with Updos. The screen can be set to come up in either 32, 40 or 80 columns, with any foreground/background color combination. For those using monochrome monitors, the color burst can automatically be disabled. Finally, upon power-up Updos can automatically issue a BOS command or run a specified BASIC program.

Updos can be used as a program that is loaded in from the disk, or it can be burned into an EPROM, which replaces the standard Disk BASIC ROM. When using Updos from disk, all of the configurable power-up options are executed when you first load the Updos program from disk, but not upon subsequent cold starts (Updos must be reloaded from disk).

I think you will find Updos a useful addition to your CoCo library, and that using this well-designed and user-friendly product will be a joy.

—Michael G. Toepke

ESP, P.O. Box 63065, Wichita, KS 67203, 316-722-7442; $24.95

Software

CoCo 1, 2 & 3

Paladin's Legacy — Have Sword, Will Travel

Paladin's Legacy is a fantasy role playing adventure designed to work on any CoCo with a minimum of 64K and a disk drive. In trying to be compatible with every CoCo model, the program relies heavily on color artificating and therefore loses crispiness if viewed on an RGB monitor. So graphics are actually clearer with either a composite monitor or a TV set.

Paladin was a mythical figure who single-handedly brought peace and order to chaotic Tarinth, a land inhabited by elves, dwarves and humans. After 200 years of tranquillity, horrible, unearthly creatures are once again prowling the land, attacking at will and have gone so far as to kidnap the king. Moreover, the king is the protector of Tarinth and its five cities. The citizens of Tarinth now seek a champion to locate and rescue their king and hopefully restore peace in their land. The task is not an easy one.

The game allows you to create your own champion, give him a name and choose his attributes (strength, dexterity, wisdom and intelligence). Once you’ve done this, your champion is placed on the terrain to fend for himself. You move around by pressing the arrow keys, but be careful as unprovoked attacks by a variety of beasts are constant. Once your hero has fought off attackers — accomplished by pressing existing, he earns gold and experience points. Gold can also be obtained by finding treasure chests.

In order to survive, you need to find some sort of weapon and armor as soon as possible. It may also be prudent to pick up a snack, lest you die of starvation. Food, weapons, armor and information can be obtained in five cities. Once a city tower or door is found, place your character on top of it and press E to enter the city. At this point the program prompts you to flip the disk over so that the required data can be loaded for your activity in the city.

When the character leaves the city, the disk is again flipped to get back to the playing field. One unique feature of the game is that it allows you to “talk” to any of its citizens. By moving your player in front of the person you want to address and pressing T (for talk), you can gain some hints, clues or information. It is not enough to be an able swordman or a great combatant, as you must also be able to manage your gold properly. It costs 1000 gold pieces, for instance, to buy a boat needed to sail across the waters. Special equipment, such as boots to scale the mountains or heavier and better armor, can be bought at stores in the cities. Magic — which enables someone to walk through walls — can also be obtained by a clever adventurer. You can even have an audience with the queen, who may or may not give you a promotion to the next level.

To help the weary adventurer, a continuous run-down of the character’s current status is displayed on the screen. This lists the amount of food and gold and how many hit points you have. Further, information, such as what armor you are wearing and what weapon you are wielding, is found by pressing S (for status). In fact, all commands are listed on one-letter commands: A for Attack, B for Board boat, D for Drop, E for Enter, L for Leave boat, etc.

Six pages of instructions, including a background story, accompany the floppy (a floppy disk containing a

flourishing adventures and a saved game — as it surely might be to go to an

One side is so that the next (which is less insured). For instance, by stating the software is a minimal, smooth. Too probably to play P
to hand, may be a bar or more really get

(Sundog, Pittsburgh $24.95)

Software

A World for Revisiting

In the monthly (110) is a review of this game. It is seldom played unless re-edited virtually.

As its new offer by Greg review, its criticism of the revision the original, but each is now more specifically to excellently support.

The CMP pal
A World at War—Revised and Improved

In the November 1989 RAINBOW (Page 110) is a review of A World at War. In early December 1989, I was assigned to review this game for a second time. RAINBOW seldom reviews the same product twice unless revisions are so extensive that it is virtually a new product. So, what gives?

As I began examining Greg Wittmeyer’s new offering, I kept the November review by Greg Snow beside me. It is a favorable review, but it does contain some minor criticisms. I am pleased to see that the new version appears to have been coded with the review right beside the computer. All the original positive features are still there, but each of the previous areas of criticism is now improved. I believe any programmer who responds that rapidly and positively to a review will probably provide excellent customer service and product support.

The original version is written for the CMIP palette and does not contain any convenient way to modify the version for an RGB Monitor. I’ve displayed this game using default CMIP colors on an RGB Monitor and it’s not bad, but compared to what it should be, the loss in artistic merit is worth mentioning. The new version provides a well-implemented Color Slot Code Editing option along with partial documentation. Fortunately this editor displays each color chip along with the color code and slot it is placed in. Unfortunately, Mr. Wittmeyer does not have an RGB monitor to play around on, so he avoids providing a list of the preferred RGB color codes for each slot. Wittmeyer is correct in his observation that people set their color and hue controls so differently that what I like and consider “peach” may or may not be what you consider peach. I will list the color codes you might use to start with in setting up the RGB palette (see Table 1).

I played two or three games using the default CMIP palette on my RGB monitor. The visuals are impressive and the games fun. Then I converted all the files on the two disks to the equivalent RGB codes and tried running them again. I found amazingly beautiful improvements to what was already a good product. If you own an RGB monitor, take the time to modify the color codes in each slot of each file; the results are worth the effort.

When Greg Snow reviewed this package, he found five ready-to-run War files plus a blank default file on which to practice editing. I found six plus a blank. My