

VIC version for two reasons: control of the ship was more sure (there is also more space between the posts) and the graphics are actually better. The problem with the 64's graphics—not a crucial one—is the low contrast of colors on the planet's surface (you don't get the full sense of onrushing movement) and the sketchy quality of Buck's craft.

Sega, 5555 Melrose Avenue, Los Angeles, CA 90038.

—Dan Hallassey

WAVY NAVY

Sirius Software
C-64

Disk; joystick

The object of *Wavy Navy* is simple: kill or be killed. A game description is also simple: it's seasick *Space Invaders*.

At the top of the screen, rows of helicopters rain bullet hails down on your seafaring ship. At the same time, planes swoop down and drop bombs; failing that, they will streak at your ship kamikaze-style and attempt to dispatch you in that fashion. In addition, there are a second type of bomber, minuteman rockets, and underwater mines. But the kicker is this: the waves crest and roll, hoisting your ship from screen top to screen bottom and making accurate defense a nightmare. *Space Invaders* this ain't!

Though I can't recommend the game to everybody, I must admit that Sirius has succeeded where others have failed in working



new wrinkles into the slide-and-shoot format. The game has all the features you expect from Sirius: pause button, multiple players, multiple levels, etc. You can even become *President* if you successfully plow through all nine levels.

Sirius Software, 10364 Rockingham Drive, Sacramento, CA 95827.

—Pete Lobl



ENCHANTER

Infocom
C-64

Disk; keyboard

In Infocom's latest prose adventure, the player assumes the role of a young sorcerer of meager ability. Armed only with a spell book, the apprentice is charged by the Circle of Enchanters to penetrate the gloomy keep of Krill the Warlock and put an end to that villain's festering reign of terror.

On the road and within the environs of Krill's castle, the player must make the acquaintance of all manner of creatures and humans and gather scrolls; these contain spells which must be transferred to the spell book and memorized. The player must have a myriad of spells in store before the confrontation with Krill takes place. He's powerful and clever and all that evil sorcerer type stuff.

Any more detail would of course give too much of the game away. Ah, what's one little

hint? When you first enter the gate of the castle, if you take a right or left you will find yourself in total darkness with a "puissant" beast that would love to "eat your person." Use the frotz (light) spell, but not on the room of the beast. The spell won't work and your person will get et. Cast the spell on yourself and sally on.

Enchanter is filled with the usual Infocom doses of wit, red herrings ("Burma Shave!?!"), twists, turns, and surprises. The time limit is not a problem. Just be sure you are well-fed and hydrated. Beginners will be delighted with the wealth of vocabulary at their disposal, but more experienced *Zork*-ers and *Suspended* addicts may be disappointed. There didn't seem to be a whole lot to do. I solved the game in record time, for me; it left me wanting more. Good showmanship, bad gamemanship?

What there was of Krill's castle provided suspense (especially if you know you only have one more command or else you die—you'd better get it right) and wonder. The very moniker "Infocom" may be raising my expectations too high.

Infocom Inc., 55 Wheeler Street, Cambridge, MA 02138.

—Pete Lobl

BIBLE BASEBALL

Davka Corporation
C-64

Disk; keyboard

