arcade express
THE BI-WEEKLY ELECTRONIC GAMES NEWSLETTER

DATASOFT FORMS GENTRY SOFTWARE FOR PROMOTIONALLY-PRICED GAMES

Datasoft has started a new division, Gentry Software, to develop promotionally-priced computer software. The company kicked off the line with 12 titles at the Summer CES. "Datasoft has been approached frequently by authors who want us to manufacture... their programs. In many cases, we have been impressed with what we've seen, but felt they did not meet all the criteria we wanted in a product carrying the Datasoft name," said Patrick Ketchum, Datasoft's president and founder. He went on to explain, "We began to see the opportunity they presented..to develop a lower-priced line of quality software for..the mass merchandiser."

Gentry Software will be priced from $15 to $20. The initial product line is all recreational, but the company promises that educational and other types of programs will follow soon.

COMPUTER WEEKEND DRAWS 1000 PEOPLE TO CHICAGO

Arnie Katz, editor of Electronic Games, and Joyce Worley, editor of Arcade Express, were two of the major speakers at the Computor Weekend sponsored by the Chicago Hyatt Regency Woodfield Hotel June 18 and 19. More than 1000 computerists from toddlers to septigenarians gathered to see demonstrations, hear speaches and look at exhibits which stressed the entertainment and educational aspects of home computing.

"All electronic games are educational to some degree," Joyce Worley asserted in her address on Sunday. She went on to explain that the mind and body challenges posed by even the most straightforward shooting game teach players habits of mind which prepare them better for subsequent learning experiences.

The future of gaming was the main focus of Katz' talk, which came during a panel that also featured Ms. Worley and animator Frank Sternberg. He predicted that continued increase in the memory size of home computers will lead within the next few years to games of a scope and complexity that would be almost unthinkable at the present time.

MICRO LAB FROMS MICRO FUN; ROLLS COLECOVISION GAMES

Stan Goldberg, president of Micro Lab, says the company's new entertainment division, Micro Fun, will be responsible for the game products already on the market as well as new titles to follow from this Illinois software manufacturer.

The company unveiled four cartridges for ColecoVision at CES, all to be available at retail level by July. Among these is "Miner 2049er" in a unique 11-level version of the popular climbing game. "Miner" hero Bounty Bob is also the star of a new adventure, "Scraper Caper" that requires Bounty Bob to pursue his rival Yukon Yohan through a burning building. Additional games introduced for ColecoVision are "Dino Eggs", involving a time warp to save the dinosaurs and move them into the 21st Century; and "Globe Grabber", an outer-space pinball game.

Micro Fun is also scheduling early release of games for the Apple, IBM, Atari and Commodore computers.

WILLIAMS REVENUES UP

Williams Electronics reports revenues for the first half of fiscal 1983 totalled $67,439,000, up from $65,765,000 in the same period in 1982, and net income increased to $5,174,000 from $2,640,000 last year, proving that the reports of coin-op arcading's demise were greatly exaggerated and highly premature.

BRITISH PIONEER DREAMS   Nolan Bushnell is thinking about robots; Ralph Baer is heavy
OF ELECTRIC CARS   into voice synthesis, and Bill Von Meister likes tele-communi-
                           cations. Meanwhile, Sir Clive Sinclair, the English electronic
wizard, is turning his attention to the Sinclair Vehicle Project, which may show a proto-
type electric car as early is 1985. Sir Clive obtained an option to purchase part of the
DeLorean Motor Co. auto assembly plant in Northern Ireland, but insists no concrete plans
have been made yet. Spokesmen for Sinclair Research Ltd., (manufacturer of digital watches,
calculators and microcomputers) say that Sir Clive has been working on a small battery-
powered car for "nearly a decade" but won't disclose technical details.

ATARI GETS WORLDWIDE LICENSE   Nintendo has granted Atari exclusive worldwide (except
FOR "MARIO BROTHERS"   Japan) license for home videogames and computer games
                                 based on the "Mario Brothers" coin-op. Atari already
owns rights for computer versions of "Donkey Kong" and "Donkey Kong Junior". These
should be in the stores by the Fall of 1983. "Mario Brothers" will be available for Atari
home videogames by Christmas, and the computer version will follow early in '84.

VECTREX GETS KEYBOARD,   General Consumer Electronics has introduced a keyboard to turn
3-D IMAGER & LIGHT PEN   the Vectrex standalone unit into a home computer. The plug-in
                           adds 16K ROM and 16K RAM to the system, and provides users with
a 65-key typewriter-style keyboard. Software for the computer is on wafer-tapes that pro-
vide 128K bytes of storage. BASIC is built into the system, and GCE promises that the key-
board is the first step toward a word processor that will be introduced early in 1984.
      There will be five cartridges for the computer in '83, including "The Sound Studio",
a music composition aid; "Exploring the Solar System"; "Create-A-Game/Maze which teaches
users to program their own entertainments; "Basic Animation" and "Basic Science" (which is
a game that teaches physics.)
      The Vectrex 3-D Imager plugs into the second controller slot, allowing gamers to play
full-color games in three dimensions. A special fall promotion will give a free 3-D
Imager to consumers buying a Vectrex console.
      The Vectrex Light Pen lets gamers interact with the console, by creating graphic
effects, composing music, or even animating their own cartoons right on screen. Four
cartridges designed for use with the Light Pen are scheduled for release later this year.
These are "Art Master", utilizing the graphic capabilities of Vectrex, "Melody Master", a
music composition educational tool; "Animaction" which is for more advanced graphic work;
and "Mail Plane", an educational game teaching world geography.
      In addition, six new cartridges will be introduced for the Vectrex Videogame System,
including arcade hits "Pole Position" and "Star Castle". Also scheduled are "Dark Tower",
(based on the Milton Bradley board game); "Polar Rescue", an adventure under the polar
ice, and "Batter-Up", a baseball game.
      Finally, GCE signed Jackie Stewart, three-time World Champion race driver, as spokes-
man for Vectrex. Stewart will represent the videogame system in this year's ad campaigns.

IT'S THREE FOR THE MONEY
WITH AMIGA MULTIPLAY CARTS   Amiga takes the double-ended cart idea one step further with a 3-game cartridge for the Atari 2600. Called The Power-Play Arcade series, the new multiplay cartridges each contain three completely different videogames. The first Power-Play Arcade has three 3-D games, "3-D Ghost Attack", "3-D Havoc", and "3-D Genesis", and retails for $30-$40. Two additional triple-play carts are scheduled for pre-holiday delivery.

"HEADMASTER" CLEANS
FLOPPY DISK DRIVES   If you've been using your computer disk drive very long, this may be an idea whose time has come. "Headmaster" by SSK Enterprises, effectively cleans the read/write head(s) of floppy disk drives. It comes with two disks good for up to 16 cleanings each, and the necessary fluid. SSK says that periodic use of the "Headmaster" reduces disk errors and protects your disks from damage due to dirty heads. The suggested retail of these useful products is $25-$30, depending on the size of your drive.

EPYX PLANS TO GO ABROAD;
LOOKS AT ARCADE-STRATEGY GAMES   CBS has entered an agreement with Epyx to distribute and market that company's software internationally. The pact gives CBS exclusive marketing rights in all countries except the USA and Canada.

The software manufacturer unveiled nine new action-strategy games that Epyx' prexy Mike Katz says combine the excitement of arcade-style games with thought-provoking challenges. Katz predicts that strategy is going to become more important in future game design, and says the new Epyx titles help bridge the gap for the action gamer who's just beginning to get interested in contests requiring level-headed tactical planning.

UNITRONICS' SONIC COMPUTER
FEATURES BUILT-IN WAFERDRIVE   The new home compouter from Unitronics, designated the Sonic, carries a retail price of $349, and includes a built-in waferdrive unit that uses software programs on stringy floppies. The 80K Sonic comes packed with "Magic Window I" (word processing software), Microsoft, BASIC, "Frogger" and a blank wafer. Company spokesman Robert Kantor promises a wide range of games licensed from leading producers for Fall delivery.

INFOCOM PLANS
FANTASY TRILOGY   Infocom will continue its award-winning line of prose adventures by creating a trilogy of fantasy games. The first title, co-authored by Marc Blank and Dave Lebling (the team that created "Zork"), will appear this Fall. Named "Enchanter", it promises an imaginative journey into a "world of magical powers and perilous predicaments" where gamers explore an abandoned castle filled with magical trappings, and learn to use spell scrolls in order to outwit an evil warlock. Blank says that the game was written in the "Zork" tradition, but while the emphasis in "Zork" is on treasure and fighting, "in 'Enchanter', the focus is clearly on magic."

"Enchanter" will retail for about $50, and will be created in versions for virtually every popular microcomputer on the market, starting this September.

GAMES NETWORK
DELAYS STARTUP   The Games Network, originally scheduled to begin in September, is postponing the startup date until December. According to TGN spokesman Thom Keith, the company wants to improve the product for subscribers. "Now it will be far more than a sophisticated game-playing device. It's an impressive state-of-the-art 64K computer..with full alpha-numeric keypad, 10 game playing keys..and the subscriber doesn't have to purchase it."

TGN president Larry Dunlap went on to say that the new in-home unit "represents an opportunity for everyone to have access to computer technology in the home for an incredibly low price." The initial launch will be on Southern California cable services, and is scheduled for first airing in Orange County, California, to cable subscribers who opt for The Games Network service.

TG PRODUCTS PLANS FOR   TG PRODUCTS just formed a new division, TG Software, to
JOYSTICK-FRIENDLY GAMES   develop and market programs for Atari computers. TG Products,
                               well-known for joysticks, trackballs and game paddles for
computers, wants to become a full-line supplier of Atari products with specific challenges
especially designed to get the maximum play action out of TG's line of controllers. The
company's initial game releases include "Droids", a fantasy space game; "Nightstrike",
a tank-air battle for one or two players, "Ozzy's Orchard", an insect killing/fruit
gathering game that goes through four seasons culminating in Harvest; and "Abracadabra",
a two-player maze game. Find a key and unlock the door that leads to treasure, as you
struggle against a wizard who conjures bombs, snakes and spiders for you to combat with
a magic wand. The four games are currently available for the Atari 4-8-1200 computers.

BRODERBUND EXPANDS LINE   Broderbund Software is introducing versions of its software
TO COMMODORE COMPUTERS   for the Commodore 64 and VIC-20 computers. The first releases
                               for the VIC-20 include "A.E.", the multi-screened game that
challenges computerists to rid the galaxy of automatoms that threaten to clean the earth
to death; "Sky Blazer, a shoot-'em-up, and "Sea Fox", a submarine game.
     Broderbund also has four for the 64: "Choplifter!", the popular heliocopter rescue;
"Sea Fox"; "Serpentine" and "David's Midnight Magic".

CREATIVE SOFTWARE   Creative Software will introduce four titles for the Commodore 64
SAVES NEW YORK   by mid-summer. "Astroblitz" and "Trashman" are both translations
                               of previously released VIC-20 games, and the remaining two are new.
"Moondust" features beautiful flurries of colorful moonsand swirling around the player's
on-screen counterpart, the Moon Baby, in a completely unique entertainment. "Save New
York" challenges computerists to explore the subways and underground tunnels beneath the
city, battling attackers who threaten the metropolis with destruction, in a game for
city-lovers who'd like to help protect NYC from its foes. Keep up the battle, gamers!
New York is counting on you!

ATARI'S "ARABIAN" BRINGS   It's adventure in the sand with Atari's play-for-pay
DESERT DRAMA TO ARCADES   "Arabian". A beautiful princess confined in the castle
                               tower awaits rescue by the arcader as he maneuvers an on-
screen prince through four levels of play. The saga begins with the prince climbing a
ship's rigging to reach the crow's nest. Once he gains that lofty spire, the prince sees
shore, then crawls, climbs and swings on vines to get through an enemy-infested cave. Next
the prince climbs a tree, and enters the castle by hitching rides on flying carpets by
leaping from rug to rug to get over the prison walls. Only then can he see the princess
perched high atop a parapet. Once the prince reaches her, the two fly off together into
the sunset, riding on a magic carpet.
     Throughout the adventure, the prince faces ROC birds trying to knock him down, Oscars
and snowball-throwing Genies, as he struggles to reach the princess. Subsequent play is
at ever-increasing speeds, which heighten the difficulty and challenge.

KEEP YOUR POWER UP   SAFT America has a cure for power failures, at least so far as
WITH STANDBY SYSTEM   small computers are concerned. If the electric company lets you
                               down, SAFT's Standby Power System provides emergency electrical
power to take over during blackouts, so you can finish the game in progress, or save the
great American novel that might otherwise be lost from your word processor. SPS units,
starting from $519, help prevent damage when a power failure could cause permanent memory
loss, and also contain a surge suppressor to eliminate spikes in current during normal use.

FUTURE COMPUTING SEES HEALTHY MARKET   Future Computing, Inc. forecasts sales of over
                                         2 million home computers in '83, up from 2.2
million in 1982. FCI predicts the home computer market will continue its healthy growth.

COMING EVENTS
Upcoming Tournaments and Meetings

ELECTRONIC & COMPUTER GAMES & TOYS EXHIBITION, August 18-21, Sydney, Australia, at the
     Sydney Entertainment Centre, Haymarket. Write Lorna Miller, Industrial Presentations,
4/389 Victoria Avenue, Chatswood, Australia. This is for both public and trade.

NORTH CAROLINA COIN OPERATORS ASSN., September 8-11, Hyatt House, Winston-Salem, NC.
     Contact Bobby Earp (919) 229-5826. Probably just for the trade.

TWIN CITIES COMPUTER SHOW & SOFTWARE EXPOSITION, September 15-18, Minneapolis Auditorium,
     Minneapolis, Mn. Telephone 800-841-7000 or (in Mass.) 617-739-2000. For the public.

COMPUFAIR SEATTLE, September 16-18, Seattle Center Exhibition Hall, Seattle, Washington.
     Contact Tom Ikeda, Compufair, Box 45218, Seattle, Wa. 98105, or call 206-633-FAIR.

ROCKY MOUNTAIN COMPUTER SHOW & SOFTWARE EXPOSITION, September 22-24, Denver Merchandise
     Mart, Denver, Colorado. Call 800-841-7000 or (in Mass.) 617-739-2000. Public Show.

CP/M'83 EAST, September 29-October 1, Boston Hynes Auditorium, Boston, Mass. Write North-
     east Expositions, 822 Boylston St., Chestnut Hill, Ma. 02167, or call 800-841-7000.

EUROPEAN HOME VIDEO SEMINAR & VIDCOM EXHIBITION, October 2 & 3, New Palais des Festivals,
     Cannes, France. Contact Karen Dove, ITA, 10 Columbus Circle, New York, NY 10019, or
call 212-956-7110.

NJ BUSINESS COMPUTER SHOW, October 6-8, Holiday Inn North, Exit 14 NJ Turnpike. This
     public show is for Micro-Portable-Desktop-Mini. Contact Kengore Corp.201-297-2526.

PC'83 BOSTON, October 8-10, Boston Bayside Exposition Center. Write Northeast Expositions,
     822 Boylston St., Chestnut Hill, Ma. 02167, or call 617-739-2000 or 800-841-7000.

NJ MICROCOMPUTER SHOW & FLEAMARKET, October 15-16, Meadowlands Hilton, New Jersey. For
     public; fleamarketers welcome. Contact Kengore Corp. (201) 297-2526.

COMDEX EUROPE, October 24-27, RAI International Congress & Exhibition Centre, Amsterdam,
     The Netherlands. Contact Interface Group, 617-449-6600 or 800-325-3330. For trade.

APPLEFEST/SAN FRANCISCO, October 28-30, Moscone Center, San Francisco, Ca. Write North-
     east Expositions (address above) or call 800-841-7000. An Apple show for the public.

NATIONAL HOME ELECTRONICS SHOW, November 3-6, Arlington Park Race Track Exposition Center,
     Arlington Heights, Ill. (suburban Chicago). Contact Lincoln Merchandising, 1417 N.
Milwaukee Ave., Chicago, Il. 60622, or call Elliot Sheck, 312-276-2819. For the public.

NORTHEAST COMPUTER SHOW & SOFTWARE EXPOSITION, Boston Hynes Auditorium, Boston, Mass.
     Write Northeast Expositions (address above) or call 617-739-2000 or 800-841-7000.

NY BUSINESS COMPUTER SHOW, December 8-10, NY Statler Hotel, New York, NY. For Micros-
     Portables, Desktop-Mini. Contact Kengore Corp. (201) 2972526. For the public.

LEISURETRONICS, February 19-26, 1984, Monte-Carlo, Monaco. Call (401) 884-9500.

THE HOTSEAT
Reviews of New Products

RATINGS: 10 - Pure gold and about as good as a game could be. A rare rating.
         9 - An outstanding, state-of-the-art game.
         8 - A very good to excellent game.
         7 - A good game.
         6 - Better than average, but maybe not for everyone.
         5 - An average item that does what it promises.
       1-4 - The game has serious flaws.

KEY: The information heading each review follows the same simple format. First is the
     name of the item, then its classification and, if it's a home arcade software pro-
gram, the system/s with which it is compatible. Finally, there's the manufacturer's name.

CRITICS THIS ISSUE: SD-Steve Davidson; TF-Tracie Forman; AK-Arnie Katz; Dean McCallum;
                    JW-Joyce Worley.

REALSPORTS VOLLEYBALL/Videogame Cartridge (for Atari 2600)/Atari
     Atari really seems to be on a software roll these days, and this latest addition to
the rapidly growing "RealSports" library of sports videogames definitely rates as an
artistic success. Set against a background of lapping waves and pounding surf, "RealSports
Volleyball" pits two-man teams against each other in a battle for net supremacy. Unlike
some video volleyball contests, this one really does play like the sport we all remember
from innumerable gym classes and sunny summer afternoons. For one thing, it is rare that
an on-screen athlete will be able to return a shot directly over the net without first
passing it to the teammate for a set-up. It's features like this which endow "RealSports
Volleyball" with its unique character. A triumph. (SD) Rating: 8

THE WITNESS/Computer Game (all systems)/Infocom
     If you enjoyed "deadline", Infocom's first mystery text adventure, this belongs at
the top of your shopping list. This time, the computerist assumes the role of a 1930's
style tough-guy detective who has 12 hours to solve a murder to which he has actually
been a witness. The dossier case supplied with the disk includes an instruction book
decked out to look like a pulp magazine and a clutch of clues to help the investigator
unravel the mystery. "The Witness" is fully as good as other recent Infocom inter-
active prose adventures from Infocom, and that should be enough recommendation for any-
one. "The Witness" is brain-gaming at its finest. (AK) Rating: 9

M.U.L.E./Computer Game (Atari 4-8-1200)/Electronic Arts
     One to four players compete to be named First Founder of the space colony in this
multi-faceted strategy/action game. Left on a barren planet by a Federation transport,
the four colonists (with the computer filling in for any missing players) vie for the
highest production of ore, food and energy (accomplished by installing a Multiple Uses
Labor Element - which can be as stubborn as a MULE), then proceed to the action phase
where surplus is traded for cash. The idea is to buy low, sell high, and let the other
guy starve to death if it'll drive the price of food over $250 a unit! Besides its
action element (installing the MULE can be a tricky undertaking), it's property manipula-
tion, commodity dealing, and just plain fun! The music and animation are hilarious, and
enough random events happen in each game to make it different every time ranging from
fires in the store, to pest attacks, to meteor strikes. "M.U.L.E." is a perfect choice
for the thinking gamer who likes a combination of strategy and action! (TF) Rating: 9

GORF/Videogame Cartridge (for ColecoVision)/Coleco
      Four screens of action - everything from the coin-op except the so-called "Galaxian"
phase - enliven this home edition of the Bally Midway fovorite for the ColecoVision.
Even without that fifth scenario, this is perhaps the best-done cartridge version of the
popular quarter-snatcher. The player moves a cannon back and forth across the bottom of
the screen, firing upward toward a variety of menaces. The first phase involves
defeating a horde of marching aliens; the second is a duel against a laser ship guarded
by kamikaze fighters, the third pits the arcader against a force of Gorfian invaders
erupting from a hyperspace warp, and the last phase is a final showdown against the
flagship of the enemy armada. Sound is fair, graphics are excellent, and the whole
package is first-rate. (AK) Rating: 9

JUNGLE HUNT/Videogame Cartridge (for Atari 2600)/Atari
      The home version of Taito's currently popular coin-op, which began life with
slightly different graphics as "Jungle King", is faithful to both the good and bad
points of the coin-op. On the positive side, it's a nicely executed multi-phase action
adventure with a pleasing variety of activities. Negative points include the use of
washed-out colors for the visuals and a set of goals which are too easy for the gamer
to achieve to make "Jungle Hunt" as challenging as most players would probably like.
The vine-swinging scenario, for example, is virtually a cinch once the home arcader
masters the timing - and that's not particularly hard to do. Likely to generate the
most interest is the second phase, in which the on-screen hero must swim a crocodile-
infested river with no protection beyond the dagger in his hand. Unfortunately, the
rest of the game is somewhat less exciting than this portion. (SD) Rating: 7

POLE POSITION/Videogame Cartridge (for Atari 5200)/Atari
      What separates "Pole Position" from other electronic racing games is that there's
a definite goal beyond just staying on the road and piling up the miles. In this one,
you've got to weave your way through a field of cars to win the competition by screaming
across the finish line ahead of the other autos. Like the coin-op, the 5200 cartridge
for "Pole Position" has beautiful graphics and thrill-a-second action. In fact, the
only serious complaint is that the perspective of the car's front wheels gets comically
distorted whenever it switches lanes to pass or avoid a collision. This is, however, a
minor defect in an otherwise outstanding one-player contest. (AK) Rating: 8

SHAMUS, CASE II/Computer Game (for Atari 4-8-1200)/Synapse Software
      The mysterious fighter-against-evil is on the warpath against his arch-nemesis
the Shadow once again! Things are trickier than ever in "Case II", in which the
Shamus must navigate a warren of passageways and monster-filled chambers enroute to
confronting the Shadow in the heart of his lair. The ion-shivs from the first
"Shamus" disk are gone, replaced by a weapon that shoots destructive spheres which
bounce off all inanimate objects and keep eliminating attackers as long as its bouncing
remains visible on the screen. The Shamus can only have two such death-balls in play
at a time, so knowing when to remove an existing sphere by launching a new one is a key
strategic point. Another pleasing touch: a bird-like creature metamorphisizes into a
friendly - and destructive - salamander that helps the Shamus wipe up the nasties, if
the Shamus first scores three hits with his weapon against the creature. This disk is
extremely challenging and should provide uncounted hours of mental and physical
exercise. (DM) Rating: 9

BURGERTIME/Handheld Game/Mattel Electronics
      Sometimes you really need a game you can slip into a pocket and take along with
you for those odd moments when such a diversion is just perfect. Mattel's "Burgertime"
is one of the best offerings of this summer in handheld size. Direct a chef as he
assembles burgers by leaping on top of them and forcing the sandwich ingredients together!
This tiny thriller has most of the elements of the coin-op. A lot of fun! (JW) Rating: 8

**GAMERS GET HIGH SCORES
ON CANADIAN PACIFIC AIR**   Canadian Pacific Airlines is taking videogaming to the skies
with the first-ever in-flight games for passenger rental.
CP offered video game sets for rent for a one-month trial
period during June, for $3.50 for the 9-hour flight between Vancouver and Amsterdam.
General Manager Dave Hewitt promises, "If the concept proves to be popular with passen-
gers, permanent sets built into the seat trays would eventually become more sophisticated,
offering not only games but also flight and safety information, and perhaps even computer
capabilities."

CP Air currently is experimenting with two products, "Airplay" by Altus Corp., and
"Air Video" by Thorek, Scott & Partners. The portable game sets fit over the dinner
trays that fold out from seat backs. Currently passengers can attain the highest scores
in the world playing Black Jack, baseball, boxing, Donkey Kong, Snoopy Tennis and Mickey
Mouse.

**GIVE AN APPLE
TO YOUR IBM**   Now owners of the IBM Personal Computer can run programs written for
the Apple II using "Quadlink", from Quadram Corp., Norcross, Georgia.
This $680 plug-in circuit is described by the manufacturer as "The
equivalent of an Apple II computer" when attached to the IBM, and makes the entire
library of Apple-compatible software available to PC users.

**MICROSOFT JOINS SPECTRAVISION,
JAPANESE COMPUTER MAKERS, IN
STEP TOWARD STANDARDIZATION**   Microsoft Corp. has devised a standard for a group
of manufacturers to use in their home computers.
Fourteen cooperating companies in Japan, plus one
company in the USA, Spectravision, will produce home
computers that share certain basic specifications. The result will be program compati-
bility. Companies using the Microsoft standard, called MSX, will pay Microsoft a
licensing fee plus royalty on each machine produced. According to Microsoft's spokesman
Alan Boyd, standardization will be especially helpful to manufacturers just now starting
to develop the home computer industry in the island nation, by reducing costs and
encouraging software production.

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Reese Communications, Inc.
460 West 34th Street
New York, NY 10001

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