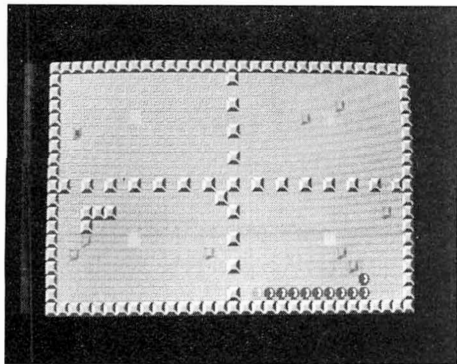


Games

CoCo 3

## Sidney, The Super Space Snake

*Sidney* is a clone of such forerunners as *Snake*, *Slither*, *Sneaky Snake* and others. It isn't a new game, yet the super space snake surpasses many others.



The scenario is that Sidney, the near-sighted snake, was caught having an affair with a rope and has been imprisoned by Quellor in a floating electro prison. Quellor is the landlord of a mass of land a mile long and two feet wide (the major products of this land are rope and noodles). Realizing that Sidney does not have a leg to stand on, you have become the champion of fairness and have vowed to help Sidney escape.

In order for Sidney to escape, he must consume all the electro-pods on each screen. There are two types of electro-pods. The most common is a green pod with a blue top (cleverly called 'blue tops'), which, when eaten, makes Sidney one segment longer. The second pod has a red top and makes Sidney shrink one or more units. This leaves dislocated segments in the prison cell, which creates a hazard. Each screen or prison cell has a number of hazards in the form of blocks that, when hit, cause Sidney to lose one of his lives. These hazardous blocks, as well as pods, increase in number with each screen and level. There are five levels, each of which has seven sub-levels for a total of 35 screens. Additional life can be gained by consuming all the pods without running into any obstacles. In addition, each cell has a number of transporters that allow Sidney to go from one section of the cell to another. These transporters play a vital role on later screens, as it is otherwise impossible to reach all the pods.

Points are given after ridding each screen of all pods. Ten points are awarded for each

segment that Sidney has when he completes a screen, plus 1000 bonus points and an additional life are given if he does not run into any obstructions. In normal play Sidney has five lives, but it is possible to opt for up to 30 lives by pressing S at the title screen. When the game ends, your score and the highest score played are displayed. You are given the option to quit, start a new game, or continue from the last level reached. Movement is accomplished using the arrow keys or a joystick.

*Sidney* requires a CoCo 3, a disk drive and an RGB monitor. The graphics and colors are crisp, sharp and artistically done — a visual delight. Unfortunately a TV screen makes the display kind of, well, terrible, actually.

*Sidney* is well designed and playability is quite good. It comes with four pages of documentation and includes playing hints and loading instructions. I found only one minor bug: The game repeatedly hung on the first screen when the last pod eaten was red. This may be a nuisance but is not fatal. If it happens, just pounce on the Reset button and go at it again. [Editors note: We have been informed by KLG Systems that this problem has been corrected.]

(KLG Systems, 38 Clove Rd #204, Monroe, NY 10950, 914-783-2950; \$14.95 plus \$2 S/H, NY residents add 6.25% sales tax)

— George Aftamonow

Database

CoCo 1, 2 & 3

## POW/MIA Database

With the War in the Persian Gulf still fresh in our minds, the apparent success of the mission has lead to an aftermath of media hype, celebration and parades. As lopsided as this war was, most people with loved ones in the theater didn't have to wait very long for the soldiers to return. However, as we are bombarded with the current affairs of our Armed Services' efforts, let's not forget the sobering fact that many people have not returned from wars past.

*POW/MIA Database* is a database of the 2260 American prisoners and MIAs in Southeast Asia (as of Nov. 1990), from all military Services. It was established to honor these service personnel and to help us remember

the sacrifices they make to keep us free.

The program is provided on two disks. The database gives you the ability to scroll through the information, search and re-

**POW/MIA  
Database is a  
database of  
American  
prisoners and  
MIAs in  
Southeast Asia.**

trieve data for viewing or printing, and to print the data in an 80-column report. There is a print query for matching information in the database to a variety of questions. For example, you can search for a particular state or town to see who is listed from a given area. Other query elements include: Asian countries; specific branch of the military; rank; birth date; and name.

*POW/MIA Database* runs on any CoCo with a disk drive; a printer is optional. A general database is also available that allows manipulation and updating of the data.

(Johnson Software, P.O. Box 92, Dayton, OH 45449, 513-866-2601; \$17.50 plus \$2 S/H)

— Jamie Hensen

Disk Utility

CoCo 3

## DMA: The Disk-Manager's Apprentice

Every now and then someone writes a program that stands out from the rest. *DMA* is such a program and deserves your undivided attention. *DMA* is a disk-file management utility for the CoCo 3. It requires one or more disk drives and a monitor capable of displaying 80-column text. It runs under