

SINK 'EM: (Jim Wilcox, IHS Software, P.O. Box 5103, Macon, GA, 31208) This *Battleship* look-alike allows "fleets" of 10 players plus the computer to shoot five shots a day at each other.

STACK 'EM: (J & W Software 9426 N. China Pink Way, Crystal River FL, 34428) Anyone who can spell Tetris knows the score.

SUPER SLOTS: (J & W Software 9426 N. China Pink way, Crystal River FL, 34428) Who could dislike a game that starts out with "The House will stake you to \$500,000"? This is a five-spot slot that spins cherries and lemons, bells and bars (not pictures, the words.) The progressive jackpot starts at \$100,000,000. Addicts might play all day, if the sysop would let them.

THE PIT: (James R. Berry, Midas Touch Software, MTS BBS, 806-797-2239) A tolerably interesting fantasy-themed work, this game might easily be labeled, "Let's Pound Each Other." This one at least tries to go beyond the text readout of how many hit points have been lost by letting the player's character maneuver around the arena with the number pad. There is nothing that will excite the hard core electronic dungeon diver, but it's a hair above the rest of the Pound 'em Pack.

TRADE WARS: (Chris Sherrick & John Morris, The Abandoned Land BBS, 702-746-1364 & 65) For many players cruising the boards, there is no other on-line than *Trade Wars*. Many versions are circulating and they are, apparently, highly configurable. Except for the core concepts and basic mechanics, no two boards seem to carry the same exact game. The basic format is that the galaxy has 1000 sectors to explore. The trader can build up his or her wealth moving commodities and building a fighting force. At

higher levels there are planets to acquire and even terraforming. Keep an eye out for the computer enemy and, of course, for fellow users. The beginning player has a long apprenticeship, but the persistent can build a large and complex empire. This game will be around for a while, in one form or another.

TRIPLE YAHTZEE: (Al Lawrence, Sunrise Software, Sunrise-80 BBS, 404-256-9525) The enduring poker-dice game has seen many a programming exercise. This is Yahtzee times three, where one can place one's dice roll in any of the three consecutive games. It could conceivably serve as a two- or three-player game, all at the same calling computer.

TRIVIA TIC TAC TOE: (Mike Wilson, Secret Service BBS, 304-429-6838) There are a lot of trivia doors circulating. This one does a bit more than just add up how many a player answered correctly. The gamer places an "O" in the square if an answer is correct. If not, X gets the spot.

VIDEO POKER: (Worldwide Programming, The Light-house BBS, 209-252-7968) Just like it sounds, *Video Poker* is a pleasantly-rendered Jacks-or-Better coin-eater. The computer keeps track of how many pairs, two-pairs, three-of-kinds, etc. the player scores. Then, it generates a bulletin with the records in each. As much action as any casino (or the corner bar), and one isn't likely to lose the rent money — unless calling long distance.

WHEEL OF FORTUNE: (Michael Goetz, The Speak Easy BBS, 407-291-4626) Vanna in ANSI? (No. But it had to be said, didn't it?) "The Famous Wheel" is not present in its familiar form. The numbers spin more like the "Showcase Spin" prop on "The Price is Right" but the word puzzle game is the same. For the solitary player. **CGW**



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