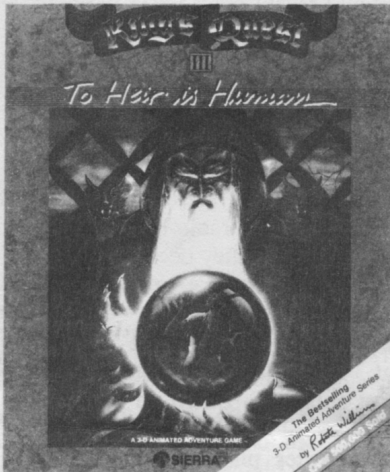
King's Quest III

With the use of cunning, wit, complex magic spells, and wise use of your time, you must seek to escape the clutches of the evil wizard (one of Sierra's most sinister characters ever!) and discover

Sierra announces new 3-D Animated Adventure! Manhunter: New York

Manhunter - New York, a foreboding science fiction epic, is the latest creation by Dave and Barry Murry, the authors of the mega-hit The Ancient Art of War. A dark vision of our planet's future, Manhunter evolves around the life of a detective in New York City two years after alien invasion and consequent world takeover. The ''hero'' of the story is contracted by the newly founded alien dictatorship to be an enforcer of alien rule, his job to track down and destroy a ring of human saboteurs and militants out to end the alien siege.

Manhunter is a twist on most contemporary adventure games, allowing players to choose allegiance between good or evil. Opportunities to make critical moral decisions are offered throughout the game, as the player's

Manhunter: New York

character develops into either a destructive Manhunter or a supporter of

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Crossword Winners Announced

Congratulations to the 11 winners of the Sierra Crossword in the December newsletter. (There were supposed to be only 10 winners, but the 10th and 11th correct entries arrived on the same day, so we declared a tie.

The winners are as follows:

Michael Ashcroft, Auburn, CA
Lois M. Bluhm, Hampton, VA
Barry Ergang, Rosemont, PA
George Fidmar, Crest Hill, IL
S.L. Johnson, St. Joseph, MI
Matthew Lanaro, Monroe, NY
Bryan Midgett, Angier, NC
George G. Mills Jr., O'Fallon, IL
Edward S. Pirie, Las Vegas, NV
J.H. Wicker, Library, PA
Dan Zebrowski, Sussex, NJ

Sierra's Contract With Disney Expires

On December 31, 1987, Sierra's license to produce and sell Disney products (excluding The Black Cauldron) expired. The products Sierra will no longer produce or sell include Donald Duck's Playground, Mickey's Space Adventure, and Winnie the Pooh in the Hundred Acre Wood.

Sierra will no longer be taking catalog orders on these products. However, we have been informed that the software dealers listed below still have these programs in stock: Babbages, Egghead Discount Software, Electronics Boutique, and The Radio Shack. Any catalog orders that have been received on these products will be returned.

The Sierra Newsletter

Correction To Sierra Product Catalog 1988

There was an error in Sierra's 1988 Catalog on the order form, listing King's Quest IV as being available in early 1988. As of this printing, King's Quest IV will not be available until September-October of 1988. However, Sierra will begin accepting orders for this product in June. Any orders we receive prior to June will be returned to the customer.

New Products For The IIGS!

Now, in addition to Thexder, Space Quest, and Leisure Suit Larry in the Land of the Lounge Lizards, Apple IIGS owners have two more exciting titles to add to their software library!

Shipping now are King's Quest and Police Quest, two Sierra favorites. King's Quest I is the historical first chapter in the epic King's Quest series. Apple IIGS owners can join the ranks of King's Quest fans worldwide as they become the daring knight Sir Graham on a heroic adventure in the land of Daventry.

Police Quest is the latest in Sierra's line of 3-D animated adventures, and also its most authentic. Based on the true life experiences of a police officer, Police Quest provides players with a realistic experience behind the badge of a street officer. From handing out citations to busting big time drug dealers, adventure gamers will have to follow strict police procedures to successfully fulfill their duties and "win" the game.

Also slated for spring release is the IIGS version of Mixed-up Mother Goose, Sierra's 3-D Animated Adventure game for children. Many of the most popular Mother Goose rhymes are represented in this delightful game, and nearly 20 stereo melodies are included.

The graphics in the Apple IIGS versions are as sharp and defined as anything Sierra has ever done. "The graphic animation in Mixed-up Mother Goose is especially fine," says bestselling authoress Roberta Williams.

As for sound effects, they are phenomenal! King's Quest programmer Carlos Escobar reports, "When Sir Graham falls in the moat and gets munched by the crocodiles, you hear real crunching noises! And Roberta did a great witch's cackle." Sierra programmers are currently working on IIGS versions of King's Quest II and III, Space Quest II, and Helicopter Simulator to be shipped during 1988. It looks like it's going to be an outstanding year for IIGS Sierra game fans.

King's Quest III Apple

your true identity.

Travel the high seas, massive mountain peaks and other grand obstacles as the quest unfolds before you. Tackle puzzles and mysteries that will test your best problem solving skills. A grandiose combination of strategy and smarts is required to complete King's Quest III, Sierra's grandest and most complex 3-D animated adventure to date.

King's Quest III will run on any Apple IIe/IIc with 128K memory or better, and it lists at a suggested retail price of $49.95.

Other Sierra games on the way for the Apple II computer series include versions of Mixed-up Mother Goose and Space Quest II, two of Sierra's latest adventures. Both of these bestselling hits are scheduled for release in the second quarter of 1988.

Manhunter

the Human Alliance.

Manhunter's authenticity includes locations that are haunting replications of a post-holocaust Manhattan. Encounters with characters that rank among Sierra's most vile add to the chilling atmosphere of this adventure.

Manhunter adds several innovations to Sierra's acclaimed adventure game system. The main character's viewpoint changes throughout the game, from first person (for one-on-one encounters) to third person perspective as you follow the whereabouts of your computer-assisted tracking device (which does your spying for you). Advanced windowing effects, overviews and close-ups help give Manhunter a movie-like presentation.

Manhunter is being developed initially for MS-DOS machines, with Apple IIGS, Macintosh, and Amiga versions to follow.

Sierra Visits Japan!
Compares U.S. And Japanese Software Markets

By Ken Williams

For over three years, Sierra On-Line has been working to develop business relationships with the software industry in Japan. Thexder, which was released in September of 1987, was Sierra's first import from Japan, and has already sold more than 100,000 units in this country.

Recently, Sierra President Ken Williams and some of his top staff took yet another journey across the Pacific on a fact-finding mission. Here is Ken's story...

The trip to Japan from the West Coast takes about 10 hours by jet. It's a gruelling, exhausting journey, made even more unbearable because the seats in jets travelling to the Orient are made to seat the somewhat smaller bodies of the Japanese people.

Four Sierra employees made the trek. Their destination - Tokyo. The short term goal was to gain a better understanding of the Japanese computer hardware and software market, with the long term goal being to open a branch office of Sierra in this faraway land.

From this and previous trips to Japan, I have acquired a good working knowledge of the Japanese hardware market. It is basically broken into three major segments, with only one major computer supporting each segment.

American hardware companies that we are familiar with, including Apple, IBM, Commodore and Atari, are almost unknown in the Japanese computer market. Commodore and Atari have no presence at all, and the Apple II is virtually unknown outside the "international schools" that educate the American and European students whose parents do business in Japan. Even computer giant IBM has less than a 1% share of the Japanese computer market. Apple's Macintosh, with its ability to display the native Kanji alphabet onscreen, has seen some success in the country, but it's "inferior" graphics resolution and high price limits its potential in the marketplace.

In Japan, the #1 market presence belongs to Nintendo, which has sold literally millions of its Family Computer. The Japanese version of the Nintendo machine, offers an optional disk drive in addition to the cartridge slot.

The "Famicom" (Nintendo's nickname), is a national obsession. Sierra's crew witnessed the extent of
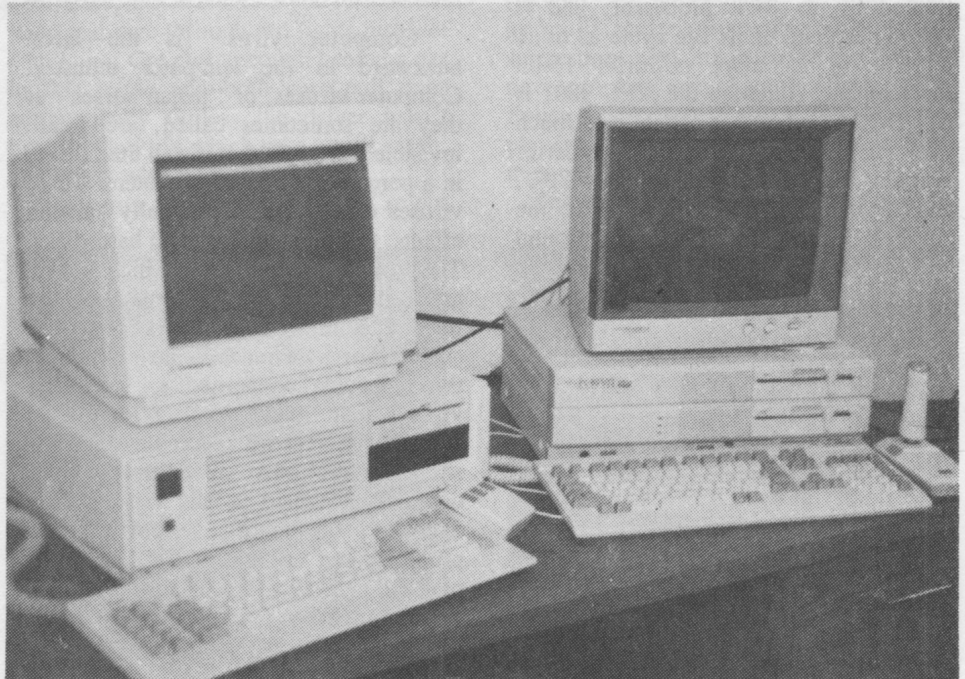
Japanese and American computers. The only similarity is in their looks.

Japan's love affair with games when Dragon's Quest III for Nintendo was released. The night before it went on sale, lines formed around the block at stores where the game would be on sale in the morning. Inside of five days (the length of Sierra's trip to the country), Dragon's Quest III sold over 1.5 million units. Towards the end of the week, with the game in short supply, the normally sedate Japanese were pushing and shoving to get to the treasured Dragon's Quest III games before supplies were exhausted.

Nintendo currently owns a "dominant" share of Japan's home computer market, but a battle for this market seems to be forthcoming. While Nintendo prepares a 16-bit version of their machine, other hardware makers are looking to make their own presence known there. Sega has already offered a new game machine to rival Nintendo, though it has placed a distant second (much like the Nintendo/Sega competition in the U.S.). A larger challenge for Nintendo lies ahead from NEC (the largest business computer maker in Japan) which has teamed with HudsonSoft (the largest software maker), to market a new machine called the PC Engine. The folks from Sierra had a chance to look at this new machine, and the graphics capabilities, in addition to its more computerlike capabilities, make it an exciting entry into the Japanese computer market. In the short time since

it was introduced in Japan, it has sold an amazing 600,000 units. If this machine is released in the U.S., it will likely be a knockout in the video game arena.

Occupying the market position analogous to that of the Commodore 64 in the U.S. is the MSX computer. An unusual thing about this computer is that it is made by more than one computer company. Several Japanese computer manufacturers, including Sony and Fujitsu, agreed on a standard for manufacturing a home computer. The resulting machine costs approximately $300 (including disk drive) and has graphics and music capabilities far superior to that of the Commodore 64. Some of you may remember that the Japanese tried to introduce the MSX standard to the U.S. in 1984, but were repelled by the success of the Atari 800, Commodore Vic 20, and Texas Instruments TI/99. While those machines have faded to near obscurity, the MSX standard is still alive and well in Japan.

The high end of the market is dominated by NEC. NEC makes two popular computers, the NEC 8801 and the 9801. The 8801 costs around $1,500 for a color based system. It has great graphics and sound and is the most popular of the powerful personal computers. The NEC 8801 market is much like the Apple IIe market in the U.S. There is a plentiful supply of quality software available and a large installed

3

base of computers, so publishers pay great attention to it.

Like the Apple IIe, The NEC 8801 is limited by its 8-bit processor, and is nearing the end of its life cycle as users upgrade to its more powerful 16-bit replacement. Although the NEC 9801 is MS-DOS based, it has capabilities much like the Apple IIGS with superior graphics, superior sound, a better CPU, and more memory. However, like the Apple IIGS, the NEC 9801 costs around $3,000 for a fully configured system.

It should be noted that although the NEC 9801 runs MS-DOS, it is not an IBM compatible. The graphics on the machine are completely different than any of the many PC graphics standards, and many of the operations are different. The machine cannot take advantage of the large library of MS-DOS based software available, and it isn't easy to adjust current MS-DOS software to work on the machine. Sierra's conversion of Thexder from the NEC 9801 to the IBM PC required a major rewrite, and this obstacle creates a barrier that has to date prevented the U.S. and Japanese software markets from sharing products. This may change soon though. A group of Japanese hardware manufacturers have recently launched an effort to develop a standard IBM compatible machine which contains ROM's with the Japanese character set. This new machine will be called the AX and will be sold by several different manufacturers. This should be an immediate success because of IBM's large existing software base along with the ability to use Japanese characters.

The biggest differences between the U.S. and Japanese software markets become apparent immediately upon visiting a computer store in Japan. The first thing you notice is the high quality graphics in the software. The Japanese computers all feature much higher graphic resolution than their American counterparts. This enhancement was originally made so that Japanese computers could display the intricate characters of the Kanji character set on screen, (representing a Kanji symbol on a computer screen usually requires a 40 dot by 40 dot matrix, whereas characters in the U.S. are expressed in a 6 by 8 dot matrix). Japanese game designers exploited this enhancement to do better quality game graphics than many American game designers ever imagined possible. Many Japanese games have colorful graphics that are almost staggering.

Another difference in markets is the

A New Breed Of Viruses Attack Computers

"Computer virus" is the latest buzzword in the computer industry. Computer viruses, or "trojan horses" as they are sometimes called, are small, invisible programs that install themselves in a computer's operating system. These viruses often have intentionally harmful effects, crashing systems and hard disks. The viruses are self-replicating, so that any system that comes in contact with an infected system will also be infected.

One story we recently heard through the grapevine concerned a "computer virus" that made its way into the computerized record keeping system of a small West Coast university. As the operator described it, she was entering data into the record system when a prompt came up that said "Let's play pinball!" After that, the heads on the disk drive started moving quickly back and forth over the computer's hard disk, destroying everything in its path. The guess is that this particular trojan horse was written onto the system by one of the students at the university, but trojan horse programs can also make their way into your system in other ways.

Computer viruses can breed wherever computers congregate, and can be carried through software in any form of media. Public domain software, poorly maintained bulletin board systems, and pirated software disks can all be sources of a virus. Unfortunately, these viruses usually can't be spotted until the damage is done, and they can be very hard to eradicate. In most cases, a user finding his system infected with a computer virus must not only reformat his hard disk, but replace the system files for any and all disk based software he owns.

To avoid the risk of computer contamination, one must take extra care in regards to how and where he or she receives software that he or she uses with his or her machine. Public domain software, and any other form of software that is readily swapped and traded amongst users, should be treated with a great degree of caution. Check the source of the disk, and if you don't trust the source, don't trust the software. Don't *ever* download a software program from a BBS directly to your hard disk. Save it to a floppy disk first, and keep it isolated from the rest of your media until you've studied it completely. Remember, computer viruses can be deadly to your software collection.

Remember, there are some demented, destructive people out there conducting germ warfare with their computers. Think of your computer's health before you boot up.

A social disease for computers...isn't technology wonderful?

Police Quest: In Pursuit Of The Death Angel

Me, have fun playing the role of a cop? Sure, pal, I never saw more than five minutes of Hill Street Blues, thought Dragnet was a drag, and haven't watched Miami Vice since the first season. Why should you care about my taste in TV? Because even though I'm no fan of cop shows, Police Quest slapped the handcuffs on my attention and kept me prisoner for a week of engrossing entertainment. (Fortunately the QB attorney bailed me out in time to write this review.)

It's the first disk drive detective game in which you must work your way up from uniformed cop to plainclothes officer, and the only one that asks you to deal with an assortment of crimes while working on the main case. Police Quest is also the most authentic such scenario, written as it was by former California Highway Patrolman Jim Walls.

You Have the Right to Get Stuck...

Most "puzzles" focus on following the procedures of a real policeman, such as always reading a prisoner his rights and handcuffing them behind the back. Violate a rule and it's "Game Over" time. So the manual, which takes the form of an "Indoctrination Guide" for the Lytton Police Department, is required reading if you hope to last long on the mean streets of this crime-ridden town, let alone stop the rising tide of drugs, murder, prostitution and gambling. Some procedures aren't discussed in the manual, which means you'll get a little on-the-job training.

The story opens as you, Sonny Bonds, attend the morning briefing and learn the suspected kingpin of the local drug scene is a coke dealer known only as the "Death Angel." Busting him is your long range goal. Top score is 245 points, but as usual in a Sierra game you can finish it and still not get them all. (I nailed the Dope Fiend but wound up with just 190.)

Instead of a sword you'll grab a .357 Magnum, and you pack a ticket book in place of a shield. Then you cruise the streets in a patrol car, as the game shifts from the familiar view seen in Sierra's graphic adventures to a top-down map of a small part of the city. Streets aren't named on the screen, but each area is marked (Map D2, A1, etc.). You can learn your exact location by radioing to the dispatcher, and a fold-out map of the seven by eleven block town is included in the package.

Your car is represented by a little oblong that's maneuvered with joystick, mouse, cursor keys or numeric keypad; by punching a function key you can change speeds: code - 1 is normal; code - 2, faster, and in code - 3 you turn on the siren and race through red lights just like a real cop. Get close enough behind a car in this mode and both cars pull over automatically (unless the driver hasn't broken a law, in which case you'll crash, and guess what?).

If you run a red light when you're not
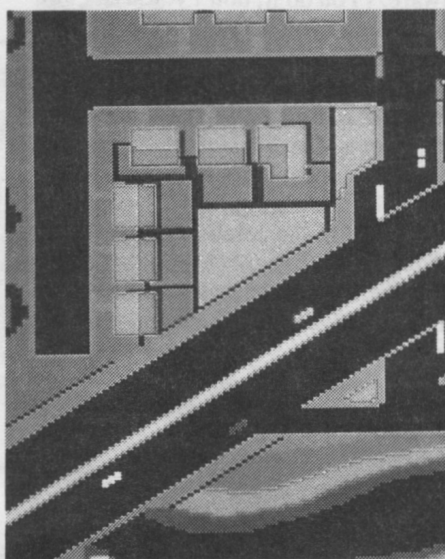
An overview of the city.

in code - 3, the game ends because you've violated police procedures. It also ends if you hit the road without conducting a safety check on your car, or violate any of the countless procedures that I'm sure real cops overlook every day without getting fired. (That's my sole complaint about the realism: In real life you'd at least get a few reprimands before being booted off the force.)

You can pull over and park at buildings with parking spaces out front, places like the Delphoria Hotel, Carol's Caffeine House and the City Jail. The game reverts back to the standard graphics display, and you can get out and guide your animated character in the door to investigate, talk to other characters and snoop around.

After pulling a car over for running a light or some other offense, you'll also see the standard display. There are some nice touches in these scenes, like when you ask to see the driver's license and it appears onscreen, complete with picture. The driver may even be illustrated with animated graphics.

How Animated Was It?

Helen Hots, for instance, was so animated, her license said she lives at 202 Gyrate Court. In this scene and a few others, the graphics and some text

responses get risque, but the game won't spit out any X-rated pictures or words (though it understands a few and appropriately answers any lewd suggestions you might make (but you'd never do that, would you?). Sierra says Police Quest is best suited for "mature players," but it's closer to a PG-rating than an R.

The story unfolds in a linear fashion,
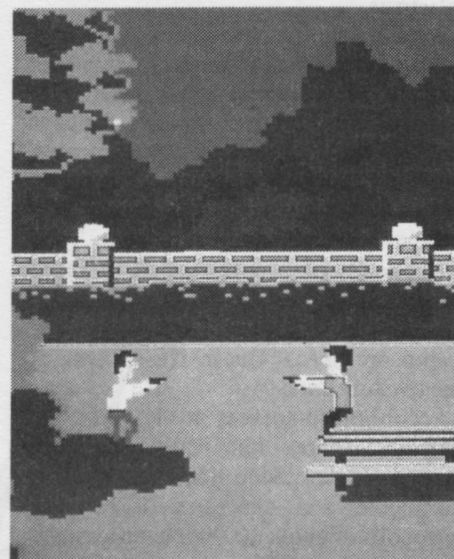
Shoot out in the park.

with time-triggered radio calls sending you to various locations to investigate a wide mix of situations: rowdy bikers, a car wreck, a stolen Caddie and the like.

In most cases, music alerts you to life-threatening situations. Gradually you learn that Lytton's small-time dealers are getting rubbed out one-by-one, and the clues point toward an out-of-town killer who's working with the Death Angel.

It's Going Down!

If you're lucky enough to nail him, you'll be assigned to the Narcotics Division and get to work on the Big Case. Then you can drive an unmarked car, wear civilian clothes and make some practical use of the computer in the station. Until this point you won't have found much to look up in the police data base. But be sure to save the game when you get ready to bust someone, for an arrest can have several outcomes depending on your actions -- and most of them will end the game, even if you don't get killed by the suspect.

Like real life, Police Quest is not all chase scenes and night court. You get to go off-duty for awhile and drive your red Corvette to a surprise birthday party for another cop. The "chicken incident" is

5

Hints On How To Get A Hint

By John Williams

This holiday season, we estimate that over 1/4 million of you received a Sierra 3-D Animated Adventure Game as a gift.

To hear the people at the local telephone company talk about it, every single one of you called Sierra for an adventure game hint the day after Christmas.

When Sierra customer support employees returned from their Christmas vacation, they entered a war zone. Not only were all seven of Sierra's resident hint givers deluged with incoming telephone calls, but so was our BBS system, our order desk, our top managers, and even our president. Tens of thousands of people wanted to know how to find the wand in King's Quest III, and how to successfully navigate the swamp in Space Quest II (or was it Leisure Suit Larry?).

According to sources at the telephone company, Sierra hint calls not only clogged all the phone lines coming into Coarsegold and Oakhurst (a thriving metropolis of about 10,000) but was tying up telephone traffic as far away as Modesto and Sacramento (which are both more than 100 miles away). At peak hours, calls coming into Sierra were being turned back to their source at a rate of more than 1,000 an hour!

Now Ken made me promise (Ken being my boss) that I wouldn't write anything in this article about how great numbers of you seemed willing to admit defeat to the silly little puzzles in a piece of software after only a matter of days...or how a chosen a few of you were ready to cry uncle as soon as the Sierra phone lines opened up the Monday morning after Christmas...

I promised Ken I wouldn't try to stress to you that the real fun of any adventure game is solving the puzzles by yourself, and that our customer support lines should be reserved for that real stumper you've been thinking about all summer (and of course any technical problem you might have concerning hardware compatibility or software error)...

...So forget I brought any of this up! What I was allowed to explain is how you can avoid being a member of Coarsegold, California's first telephone traffic jam, and get your hint without incurring the cost of a long distance phone call to our offices (which are a long distance call from anywhere!). So the rest of this article is about what to do if you've been stumped by a Sierra's 3-D Animated Adventure Game and are ready to admit defea...I mean seek help in your quest.

Examine Your Game Package And Contents

Of course everyone knows that a good computer user thoroughly reviews the documentation that comes with his software. (You do it, don't you? Sure you do!). But did you know that sometimes the box the product comes in can also provide hints on how to solve your game problem? As an example, the screen shots of the mermaid and the winged horse that appear in some editions of the King's Quest II packaging have provided thousands with the solution to one of the adventure's biggest puzzles. So remember to read everything that came with your adventure (including Sierra's product catalog).

Talk To Your Friends That Play Adventure Games

Sierra has sold over 100,000 units of almost every adventure game it offers (and over 1/4 million of a select few). Chances are, someone at your office or in your local user's group has played the same game you're playing. If you're a parent, ask your child for a hint! If you're married, get your spouse's opinion on what you might do in your game situation.

Forget About Your Problem For Now And Think About It Later

Do you really *need* to solve every game puzzle in the adventure in one sitting? If you're stuck in a situation, a good suggestion might be to save your game and turn off your machine for a while. Forget about your problem and let your subconscious think about it. It's amazing how easy some solutions become when you really aren't trying to find the answer.

Try Another Route Around Your Problem

Remember that Sierra 3-D Animated Adventure Games let you choose from multiple solutions to many game puzzles. If, for example, the spider droid in Space Quest I is "bugging you," one solution is to push a boulder onto his head. Another solution might be to introduce him to the scaly Orat (spider droids and Orats make for an explosive combination). A third solution might be to simply outrun the spider droid throughout the game. (Remember: In the immortal words of Snoopy the Beagle, "There is no problem so large that it cannot be run away from.")

Buy A Hint Book

For those of you not "in the know," Sierra offers hint books for all of its adventure games. Each hint book offers hints and game maps for adventure game players who get "stuck," and give each of the multiple solutions to be found in a game. The hints are written in invisible ink, with headings above them like, "HOW TO GET RID OF THE SPIDER DROID." You uncover only those hints you want by using a special marker to reveal the hidden clues.

At $7.95 each, hint books are much cheaper than long distance calls to Coarsegold, California and can be found in most software stores. If your local store doesn't have them, you can write to Sierra and order one.

Call Sierra's BBS

Yes, calling Sierra's BBS *is* a long distance call, and it will cost you money, but it's much easier to get through to Sierra over the bulletin board, which is open 24 hours a day, 7 days a week. All you need is a telephone, a computer and a Hayes-compatible modem. The number to the BBS is (209) 683-4463. Try it out.

If You Must Call Sierra

If you can't find a hint book, your friends can't help you, you don't have a modem and you're at the end of your wits, give us a call. Here are some suggestions on how to do it.

SIERRA'S SUPPORT NUMBER IS (209) 683-6858. There are many phone numbers that ring into Sierra (sales lines, fax machines, administration lines, etc.) but only on the (209) 683-6858 phone number will you be able to receive hints. The business hours for customer support are 8 a.m. to 5 p.m. PST, and they only take phone calls Monday-Friday (weekends are spent catching up on the mail). Please do not call any of Sierra's 800 numbers when looking for a hint. These numbers are for orders and order tracking only, and hints are not given.

Be Prepared When You Call

When you call, have your product and documentation available, because you are likely to be asked a question about some packaging component. (For example, "what is the picture on page 17 of your manual?") We ask these questions to

amusing and sheds light on the personal side of a cop's life. Several characters, like fellow officers Dooley and Keith and hooker ''Sweet Cheeks'' Marie, populate this fantasy world and make it more than just a game in which you wander around on your own. There is also a sub-plot, the running story of fellow officer Jack and his doper daughter.

The Parser Police

Since most of the things you must do to succeed are handled with lively and detailed animated action, the Sierra parser doesn't have to be as powerful as its counterparts in other adventures. Still, the vocabulary leaves a lot to be desired, and the inventory command proves misleading at times, telling you that you've got an item in your inventory even if you actually left it in the car (which makes it hard to write a ticket). After a few hours of playing, though, I got the feel of the parser and communication smoothed out. A plethora of cliched police jargon is incorporated into the vocabulary, but I have to admit I enjoyed saying ''Book him!'' and ''Freeze, sucker!''

As in previous Sierra games, you've got to develop a knack for gambling. This time the game is five card draw, a variation of poker that's a bit more complex than playing Space Quest's slot machine or Leisure Suit Larry's blackjack. And the goal differs, for you're not out to win enough to buy a necessary object. Instead, you hope to impress one of the other three players enough to advance into the next phase of an undercover operation. The package includes a detailed reference card on the game (which I had fun with even though it wouldn't let me draw four cards to an ace).

The program is not protected, Sierra's first animated adventure to be offered in this manner. You can slide it onto a hard disk or make back-ups and never need insert a key disk as with other Sierra games. Sierra says if it isn't pirated, they'll make this standard with all their adventures. (But they also report the experiment wasn't successful when tried with Wrath of Denethenor: The number of calls to their customer service line was way out of proportion to the number of games actually sold, so the only conclusion was that lots of people were copying the program.)

Three 5.25'' disks and two 3.50'' disks are included in the package (that means frequent swaps if you've got one 5.25'' drive). It requires 256K and supports

Apple II Graphics Book Available

Hundreds of people responded to the offer in our last newsletter on the availability of Ken Williams' book ''Apple II Computer Graphics.'' However, there are still several hundred left, and we need to move them out of our warehouse.

To order your copy, send a check for $7.00 (half suggested retail price). As an added bonus, we will pay shipping and handling. Checks received after inventory is exhausted will be returned uncashed.

Special Offer On Sierra T-shirts!

Now you can wear your favorite software company on your back! With any Sierra purchase of $75 or more, you can get one Sierra T-shirt, FREE!

To receive your free shirt, you must specify in the appropriate blank on the order form, or ask when ordering (if by phone). Please remember to specify size (adult S, M, L or XL).

If Sierra product is purchased through a store, the customer may send in the original dated sales receipt with a request for a shirt.

This promotion is good only for products purchased between Oct. 1, 1987 and June 30, 1988. Offer good while supplies last. Limit one shirt per household.

Mixed-up Mother Goose Puzzle

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Y R A R T N O C E T I U Q T R A M B K T R A I P D R M O T P O L
R T E C O N T R E P C A P P L O M A R R E K C U T Y M M O T P I A
A F P E E S H E R L O B E L D D I F R O D T O R E T E A L L A M
L O S S L I M O O R L B M A I S D D I F O E N K I N F L U L O W
W O N D R E M C T T L E M E I S Y S M U T T E F R O O M O O H I
I I D N O L K K E C A N A R A E E E R H T S R E L D D I F I T R
R S O D L T N E M S S M I R R A H L E B U O D L E T R U T I R D
D A A L P P E S T R D A T E G I W E S O N O V E R C O E M I N O
O G S T D F R S A T I I B I E S P R C E I O B J C T B I O N S L
L P A R I W T I U C U L A A H T O R B R R E A N L R I Z A T S Y
P I O W N S O T R O A T E M G I E U S O B J I E E C T I O N O N
O S T E N A T M I V M E T E Y N T A T I V K E A R R Y O L B R S
L I M P R E S I A S I O N S F T R E D S P D D Y O M I P Y P C Y
D T R A S V E T O N O R E T E P T S T M L L M O R R R R R U Y R
S R E T I T E R B O S N U R E A C E U L L L E L R O O O O R R O
S D S F P P E E T O L E E T N E T P R A C E E H R C K C K U D
Y T S F F P E E P O B E L T T I L I C P A L H H R K C C C C B L
C O S D R U C E W O R E L T O D A O Y T H M E S S E E I I I N O
R A W L I M M T O S T R O T A S R U C M A T O S S E L D D H A P
K R A W O R L S D S A P A F R T F I D G E L I T T E L L A I B S
O K K O O O P L S C H O O L N Y B E F I N K O O R S L K I A M T
W K K C O O P L S I H O O N L W H A I T N I T H L E R K C A O C
P T Y O O O W O R L M D C O U L O D B E W R K O A N E O R O P A
T R E N O D G W I H T E T H S E T R A T E C O D I F D Y A F C H
Y F F A R I S S H N E R L L I N T C C I A A T L O I I S I A M
L L A N N E N M E E S I E T R R A T T T T T C L O O P A S K Y P
L L A N D M S M E E S I U R T N E E S S S R S E O O S E I H T T
L L A R G G S S E B I F W H A I N E E E E T L I H S O N L T P Y
A E R W N G G O O R F T E A A A L L S E N N E O H S O S V R M E
E S E O N N G W W E F E T C C D S S E O O A O E H S O E E I U S
S R T I E E L R T R F F N G N N E E E O O L N N S A R R R N D H
R O K G O S E E T T I I N A N T O P S R O G R A A M O R B C Y O
K H R G O O R S E H I I C A R R E S P R O G R A M M A E E E T T
P K N M O T H O E E R R C C E E S P O U O G E E M D D L L L P R
O C I E R I N H H E E E A T T T P I D P T H H N H D E L L L M M
O O R R T I N T T E E E A T T T I D E R S P S T R T K K S U U O
M C P B G A A A T O T I N G E A R E R E P E E G O O O O O O H O
P I M E W W W W A T E I N G H L L L L E E E E N N O O M O O R P
S A R E P I P P S M O K H E E P S M E M Y H R R I I O M I A R S
L W H T E H R S E Y W K A W H T E M R H Y S S O N O K M P O N C
```

The words above are arranged horizontally, vertically and diagonally. See how many you can find. The first 10 players to correctly find all of the words will be awarded the Sierra software product of their choice. *Plus,* we've conveniently hidden a *bonus* word. If you are one of the first three lucky winners to successfully complete the word search and find the bonus word (56 words total), you will receive your choice of *three* Sierra software products. (Hint: the bonus word is a character(s) found in a Mixed-up Mother Goose rhyme.

Please address your completed submissions to Sierra's Newsletter Editor.

1. Banbury Cross
2. Bowl
3. Broth
4. Butter
5. Candlestick
6. Cat
7. Clock
8. Cockhorse
9. Cockleshells
10. Cow
11. Crooked Man
12. Crown
13. Curds
14. Dickory
15. Dish
16. Dock
17. Dog
18. Fiddle
19. Fiddler's Three
20. Hickory
21. Humpty Dumpty
22. King's Horses
23. King's Men
24. Knife
25. Lamb
26. Little Bo Peep
27. Little Miss Muffet
28. Mary
29. Mary Quite Contrary
30. Moon
31. Mother Goose
32. Mouse
33. Old King Cole
34. Old Woman
35. Pail
36. Peter
37. Pipe
38. Platter
39. Plum
40. Pumpkin
41. Rhyme
42. School
43. Sheep
44. Shoe
45. Silver Bells
46. Spider
47. Spoon
48. Tommy Tucker
49. Tuffet
50. Wall
51. Water Can
52. Whey
53. White Bread
54. White Horse
55. Wife

How Good Are Your Eyes?

Look closely at the two pictures below. Picture B contains 35 changes (some minor, some not so minor) from the original. How many can you find? Using a colored felt tip pen (other than black), highlight as many changes as you can find.

Picture A

**Solution To Last
Issue's Word Search
& Crossword Puzzles**
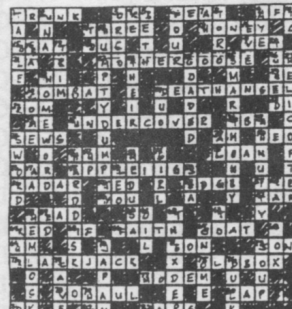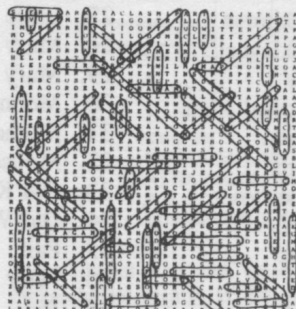
The first 10 people to correctly find all of the changes will receive the Sierra software product of their choice. Please address your completed submissions to the Sierra Newsletter Editor.

Picture B

Word Search Winners Revealed!

Congratulations are in order to the 13 winners of Sierra's first Word Search Puzzle. The first three persons to solve the puzzle and discover the bonus word (Vohaul) were:

Mary Boddington, Billings, Montana.

Lance Hori, Roselle, Illinois.

David Miller, San Jose, California. Each of these lucky winners will receive the three Sierra products of their choice.

The other winners of the Sierra Word Search Puzzle are as follows:

Jay Green, Hopateong, New Jersey.

Keith Karger, Canoga Park, California.

Matthew Lanano, Monroe, New York.

Joe H. Novak, Magna, Utah.

Diane/Michael Schindhelm, Mukwonago, Wisconsin.

Linda Scott, Omaha, Nebraska.

Robert Steinbach, San Diego, California.

A.W. Stone, Fernley, New York.

Debbie Trotto, Federal Way, Washington.

Andrew Worsek, St. Louis, Missouri.

Again, congratulations to all!

Sierra Keeps Growing!
Breaks Ground On New, Larger Building Site

Sierra's current building is nestled amidst the pines of Oakhurst, California, at the southern gate of Yosemite National Park, the second largest national park in the United States.
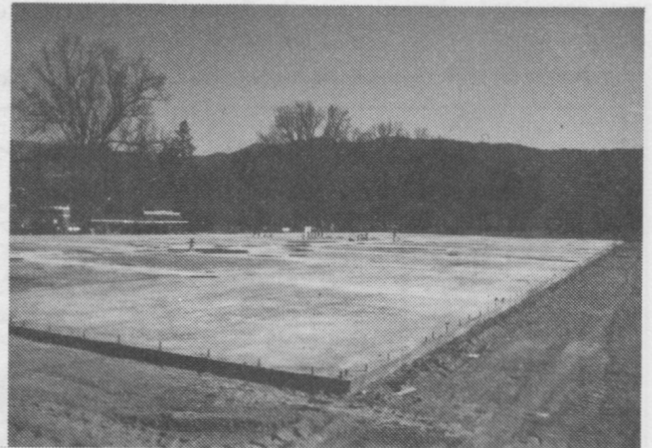
Day 30. A solid foundation has been laid! It will be a short time now before Sierra expands into its new building.

Day 1. Groundbreaking begins! The heavy machinery arrives and ground leveling starts.

Day 40. A truck arrives with the structural skeleton of our soon to be completed building.
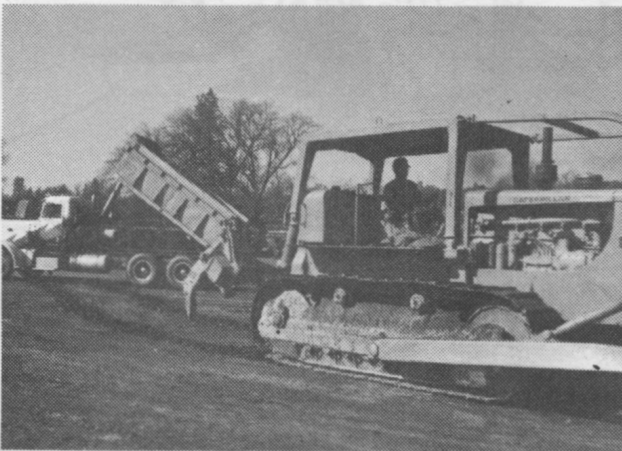
Day 2. Local construction crews "move mountains" to ensure Sierra a rapid transition into its new location!

As you can see, Sierra continues growing to provide even bigger and better products and services for you in the future.

Latest Versions Of Sierra Programs

Listed below are the latest versions and/or upgrade numbers of Sierra products. Customers who wish to update their product may follow Sierra's standard replacement policy. If the products were purchased within the last 90 days, there is no exchange charge. Replacement disks on products purchased beyond 90 days may be obtained for $5.00 ($10.00 for 3 1/2'' disks) for each product updated (California residents add 6% sales tax) from Sierra.

When returning a program follow these steps:

a. Send disk #1 from the program in an envelope (don't worry about protecting the disk).
b. Send proof of purchase, check or money order.
c. Be sure to specify which computer you own.

The upgrade charge from HomeWord to HomeWord Plus is $35.00. If you have a question concerning a Sierra product please write customer service or call us at (209) 683-6858 from 8 a.m. to 5 p.m. PST.

MS-DOS
The Black Cauldron - Vers. #2.0
King's Quest I - Vers. #2.0
King's Quest II - Vers. #2.2
King's Quest III - Vers. #2.14
Space Quest I - Vers. #2.2
Space Quest II - Vers. #2.0a
Leisure Suit Larry - Vers. #1.00
Police Quest I - Vers. #2.0g
Mixed-up Mother Goose - Vers. #1.0d
Thexder - Vers. #Revision c
Helicopter Flight Simulator - Vers. #1.1
HomeWord Plus - Vers. #3.01
Smart Money - Vers. #1.1
    Special note: We now support all IBM P/S 2 computers.

Apple IIGS
King's Quest I - Vers. #1.0s
Space Quest I - Vers. #2.2

Leisure Suit Larry - Vers. #1.0e
Thexder - Vers. #2.6

Apple IIe/IIc
HomeWord Plus - Vers. #3.0
Smart Money - Vers. #1.2
Leisure Suit Larry - Vers. #1.0m

Macintosh
King's Quest I - Vers. # 2.0c
King's Quest II - Vers. #2.0r
King's Quest III - Vers. #2.0
Space Quest I - Vers. #1.5d
Leisure Suit Larry - Vers. #1.05

Thexder Contest Winner!

Congratulations goes out to Jeff Baker of Great Falls, Virginia, who turned in the high score of 3,465,800 in our Thexder Hot Shot Contest. Gary will be receiving the game of his choice for his nimble-fingered efforts. Way to go, Jeff!

Sierra Cartoon Contest

We're once again proud to announce the next round of Cartoon Contest winners. Congrats go out to: **Adam Paul of Center Line, MI and Tim Coman of Chicago, IL.**

This is an ongoing contest, so send in your submissions now!

Cartoon entries must be in black ink (not in pencil or in color) on white unlined paper. Do not fold cartoons. Cartoons should relate to one or more Sierra products. All submissions become the property of Sierra On-Line, Inc.

Winning entries will receive the Sierra product of their choice, and be published in the newsletter. Number of winners will depend on the quality of entries.

Send entries to Sierra Cartoon Contest, P.O. Box 485, Coarsegold, CA 93614. Please include a separate sheet of paper

with your name, age, address, daytime phone number, the product you wish to win, and the computer you have.
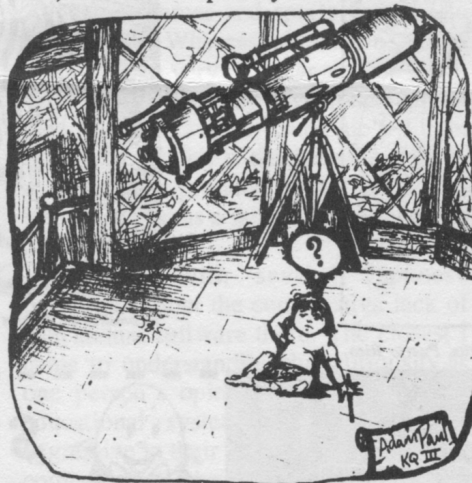
PUZZLED OVER THE WHEREABOUTS OF A "FLYING SPELL" INGREDIENT, GWYDION BRUSHES AWAY A DEAD FLY AND SITS TO PONDER THE SITUATION!

The New Sierra BBS

By Dennis Jonathan

With the installation of Sierra's new bulletin board system (BBS), the response has been phenomenal. Accessible to anyone with a computer and modem hook-up, Sierra's BBS operates at no charge to the user (you must incur phone charges). The BBS operates 24 hours daily, seven days a week for convenient user access.

Sierra's BBS is broken down into several areas. There are eight conferences supporting Sierra programs and one conference supporting technical questions. In the game conferences, users leave questions concerning Sierra's adventure games which can be answered by fellow callers. In the technical conference, questions are fielded by Sierra's technical experts. In the telecommunications area, users can talk directly through their computers to other on-line callers.

The Library is a BBS favorite. Here users can download (copy) playable demos of games, software programs, and even additional scenery files to Sierra's Helicopter Flight Simulator.

The BBS averages over 6,000 calls per week and has nearly 25,000 active users. Calls are received from all over the world, although the majority of users live in the United States. If you haven't yet explored the exciting new world of telecommunications, come and join us. Maybe someday I'll talk to you on Sierra's BBS.

Sierra Drawing Contest

Congratulations are in order for: **Sam Mejias of Rio Piedras, Puerto Rico; Jon LaGuardia of Olmsted Falls, OH, and Robert Ryan of Simi Valley, CA.**

The Sierra Drawing Contest will continue as long as we keep publishing the newsletter, so keep those submissions coming!

Drawings must be in black ink (not in pencil or in color) on white unlined paper. Do not fold drawings. Drawings should relate to one or more Sierra products. All submissions become the property of Sierra On-Line, Inc.

Winning entries will receive the Sierra product of their choice, and be published in the newsletter. Number of winners will depend on the quality of entries.

Send entries to Sierra Drawing Contest, P.O. Box 485, Coarsegold, CA 93614. Please include a separate sheet of paper with your name, age, address, daytime phone number.

Submitted by Jon LaGuardia, Olmsted Falls, Ohio.
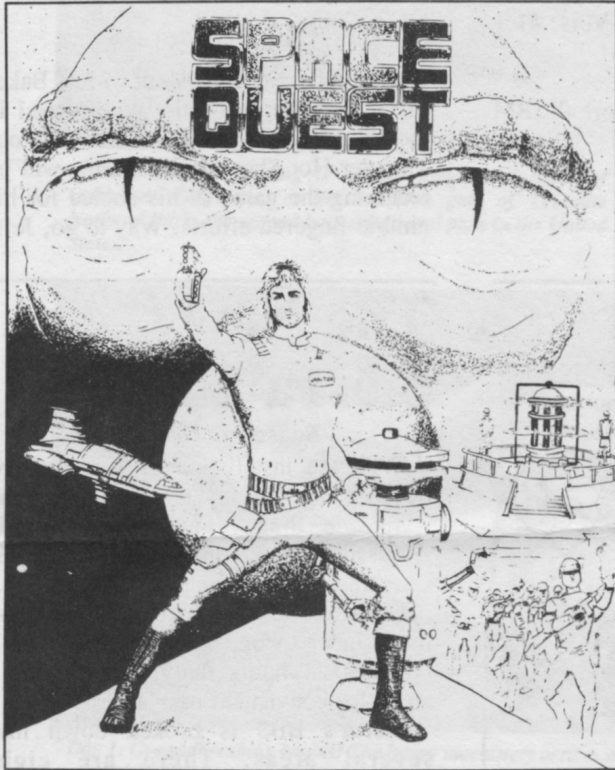
Submitted by Sam Mejias, Rio Piedras, Puerto Rico.

Submitted by Robert Ryan, Simi Valley, California.

Hercules, CGA, EGA, Tandy EX and higher and PCjr color cards; you get 16 colors in EGA and on the Tandy. IBM's new VGA and MCGA graphics for the PS/2 are also supported.

Conclusions: This is more of a simulation than a traditional adventure, for the obstacles to success are situational puzzles that can only be construed as logical problems when viewed from the perspective of a cop trying to follow procedure. I found driving the cars without crashing was the hardest part of the game, which took about 20 hours to complete. But I enjoyed every minute (except the crashes!) Because of the story's linear nature, as the events unfold with drama and humor, tension and gratification.

QuestBuster David Heidt, who just joined the Guild by doing a solution for the game, had this to say: "Sorry the walkthrough took so long, but Police Quest is like A Mind Forever Voyaging -what it lacks in puzzles, it makes up for in length." The only people who might not like it are those who are more concerned with purely logical puzzles than with engaging in true interactive fiction. A sequel is hinted at several times, and you can be sure I'll be there if the Death Angel ever gets out of jail.

System: IBM & Quest-Alikes (256K)
Conversions Planned: Amiga, Mac, IIGS, ST, Apple (128)
Skill Level: Novice
Protection: None
Price: $49.95
Company: Sierra On-Line

general lack of health in the Japanese computer industry. Most Japanese publishers described their sales as flat or up only marginally this year, while their U.S. counterparts grew by 25 to 100% in the same period. I attribute this lack of growth to a lack of variety in the Japanese software market. Games, and a few very hardcore business and utility products, make up the entire market. Education and home productivity products are nonexistent. To our knowledge, only Broderbund Japan (the Japanese subsidiary of our U.S. competitor) is addressing this market, having recently released a Japanese version of Print Shop. We wish them well, as it is obvious to us that without some productivity benefit from personal computer usage, the Japanese personal computer industry cannot realize its full potential.

The Japanese entertainment software market has matured a great deal since Sierra's first trip to Japan a few years ago. On our first visit, the Japanese bestseller charts were monopolized by action games. On this visit, fantasy role-playing games such as Wizardry and Ultima seemed to be the hottest segment. Adventure games and sports games also fared well. Whereas simulation games seem to be very popular in the U.S. software market, they have not caught on well in Japan. Even Sublogic's Flight Simulator, which is the bestselling U.S. non-business product of all time, has been regarded as a failure in the Japanese market.

I spoke with several Japanese publishers about the comparative lack of educational software there. The closest I came to understanding this curiosity is one person's opinion that the Japanese educational system has not been . as aggressive in their acquisition of personal computers as the U.S. Apparently the Japanese government is uncertain as to which hardware company from which to purchase computers. If the government buys from NEC, then the other hardware companies will feel slighted. If the government buys from all the manufacturers, then no software standard will exist and no one computer will have a large enough installed base to develop all of the educational software necessary. Catch-22 anyone?

My most significant observation of Japanese software is its utmost quality. The attention to detail which exhibits itself in the quality of the music, animation and graphics is highly enviable. The Japanese have made software into a performance art, and the Japanese software publishers have a pride in their products that all U.S. publishers could learn to display. For the time being, it seems that Sierra will be acting more as an importer of Japanese software to the U.S. than a player in the Japanese computer software market. As we have worked and talked with the Japanese, we are learning the attention to detail that is part of their culture.

At the conclusion of our trip to Japan I purchased every top selling game I could get my hands on to demonstrate for the Sierra staff. My hope is to incite them to even higher levels of quality. This quality can be witnessed firsthand in the two products we have imported from Japan, Thexder and the upcoming Silpheed. Looking overseas, Sierra has found both a ready source of quality products to bring to the U.S., but also a good example to follow for our own product development at Sierra.

The trip to Japan is long, and travelling there is expensive (things cost 2 to 20 times as much as they do in the U.S.). However, the education offered is well worth the cost and trouble. The payoff will come from the rise in quality you will witness from our products - both the Japanese imports and the new Sierra products built with the attention to detail learned from our friends in Japan.

Solutions To Early Sierra Game Puzzles Revealed!

Warning: The following article contains hints for playing several of Sierra's adventure games. If you do not wish to risk reading the solutions you may wish to skip this article.

Sierra has produced a long line of bestselling adventure games in its time, and amazingly enough, many of our Hint Line calls concern games we created as far back as 1980. Listed below are solutions to just a few of the many puzzles we continue to receive calls on from some of Sierra's earlier titles.

Wizard and the Princess

Published for the IBM as Adventure in Serenia.

Q. How can you kill the snake?

A. You need a rock without a scorpion behind it. From the snake go S S S S W S and get this rock. To get back to the snake go N E E E E E.

Q. Help, there are more snakes...what do I do?

A. After killing the first snake with the rock you will encounter several other snakes. You will want to kill all snakes with your stick, except the one that has a rock on its tail. Be nice to this snake and get the rock off of its tail.

Q. How do I cross the chasm?

A. To get across the chasm you will need to have the two notes found in the desert. If you put these notes together, one as the top and one as the bottom, you will get the word HOCUS. Say this word to get across the chasm.

Q. My boat keeps sinking, what can I do?

A. In order to get anywhere in the boat, you need to fill the hole with your blanket.

Q. What do I do when I get to the island?

A. If you have made it to the island and need to get into the Tree House, TIE ROPE, TO ANCHOR, THROW ROPE, CLIMB ROPE. To get off the island after you have the harp, go to where you got the anchor, DRINK VIAL, FLY N. Give the bread to the Lion.

Q. How do I find the bird?

A. You need to go through the kitchen to get into the tower. You will need to go to the tower a second time to find the bird.

Wrath of Denethenor

Q. In what order should I visit the five continents?

A. 1) Nisondel, 2) Cestiona, 3) Arveduin, 4) Isles of Bregalad, 5) Mystenor.

Nisondel: Solrain Argoth is located northeast of Castle Solrain but in an open area of Nisondel. Here the player can buy rations and weapons. Also, the player learns of that which is to come.

Cestiona: The true exit from Cestiona lies in a tiny rocky island northwest of the continent. This island is only accessible from a dimension door on the northernly "Fire" island. To step onto the island you need a spell to control Demon Glow.

Arveduin: Mount Restorn is the exit from Arveduin to the Isles of Bregalad. The player must sail right along the northern shore of the continent and a passage way appears magically. When first in Mount Restorn, the player encounters a long hall of locked doors. The second southern door leads to an underground waterway and a set of ships. The player sails north to the second open area and departs the ship. The player then walks in a kind of a horseshoe loop to a dimension door which will take the player to a temple and a set of doors. Taking either door will take the player to a valley. Then the player must go to the southern end where a field of demon glow is found. The exit lies in the center of the demon glow.

Isles of Bregalad: Shadowmere is the key to one of the most difficult secrets of the game. A graveyard is located in the southeast area of the map of Shadowmere. The graveyard only appears during the witching hour (12 midnight to 1 a.m.). The player must be in Shadowmere during this time in order to enter the graveyard. In the city of Shadowmere many clues are learned, also, this is the last place to buy rations.

Mystenor: Castle Denethna is located on the same island as the door to Death Meadow, in the center of the bay. Pause and review your clues. The player is greeted quite warmly upon entering the castle. The player will find this is the castle of the fake Denethenor. The player must kill the fake Denethenor and read the inscription on the throne.

Mystery House

Q. I know that there is a trap door in the attic. How can I find it?

A. You must see the trap door through the telescope in the tree before you can open it. You must reenter the house to do this, you cannot open the trap door without going to the telescope first.

Gary Butts, Sierra programmer meets with Takeshi Miyaji, designer and programmer of Silpheed.

Sierra Signs Contract For Silpheed

By Ken Williams

This February several of my staff and I traveled to Tokyo to meet with Game Arts, developers of the legendary action game Thexder. Game Arts, a major Japanese software publisher, had developed a follow-up product to Thexder called Silpheed and we wanted to convince them that Sierra was the right publisher to introduce this product to the American audience.

Since the first copy of Silpheed arrived at Sierra's offices about four months ago our Japanese computer has been the most popular computer in the building. We even investigated an event where someone broke into the programming offices at night just to play Silpheed. We know because a soft drink was found spilled on the keyboard, but nothing in the building was missing!

Those who have played Thexder are familiar with the great music that Game Arts produces. Well, in Silpheed they have outdone themselves. Each level (14 total) of the game has its own original composition. An album of Silpheed music has been released in Japan, as well as a book of the sheet music. Our favorite way to play Silpheed at Sierra is to wait until night, turn out the lights, hook up Bose stereo speakers, crank up the sound and turn it into a multi-media experience. There are some lawyers renting space in our building who thought we were crazy at first, but then they developed a Silpheed habit of their own.

The IBM version of Silpheed will be programmed by Gary Butts (pictured above) and the Apple IIGS version by John Rettig. Versions for other computers will not be coming until the first quarter of 1989.

INSURANCE SALESMEN INVADE PLANET!

- WON'T TAKE NO FOR AN ANSWER! -

SPACE QUEST II ARRIVES!!

(UPI) - *Hordes and hordes of pushy, genetically engineered door-to-door insurance salesmen were seen last night heading towards the outer reaches of our planet's stratosphere. Armed with their briefcases and breath that could knock a lardaceous pork beast off a jam-packed swill vessel at 50 kilometers, these fast-talking charlatans most certainly seek our utter destruction. All citizens are advised to keep their doors closed and securely locked until further notice. (See back page.)*

BECOME ROGER WILCO SANITATION ENGINEER TURNED SPACE HERO!

Just when you thought it was safe to go back into space, HE'S BACK! Sludge Vohaul, the demented evil scientist (you've come to know and hate) has returned with a new plan. A nasty plan. A plan so evil that only one as wickedly sadistic as he could have conceived it.

And the only thing standing between him and universal domination…is YOU!

Boggle your way through the humid stenchlands of the jungle planet Labion as you flee Vohaul's minions. Blunder your way onto the asteroid fortress in your search for the slime-sucking Vohaul. Flounder your way through more perilous escapades than you can wiggle a space worm at.

Once again you, Roger Wilco, must don your sanitary space mittens and prepare for the onslaught of evil that Vohaul has prepared! Beat the odds. Defy gravity. Cry for help!

INCLUDES:

- **Incredible 3-D graphics** - The best ever seen on an earthling home computer!
- **Space Piston Comics**, the most universally loved comics in this galaxy! 16 pages of brilliantly colored illustrations (reminiscent of your favorite comic classics) detail the far-out adventures of our hero Roger. Action-packed and full of laughs, Space Piston Comics is A MUST HAVE item for comic book collectors and all 60's action comic fans.

Sierra Mailbag

To The Sierra Company,

I am writing to express our thanks and appreciation. Recently, we purchased your "King's Quest III" game. When we attempted to put it on our hard disk, we ran into problems. Jim called your customer service department, using the number you provide in the catalog you enclose with your programs. While we expected a bit of a hassle, due to past experience with other companies, this is not what we got. The person on the other end of the line determined in a short period of time that we had received defective disks. We were told that replacement disks were on their way. We expected it to take two to four weeks before we got them. We were quite surprised and pleased when they were here three days later. You not only have quality in your programs, but also in your personnel. So here's letting you know that these customers appreciate you.

So far we only have two of your games. We started with "Black Cauldron," which took three of us, working almost a week to finish with the total amount of points possible. We had so much fun with it that we went out to find another Sierra game. That's when we found "King's Quest III." We haven't even come close to solving this one yet. My 12 year old son spends the majority of his time bugging the wizard, as he finds it exciting to see what kind of punishment the wizard will give him. We all enjoy it very much.

Thank you again for your wonderful programs and your employees' helpfulness.

Very sincerely,
Elaine L. Gwynn

Dear Sierra,

I enjoy all of the adventure type games that you publish, and presently own all of them. Through the years of experience, I have developed several questions and comments.

On the newer games coming out now, I find that the solutions are becoming more difficult. With King's Quest I, it was very easy, yet now, especially with Space Quest II, the solutions have become far-fetched and almost impossible to think of on one's own. Perhaps there is a happy medium in there somewhere, a problem that takes thought, yet is in the range of reasonable thinking.

After having to call the hint line, I produced some comments about this "Customer Service." I thought that the lines must be extremely busy, for each time I called, I got the busy tone. But, please, put someone on the phone who knows what they're talking about (gives you the correct solution to the correct problem), and someone that woke up on the right side of the bed that morning. It is sort of discouraging when a fruit cake or a grizzly bear answers the phone. Once, I almost hung up because I thought I must have had the wrong number.

So I have heard that King's Quest IV has a new graphics system. Will it improve the graphics on an IBM PC with an EGA? Or, is this just an improvement for the IBM SYS/2 or the Apple IIGS?

I would like to have information on the status of games in the works. Last fall, I got a "next spring, in March" to an answer for the date that King's Quest IV would be out. I called again a month ago and found that October was the new date. October!

It seems that all of the new games came out in the Fall/Spring of 1987/1988. I was playing three of your games at the same time in one week. Now was that interesting. I can expect two to three more years for the sequels to those to come out. Are there any fresh new ideas for the Quest family? I have a few: "Dinosaur Quest: The Quest for the Bone" or "Kitten Quest: Manannan's Revenge" (Manannan? What kind of a name is that?)

One last thing. This is not really important, but you could work on perspective so that as Rosella (Rosella? Is that like Tulipa?) walks farther "up" the screen. It looks more like she is farther away.

Sincerely,
Steve Kehlet
Creve Coeur, Missouri

P.S. I looked up Coarsegold and it took me an hour to find. No wonder you are in one of the largest buildings in town!

Dear Friends,

You know, I gotta tell you - your graphics games are the best! I have about 20 text-adventure games from another company that starts with an In-----, and I really like those. But I really *love* yours! I wish I had 20 of yours. We currently own Space Quest I and II, Police Quest, and King's Quest III, and am eagerly awaiting the arrival of King's Quest IV. Keep up the good work!

Also, every time (only four times I wimped out!) called Customer Service for a hint on Space Quest II, the people have always been helpful and friendly, and have never steered me wrong - yet.

Again, keep up the good work!

Sincerely yours,
An Everwandering Adventurer
Lorrie Williams

Dear Sierra,

We love Sierra products. Your games get us through the winters! Playing the games is a family affair and quite often dinner-time conversation is spent trying to figure a way to get a "hero" out of his latest predicament.

All of my four children, ages 4 to 12, are beginning to think like your game designers. This may be good, especially if they ever think about lighting an open flame in a restroom somewhere! Oh, and they are calling each other "wing nuts" now -- there are worse things they could be saying.

Seriously, thank you for your excellent products and service. We will be customers for long years to come.

Sincerely,
Dawn Robinson
Cleveland, Tennessee

Dear Sierra On-Line,

About two months ago I purchased a Tandy 1000 TX computer and your HomeWord word processing and spelling package. I am a teacher (social studies) here in western Pennsylvania and had been contemplating buying a computer and word processing package for several years. I would like to let you know how pleased I am with your product. Once I caught on to how to use it (my knowledge of computers and word processing was limited) your word processing software has proven to be most useful. I have been placing all my tests, work sheets, review guides, etc. on disks using your HomeWord package and have discovered how convenient a product such as yours can be. It has proven to be ideal for my purposes and would recommend it to anyone considering buying a word processing package.

My thanks to you and your staff for developing and marketing such a fine product.

Sincerely,
Jack McMahon

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You Make 'Em, We Break 'Em -- Quality Assurance At Sierra

By Jerry Albright

Quality Assurance at Sierra has a fitting motto, " You Make 'Em, We Break 'Em." Not a kind phrase to the ears of our hard-working programmers, this catchy slogan nevertheless well represents our qualified team of bug detectors. Their goal: to ensure that all Sierra products ship bug-free, so that our software doesn't eventually bug you, our customer.

The "Thrashmasters," as they fondly call themselves, can be compared favorably to a band of adventurers from a popular role-playing game. Their combined skills of dexterity, wisdom, intelligence and strength give the needed experience it requires to slay those nasty critters that creep in and take the fun out of our software.

Every band of adventurers needs a wizard to provide leadership and guidance. Sol Ackerman is the wizard of Quality Assurance. Bringing great knowledge of software to his team, Sol is one of Sierra's most prolific programmers in his spare time. In fact, Sol's wisdom of Sierra magic dates back to the early 80's, when he was involved in the programming of such blockbusters as King's Quest, King's Quest II, King's Quest III, The Black Cauldron, and Space Quest.

Sol's latest work of wizardry has been the conversion of King's Quest III to the Apple IIe/IIc computers. This long-awaited sequel, which is just getting ready to ship, will be Sierra's second largest game ever to ship for Apple computers, residing on a whopping both sides of five disks. (Sierra's Time Zone, the largest computer game ever, resided on both sides of 12 disks).

A cleric provides an adventure team with intelligence and insight. Nancy Grimsley qualifies quite well to be this gang's trusty cleric. Our resident expert on productivity products, Nancy has a keen eye for minute details, providing sage advice and clever suggestions when it comes to improving Smart Money and other Sierra programs. Nancy is always well-equipped with a dictionary or thesaurus at her side, and is well-versed to make sound decisions when documentation or on-screen text changes are concerned.

Nancy's life experiences include 20 years at the University of California, Berkeley, where she climbed the corporate ladder from administrative assistant to the Chancellor's office as budget analyst. Her interest in computers was kindled while experimenting on the UNIX system during her tenure at Berkeley, and has blossomed into a full-time occupation at Sierra.

One of Nancy's great interests is

The Thrashmasters: (from left to right) Jennifer Cobb, Sol Ackerman, Ray Marek, and Nancy Grimsley.

reading, especially science fiction. Her favorites include Isaac Asimov's "Robots of Dawn" and Anne McAffrey's "Dragon Riders" series, both which incidentally became translated to computer games. It seems that even Nancy's reading interests compliment her career as a Sierra Thrashmaster.

Jennifer Cobb is Sierra's latest recruit to the Thrashmasters Guild. Like a thief in the night, Jennifer has stealthfully advanced from Sierra's production line to the long-desired quest of bug bashing in QA. It would only be fair to give her the role of thief in our band of adventurers.

A mere 18 years of age, Jennifer has acquired the dexterity of a master thief, with lightning-quick reflexes that give her a solid advantage in discovering "traps" in the game system that the aging members of the team might struggle with. Jennifer is world class in tackling games that require advanced dexterity. Thexder, and its upcoming sequel Silpheed, are prime examples of games that the "less agile members" of this party choose to leave in Jennifer's nimble hands.

A lifetime spent in the fresh air and breathtaking scenery of the Sierras has **provided Jennifer with the positive outlook it requires to spend hour after hour battling computer bugs. A recent**

graduate of Yosemite High School, Jennifer has a great future in computer games, and has just begun to steal a peek of what the future holds in store for her.

Last, but not least, every team of adventurers needs a stalwart knight, fighter, warrior, call him what you will. Ray Marek is the top bug-basher in QA. With an exceptional background in entertainment and adventure, Ray Marek is a natural for Sierra On-Line's Thrashmasters squad.

Ray claims to have "done it all." On the computer screen, Ray has taken Sir Graham and Roger Wilco through every possible situation imaginable, regardless of the danger involved. His real-life counterpart has done the same. Be it pilot, skin diver, hang glider enthusiast, or acrobat, Ray loves to play with danger. His career includes everything from being the "Human Cannonball" in the circus to Hollywood stunt actor.

From the time Ray began his studies at Florida State University, it was obvious his life was destined for high adventure. He chose aerospace as a major, but he also had a great desire to study sharks (the kind that swim, not the card playing variety). When the college scene became a drag, Ray dropped out to join the circus, where he became part of a high flying trapeze act. His circus career skyrocketed even further when he was promoted to the position of "Human Cannonball."

In 1976, Ray's flying trapeze act "The Flying LarRays," was named the *Continued on page 20*

Premiere Flying Act by the Circus Hall of Fame. His career soared even higher when he landed in Hollywood as an animal trainer and stunt man. From hanging off of helicopters in flight to daredevil car stunts, Ray's stint as stunt man for numerous television shows and motion pictures is the envy of many "would be" adventurers.

Yet nothing is as simple as it looks, and stunt acting took its toll (broken back, dislocated shoulder, injured spleen, broken nose), and Ray wisely chose to retire to the relatively safe world of Sierra On-Line and computer adventures instead.

Now his days of dangerous living have paid off and Ray has the highest kill rate (most fatal bugs discovered) of the highly touted Thrashmasters team, a true adventure legend in his time.

So there is real adventure beyond the computer screen at Sierra On-Line, and it all begins with the Thrashmasters of Quality Assurance. The next time you boot up a Sierra adventure, remember that a fine team of adventurers have already explored the deepest depths of the game to ensure you a much safer and enjoyable quest.

verify you own the product you are asking about (it's amazing how many people get pirated (stolen) copies of our game and still call us for customer support).

If at all possible, be in front of your computer and facing your predicament. Sometimes our customer support people have to ask you questions about what is going on around you as you play the game. (For example, sometimes the pirate is in the tavern in King's Quest III, and sometimes he isn't.) If you can't be in front of your machine, try to take notes ahead of time so you can answer the questions we have.

HAVE PATIENCE. As of this writing, Sierra has seven hint lines open each day. Unfortunately, these lines do tend to get clogged during the afternoons, so you may have to call more than once to get through to us. For the best results, call us in the morning, right around 8 a.m. Avoid calling after 3 p.m. PST, when California students are out of school and our lines are busiest.

Write Us A Letter

If you absolutely can't get through to us on the hint hot line, don't own a modem, haven't got any friends that own computers, and can't bring yourself to buy a hint book, write us a quick letter.

I Wish I Got Paid For Playing Games All Day

By Nancy Grimsley
Quality Assurance Dept.

Every QAer has heard those words, more than once. And it is true, of course, that we get paid for playing games all day. But there is more to the job than appears at first.

A good QAer must have the detective instincts of Nero Wolfe or Lord Peter Wimsey (for the tracking down of bugs which, once seen, must be duplicated), the cunning of a fox (for scenting a situation where a bug could be lurking), the patience of a spider who continually spins her cobwebs (playing the same game over and over and over demands great quantities of patience), and the verbal dexterity of a debating team hotshot (for dealing with programmers who are notorious for claiming a good and genuine bug is really part of the design of the game). Learning the finer arts in this debate is one of the first duties of a new QAer or a new programmer.

"You make 'em, we break 'em" is our motto in QA, which does not necessarily endear us to the programmers, but it is, of course, only for their own good that we set out with such gusto to break the game if possible. It pains me to observe that now and again one of them is unreasonably touchy about making a dozen different versions of the game. I understand the programmers have their own viewpoint, which differs slightly from the QA viewpoint. I have even heard it rumored that the programmers are not fond of QA; but no doubt this is without any basis in fact, since we are really quite a loveable bunch. Just because we have taken to notching our disks like the gunfighters of old are reputed to have done for each "kill" of the day is not a proper reason to overlook our sunny temperaments; cries of glee are often heard in QA, like: "All right!

Tell us where you're stuck and what your current score is. Include in the letter itself (not just on the envelope) your return address and phone number. Sierra answers hundreds of "hint request" letters every day - so you should expect a speedy reply.

To me, the real challenge of an adventure game has always been to conquer it without obtaining hints. But I know that our adventure games are also stories, and you want to know how they end. With that in mind, I offer good luck to you on your quests, and I invite you to give us a call in customer support if you get *really stuck*. We want to make your adventure game experience as enjoyable as possible.

Another bug! How many is that for today?"

Playing a game through means not only checking the proper route to keep your character alive, but also all the various ways to die. (For a time we considered as a motto for QA, "We live to die" but we were looking for pizzazz and it didn't quite make it. Another thing we do in QA is look at the grammar and spelling. However, I set out to talk about the various ways to die in a game. Bugs can abound there. In Space Quest I, there are three different ways to die in the shuttle alone. Have you ever pushed the "Don't Touch" button? It's great. Try it. I know it works because I tested it. One of my favorites -- I was sorry to see it go -- was also in Space Quest I when the main character fell off the cliff, somersaulted through three scenes, only to be eaten while tumbling by a sand creature who arose from the deep. It was great visually, but alas, it was a bug and it went. You can die various ways in the King's Quest series. Have you ever eaten the cookie yourself, rather than feed it to the wizard in King's Quest III? Personally, I like to save my game, then make one of the wizard's magic spells wrong.

Once a new QAer gets over the embarrassment of dying -- the sounds *will* give you away -- and gets into the spirit of things, we die with relish quite often (after saving our games of course.) New QAers learn fast that it is best to save a game at once when a fellow QAer leans over and inquires, with innocence and sincerity shining all over a smiling countenance, "Have you ever tried going into that hole, or making a storm on the ship, or pushing *that* button?"

Sierra Newsletter Results

The votes are in, and a winner has been selected. By overwhelming support, Sierra Newsletter was chosen to continue its reign as our official newsletter title.

The editorial staff of the Sierra Newsletter would like to thank all of those who have supported us with your letters and votes. We love to hear from you and always welcome your suggestions on how we can improve and expand the Sierra Newsletter to make it a more rewarding and enjoyable communications letter to you, our readers.

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Monterey
408-649-3469
Wherehouse Entertainment, Inc.
Monterey
408-372-1236
Wherehouse Entertainment, Inc.
Monroe Valley
714-924-7199
Wherehouse Entertainment, Inc.
Mountain View
415-961-3268
Egghead Discount Software
Mountain View
415-964-8800
Computown
Mountain View
415-962-8696
Rapoport
Napa
707-255-7934
Micro Resources
Napa
707-255-1342
Century Computer Systems
Napa
707-252-9272
Wherehouse Entertainment, Inc.
National City
619-470-9679
Wherehouse Entertainment, Inc.
North Hollywood
818-985-9826
Egghead Discount Software
North Hollywood
818-766-1767
B. Dalton Software, Etc.
Northridge
818-993-9167
Wherehouse Entertainment, Inc.
Northridge
818-885-9760
Wherehouse Entertainment, Inc.
Novato
415-898-7710
Infomax Computers
Oakland
415-356-6575
Egghead Discount Software
Oakland
415-671-2702
Wherehouse Entertainment, Inc.
Oceanside
619-757-9157
Software First
San Francisco
415-543-0543
Software Centre Intl.
San Francisco
415-986-2690
Calsoft, Inc.
San Francisco
415-397-6901
PC Options
San Francisco
415-861-5327
Wherehouse Entertainment, Inc.
San Francisco
415-751-3711
Egghead Discount Software
San Francisco
415-921-5643
Infomax Computers
San Francisco
415-929-2280
Wherehouse Entertainment, Inc.
San Jose
408-244-0346
Wherehouse Entertainment, Inc.
San Jose
408-267-4866
B. Dalton Software, Etc.
San Jose
408-270-3445
Egghead Discount Software
San Jose
408-281-4977
Egghead Discount Software
San Jose
408-270-4534
Home Computing Center
San Leandro
415-278-8881
B. Dalton Software, Etc.
San Luis Obispo
805-541-0817
Wherehouse Entertainment, Inc.
San Mateo
415-574-9634
Wherehouse Entertainment, Inc.
San Pedro
213-548-9190
Egghead Discount Software
San Rafael
415-258-0100
Software 1st
San Rafael
415-459-1475
Wherehouse Entertainment, Inc.
San Rafael
415-457-2165
Egghead Discount Software
San Ramon
415-837-3400
Egghead Discount Software
Santa Ana
714-556-6960
Software Centre
Santa Ana
714-641-0332
Learning Tree Computers
Santa Ana
714-667-1575
B. Dalton Software
Santa Barbara
805-682-9653
Wherehouse Entertainment, Inc.
Santa Barbara
805-687-9152
B. Dalton Software, Etc.
Santa Clara
408-246-0802
Wherehouse Entertainment, Inc.
Santa Maria
805-938-7071
B. Dalton Software, Etc.
Santa Monica
213-393-7122
Egghead Discount Software
Santa Monica
213-829-7955
Wherehouse Entertainment, Inc.
Santa Rosa
213-828-9964
Wherehouse Entertainment, Inc.
Santa Rosa
707-526-9900
B. Dalton Software, Etc.
Santa Rosa
707-576-9986
Software Express
Santa Rosa
707-578-5999
Wherehouse Entertainment, Inc.
Santa Rosa
707-528-2822
Software First
Santa Rosa
707-576-0972
Wherehouse Entertainment, Inc.
Saratoga
408-725-3285
Wherehouse Entertainment, Inc.
Saugus
805-252-8376
B. Dalton Software, Etc.
Sherman Oaks
818-501-6585
B. Dalton Software, Etc.
Sherman Oaks
818-968-4101
Wherehouse Entertainment, Inc.
Simi Valley
805-583-9332
Wherehouse Entertainment, Inc.
Stockton
209-957-7933
Wherehouse Entertainment, Inc.
Studio City
818-769-1444
Com Soft Communication
Sun Valley
818-768-5017
Connective Microsystems
Sunnyvale
408-739-1170
Egghead Discount Software
Sunnyvale
408-735-9722
Wherehouse Entertainment, Inc.
Sunnyvale
408-296-8821
Wherehouse Entertainment, Inc.
Sunnyvale
408-746-9023
Egghead Discount Software
Tarzana
818-881-7870
Egghead Discount Software
Thousand Oaks
805-495-7360
Egghead Discount Software
Thousand Oaks
805-373-5207
B. Dalton Software, Etc.
Torrance
213-371-0157
Egghead Discount Software
Torrance
213-375-1174
Software Centre Intl.
Torrance
213-378-9225
Wherehouse Entertainment, Inc.
Tustin
714-731-9705
Computer Haven
Upland
714-985-3278
Software Centre Intl.
Upland
714-946-5665
Wherehouse Entertainment, Inc.
Upland
714-982-9318
Wherehouse Entertainment, Inc.
Vallejo
707-648-2205
Wherehouse Entertainment, Inc.
Victorville
619-243-9723
Computerland
Visalia
209-739-1033
Computer-Ease
W. Los Angeles
213-559-1763
Infomax Computers
Walnut Creek
415-356-6565
Wherehouse Entertainment, Inc.
Walnut Creek
415-937-0508
Wherehouse Entertainment, Inc.
West Covina
818-331-1066
B. Dalton Software, Etc.
Westminster
714-892-9020
Micro Computer Concepts
Westminster
714-898-3002
Wherehouse Entertainment, Inc.
Whittier
213-698-9225
Wherehouse Entertainment, Inc.
Woodland Hills
818-702-0191
Wherehouse Entertainment, Inc.
Yuba City
916-674-2550

COLORADO
Wherehouse Entertainment, Inc.
Aurora
303-366-9101
Computer Linkage
Boulder
303-444-7300
B. Dalton Software, Etc.
Boulder
303-939-9005
Computerland
Boulder
303-494-4443
Computer City
Broomfield
303-466-4000
Renaissance Computerware
Colorado Springs
303-634-3051
Main Street Software
Colorado Springs
303-531-7596
B. Dalton Software, Etc.
Denver
303-592-1600
Computer Room
Englewood
303-799-9733
B. Dalton
Fort Collins
MCR Distributing
Ft. Collins
303-482-0197
Micro Computer World
Greeley
303-330-1700
B. Dalton Software, Etc.
Littleton
303-933-0081
High Country Computers
Pueblo
303-545-2277
B. Dalton Software, Etc.
Westminster
303-427-9390

CONNECTICUT
Walden Software
Darien
203-655-9625
Omni Computer
New Canaan
203-966-7200
Lechmere
Newington
203-666-4550
Software Emporium
Orange
203-877-2817
Babbage's
Stamford
203-324-2134
B. Dalton Software, Etc.
Trumbull
203-372-7882
B. Dalton Software, Etc.
Waterford
203-443-3360

FLORIDA
B. Dalton Software, Etc.
Altmonte
305-260-6562
Lechmere
Clearwater
813-796-6557
The Computer Connect
Gainesville
904-332-5209
Computer Centre, Etc.
Lake Worth
305-433-3366
Lechmere
Sarasota
813-923-3838
Egghead Discount Software
St. Petersburg
813-327-2292
B. Dalton Software, Etc.
Tampa
813-875-1960
B. Dalton Software, Etc.
Tampa
813-971-7166
Egghead Discount Software
Tampa
813-870-6320

GEORGIA
Walden Software
Athens
404-543-5188
B. Dalton Software, Etc.
Atlanta
404-497-0586
B. Dalton Software, Etc.
Atlanta
404-422-9816
Software City
Atlanta
404-257-1833
B. Dalton Software, Etc.
Atlanta
404-493-1294
Mostly Software
Columbus
404-324-2020
Lechmere
Decatur
404-321-1031
Lechmere
Duluth
404-416-3061
B. Dalton Software, Etc.
Kennesaw
404-422-9816
Lechmere
Kennesaw
404-424-6600
Lechmere
Morrow
404-968-5703

HAWAII
Software Plus
Honolulu
808-537-6644
The Software Library
Honolulu
808-537-3148
Data Plus Systems
Honolulu
808-526-1168
Computerland
Honolulu
Data-1 Microcomputers
Honolulu
808-946-1733

IDAHO
Basic Computer Center
Boise
208-345-3811
Software Galeria
Idaho Falls
208-524-0891
Digital Doohickeys
Idaho Falls
Computerland
Twin Falls
208-733-0461

ILLINOIS
Egghead Discount Software
Melrose Park
312-253-0077
Egghead Discount Software
Niles
312-967-0694
Egghead Discount Software
Norridge
312-453-4010

INDIANA
W Software
Ft. Wayne
219-482-2381
B. Dalton Software, Etc.
Indianapolis
317-634-3730
B. Dalton Software, Etc.
Indianapolis
317-251-3198
Game Preserve
Indianapolis
317-257-7116
B. Dalton Software, Etc.
Indianapolis
317-576-0260
Software Galeria
Indianapolis
317-843-9815

KANSAS
Software Center
Leawood
913-341-6711
Personal Computer Center
Overland Park
913-649-5942
B. Dalton Software, Etc.
Wichita
316-681-1480

KENTUCKY
Graham Computer Center
Louisville
502-423-1618

LOUISIANA
Software Plus
Chalmette
504-277-9701
Software Centre
Metairie
504-885-2000
Computer Applications
Natchitoches
318-352-5470
B. Dalton Software, Etc.
New Orleans
504-524-0445

MAINE
Electronic Specialist
Lewiston
207-786-2640
Coastal Computer Center
Portland
207-774-0741
Hands On Computers
Westbrook
207-854-1155

MARYLAND
B. Dalton Software, Etc.
Baltimore
301-659-5846
Egghead Discount Software
Baltimore
301-659-5758
Radical Solutions
Baltimore
301-433-7923
Egghead Discount Software
Bethesda
301-654-8611
Electronic Clinic
Bethesda
301-656-8620
Joppa Computers
Bradshaw
301-679-1005
B. Dalton Software, Etc.
Cockeysville
301-785-0006
The Answer Store
Columbia
301-995-0931
Babbage's
Columbia
301-997-0378
Babbage's
Gaithersburg
301-948-1850
Babbage's
Glen Burnie
301-760-0088
Egghead Discount Software
Pikesville
301-653-9727
Software Centre Intl.
Rockville
301-424-3024
Egghead Discount Software
Rockville
301-231-6002
Cal Com, Inc.
Silverspring
301-933-3074
B. Dalton Software, Etc.
Washington, D.C.
202-429-9982

MASSACHUSETTS
Software Galeria
Boston
617-542-4555
Softpro
Burlington
617-273-2919
Software Centre Intl.
Burlington
617-273-2919
Lechmere
Cambridge
617-491-2000
Lechmere
Danvers
617-777-1000
Lechmere
Dedham
617-329-2200
The Small Computer Company
East Long Meadow
413-525-6663
Lechmere
East Weymouth
617-337-5770
Lechmere
Framingham
617-620-0100
Bytesize
Hatley
413-586-2441

Orchard Computers
Hyannis
617-775-8541
Egghead Discount Software
Norwood
617-769-4168
Computers Etc.
Peabody
617-535-5252
Lechmere
Seekonk
617-336-4800
Lechmere
Springfield
413-543-5100
Lechmere
Woburn
617-938-5959
Lechmere
Worcester
617-856-8900

MICHIGAN
Babbage's
Ann Arbor
313-662-6112
Babbage's
City of Novi
313-348-3567
B. Dalton Software, Etc.
Dearborn
313-593-3033
Babbage's
Dearborn
313-271-2910
Entertainment
East Detroit
313-445-2983
Egghead Discount Software
Farmington Hills
313-489-8550
Retail Computer Center
Farmington Hills
313-626-3240
I/O Software
Flint
313-233-8833
I/O Software
Flint
313-742-3566
Software City
Grand Rapids
616-245-5653
Computer Consignment
Lansing
517-394-4408
Egghead Discount Software
Livonia
313-471-3800
Micro Station, Inc.
Southfield
313-358-5820
Egghead Discount Software
Southfield
313-559-6200
Babbage's
Sterling Heights
313-348-3567
Command Comp. Systems, Inc
Warren
313-573-8130

MINNESOTA
B. Dalton Software, Etc.
Brooklyn Park
612-561-6421
B. Dalton Software, Etc.
Burnsville
612-892-3464
B. Dalton Software, Etc.
Edina
612-922-2293
B. Dalton Software, Etc.
Edina
612-893-7000

B. Dalton Software, Etc.
Maplewood
612-770-6628
B. Dalton Software, Etc.
Maplewood
612-770-7168
B. Dalton Software, Etc.
Minneapolis
612-332-9008
Egghead Discount Software
Minneapolis
612-339-9414
B. Dalton Software, Etc.
Minnetonka
612-542-3108
Egghead Discount Software
Minnetonka
612-591-0713
B. Dalton Software, Etc.
Rochester
507-282-2706
Egghead Discount Software
Roseville
612-631-3795
B. Dalton Software, Etc.
Roseville
612-631-8095

MISSOURI
Babbage's
Chesterfield
314-532-9322
Egghead Discount Software
Clayton
314-863-9803
B. Dalton Software, Etc.
Clayton
314-863-3324
Babbage's
Crestwood
314-962-6993
B. Dalton Software, Etc.
Kansas City
816-361-2620
B. Dalton Software, Etc.
Kansas City
816-763-9656
Egghead Discount Software
Maryland Heights
314-993-2093
Database Systems
Springfield
417-883-5665
Babbage's
St. Charles
314-532-9322
Babbage's
St. Louis
314-436-3311
Babbage's
St. Louis
314-862-1614
Babbage's
St. Louis
314-962-6993
B. Dalton Software, Etc.
St. Louis
314-968-4505
Babbage's
St. Louis
314-487-9035
Software City
St. Louis
314-434-3311
Babbage's
St. Peters
314-279-2789
Egghead Discount Software
Sunset Hills
314-965-0705

MONTANA
Computer Techniques
Great Falls
406-727-3151
Custom Computer
Livingston
406-222-0773

B. Dalton Software, Etc.
Missoula
406-721-0320

NEW MEXICO
B. Dalton Software, Etc.
Albuquerque
505-888-9595
Cronrads, Inc.
Las Cruces
505-523-3955
The Computer Solution
Los Alamos
505-662-2382
Micro Center
Albuquerque
505-292-7848

NEVADA
Computer Video
Carson City
702-882-0990
Wherehouse Entertainment, Inc.
Las Vegas
702-364-2334
Wherehouse Entertainment, Inc.
Las Vegas
702-454-3777
Wherehouse Entertainment, Inc.
Las Vegas
702-735-9062
Wherehouse Entertainment, Inc.
Las Vegas
702-736-9555
Software City
Las Vegas
702-737-8811
B. Dalton Software, Etc.
Reno
702-825-6665
Wherehouse Entertainment, Inc.
Reno
702-827-4114
Wherehouse Entertainment, Inc.
Las Vegas
702-870-9700
Computer House
Sparks
702-356-7216
Wherehouse Entertainment, Inc.
Sparks
702-355-8855
Wherehouse Entertainment, Inc.
Las Vegas
702-870-9700

NEW HAMPSHIRE
Radio Shack
Lebanon
603-448-3240
Lechmere
Manchester
603-668-6000
Lechmere
Nashua
603-891-1000

NEW JERSEY
Alpine Books
Brick
201-477-3680
Babbage's
Burlington
609-386-1999
Gemini Enterprises
Cedar Knolls
201-267-0988

Egghead Discount Software
Cherry Hill
609-424-8442
Golden Hedge
Cherry Hill
609-772-0822
Egghead Discount Software
Deptford
609-848-7711
B. Dalton Software, Etc.
Eatontown
201-542-2285
Chas Micro Systems
Fairfield
201-227-1565
Computer Discount
Mahwah
201-529-4026
Computer Ark
Northfield
609-641-4300
Softwaire Centre Intl.
Ocean
201-493-8990
Babbage's
Paramus
201-845-3414
Softwaire Galeria
Parsippany
201-882-9797
Computer Run
Pitman
609-589-4442
Software City
Pompton Lakes
201-831-1004
Com-Con, Inc.
Shrewsbury
201-542-6200
Atlantic Computer Systems
Toms River
201-240-3101
Babbage's
Voorhees
609-772-0649
The Programers Store
Wayne
201-785-2165

NEW YORK
B. Dalton Software, Etc.
Bay Shore
516-665-4111
A & R Computer
Brooklyn
718-934-2828
B. Dalton Software, Etc.
Clay
315-458-0163
Lechmere
Colonie
518-459-1500
Software House
Fairport
716-223-7658
B. Dalton Software, Etc.
Flushing
718-961-5930
CIA Software Center
Flushing
718-357-5522
Software Centre Intl.
Forest Hills
718-793-8112
Lechmere
Greece
716-723-0600
Lechmere
Henrietta
716-427-8180
Walden Software
Kingston
914-336-7121
In The Chips
Kingston
914-338-8541
Walden Software
Kingston
914-336-7121
Byte Shop
Merrick
516-379-2983
B. Dalton Software, Etc.
New York
212-989-0904

B. Dalton Software, Etc.
New York
212-529-6985
Leigh's Computers
New York
212-879-6257
Egghead Discount Software
New York
212-764-4940
B. Dalton Software, Etc.
New York
212-267-7894
B. Dalton Software, Etc.
New York
212-315-1744
Walden Software
Poughkeepsie
914-298-9031
Lechmere
Poughkeepsie
914-297-7400
Walden Software
Poughkeepsie
914-298-9031
Compu Media
Staten Island
718-667-0800
Software Centre Intl.
White Plains
914-946-0900
B. Dalton Software, Etc.
White Plains
914-682-8806
B. Dalton Software, Etc.
Yonkers
914-779-8290
B. Dalton Software, Etc.
Yonkers
914-779-8034
Babbage's
Yorktown
303-849-8517

NORTH CAROLINA
Software City
Charlotte
704-366-5218
Computel, Inc.
Fayetteville
919-424-5599
Computer Techniques
Gastonia
704-861-8696
Byte Shop
Greensboro
919-268-0018
Computer Alternatives
Hickory
704-324-2040
Lechmere
Raleigh
919-782-1180
B. Dalton Software, Etc.
Raleigh
919-781-4078

OHIO
Walden Software
Akron
216-745-4476
Software City
Centerville
513-439-1251
Software Centre Intl.
Cincinnati
513-721-4455
Software Galeria
Cleveland
216-464-7757
Silicon Express
Columbus
614-868-5007
B. Dalton Software, Etc.
Columbus
614-459-6607
B. Dalton Software, Etc.
Columbus
614-868-6874
B. Dalton Software, Etc.
Dayton
513-439-0574
Micro Tyme
Dayton
513-294-6236
Micro Computer Center
Dayton
513-435-8759
Kristy Computers
Elyria
216-324-2240
Chuck's Computer Center
Massillon
216-833-4847
Software Centre Intl.
Mayfield Heights
216-449-6420
Ram-Run Computer Products Inc.
Medina
216-723-8929
Softwaire Centre Intl.
North Olmsted
216-734-4755
Microcomputer Services
Toledo
419-381-1641
B. Dalton Software, Etc.
Toledo
419-475-3884

OKLAHOMA
Computers Unlimited
Oklahoma City
405-682-2007
On Line Computers Plus
Oklahoma City
405-751-2781
B. Dalton Software, Etc.
Oklahoma City
405-634-6601
Software City
Tulsa
918-744-0558

PENNSYLVANIA
Babbage's
Drexel Hill
215-623-7885
Egghead Discount Software
Fairless Hill
215-946-5900
Basic Computer Systems #1
Hermitage
412-342-5505
B. Dalton Software, Etc.
King of Prussia
215-337-9151
Babbage's
King of Prussia
215-337-2380
Software Place
Langhorne
215-757-5555
B. Dalton Software, Etc.
Monroeville
412-373-3207
Softwaire Centre Intl.
Paoli
215-647-8616
Software Galeria
Philadelphia
215-627-6000
B. Dalton Software, Etc.
Pittsburgh
412-232-9502
A-Bit Better Computer Store
Pittsburgh
412-941-2029
Babbage's
Plymouth Meeting
215-825-8665
B. Dalton Software, Etc.
New York
212-543-2260

Egghead Discount Software
Springfield
215-543-3260
Babbage's
Willow Grove
215-657-4341
Babbage's
Willow Grove
215-593-9257
B. Dalton Software, Etc.
Willow Grove
215-657-4669

RHODE ISLAND
Lechmere
Warwick
401-828-6600

TENNESSEE
Rush Electronics, Inc.
Bristol
615-764-1011
Computer Shop
Madison
615-859-4015
Computerland of Nashville
Nashville
615-292-8088
Computer Shop
Nashville
615-292-4496

TEXAS
Wylie Computer Systems
Abilene
915-698-1011
Byte Shop
Austin
512-459-1801
Egghead Discount Software
Austin
512-343-9296
Blank Enterprises
Beeville
512-523-5560
Software Center
Corpus Christi
512-854-2017
Heath/Zeneth Computers
Dallas
214-327-4835
Egghead Discount Software
Dallas
214-387-1225
Babbage's
Dallas
214-368-0764
Babbage's
Dallas
214-788-1707
Computer Age
Dallas
214-458-8309
Babbage's
Dallas
214-991-8563
Computer Discovery
Dallas
214-484-9104
Mr. Micro
Dallas
214-733-4274
Babbage's
Dallas
214-788-1707
B. Dalton Software, Etc.
Denton
817-566-6650
Jim Jenkins
El Paso
915-751-6938
Software Terminal
Ft. Worth
817-244-4150
Babbage's
Ft. Worth
817-654-3394
Your Personal Computer Store
Galveston
409-740-3223
Kwik Fix Electronics
Haraker Heights
817-690-3010
Babbage's
Houston
713-465-7713
Babbage's
Houston
713-556-8492
B. Dalton Software, Etc.
Houston
713-439-1045
Egghead Discount Software
Houston
713-784-6242
Babbage's
Houston
713-875-0181
Computer Age
Houston
713-977-0722
Babbage's
Houston
713-890-5053
R & M Business Machines, Inc.
Houston
713-442-0028
B. Dalton Software, Etc.
Houston
713-682-5933
Babbage's
Hurst
817-589-0603
Hammond Software Sales
Hurst
817-656-1327
Babbage's
Irving
214-255-2129
Radio Shack
Joshua
817-447-2705
Babbage's
Mesquite
214-270-8865
B. Dalton Software, Etc.
Mesquite
214-681-2586
Computer Central
Pasadena
713-476-9898
Babbage's
Plano
214-578-7649
Egghead
San Antonio
512-366-1988
Babbage's
San Antonio
512-344-3089
Peoples Computers
San Antonio
512-690-9246
Computer Place of Tyler
Tyler
214-592-8800
Babbage's
Webster
713-338-1619
The Computer Store
Wichita Falls
817-691-4552

UTAH
Software & More
Clinton
801-272-9425
Computermat
Lake Havasu
602-855-3357
Pro Computer Sales
Ogden
801-393-7271

Computerland
Orem
801-224-2608
Sears Roebuck & Co.
Provo
801-373-8700
Egghead Discount Software
Salt Lake City
801-226-1643
Softshop Computer Store
Salt Lake City
801-467-3336
Home Computer Goods
Sandy
801-255-5243
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Swan Computer Stores
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Egghead Discount Software
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Federal Way
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Lynnwood
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Pullman
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University Book Store
Seattle
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Seattle
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American Computer Masters
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Microspace
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Wherehouse Entertainment, Inc.
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Nibbles & Bytes
Tacoma
206-475-5938
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Tukwila
206-575-0445
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Tukwila
206-433-9856
Software Centre Intl.
Tukwila
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Gillette
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Playing Games *continued from page 20*

Then, when we have tried all the preplanned ways to live and die in a game, and checked all the menu choices, the joystick, the mouse, the hard disk, the help screen, single disk drives, double disk drives, and built-in features --Mixed-up Mother Goose has eight characters and 18 endings, all of which must be checked -- when we have remained alert to strange colors, odd sounds, aberrant musical tempos -- the *real* work begins. That is when we begin using the pieces of the game in as many unusual ways as we can dream up, to see how the game stands up to it. Like playing the fiddle, after eating the mushroom, just at the moment of stepping into the hole -- that one sent the main character into a tailspin that didn't stop. Or turning into an eagle and taking a leisurely pleasure flight around Llewdor -- that one hung the game entirely.

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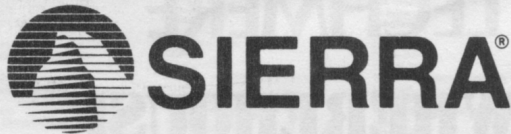
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