

or "O"s which can be placed on a tic-tac-toe board to win or block the other player's moves. Strategy, simple as it is, can be crucial, because it's possible to answer the questions correctly but still make the wrong move and lose the game.

The package includes a question disk with 12 categories worth of questions, featuring subjects like "Early Learning" for ages 5-8; "Science" for ages 8-11; "Famous People" for ages 9-13; and, on the most difficult level, "Geography" and "Baseball Trivia" for ages 10-adult, and "Famous Places" for players age 11-adult. While the younger age groupings seem reasonable, the older age groupings lump together fourth and fifth-graders with grown-ups, not an entirely satisfactory nod to fairness.

With the exception of that little imbalance, *Triple Brain Trust's* questions are fair. Kids especially enjoyed playing each other, for the game is fun and easy to master with adult supervision, once the basics have been learned. But playtesting showed that in child-vs.-adult games, where the 10-adult group questions

were used, the kids were regularly beaten. One son finally refused to play against his father because he felt the computer was "rooking" him. The best way around this fault is to take advantage of the game's extremely powerful question-writing capabilities—its main attraction for families. Everyone can make up questions and type them into the game. This is an especially appealing way to study for tests. Students can enter their schoolwork in the form of questions, then they can "play" to their hearts' content.

—JAMES DELSON

Suspended

HARDWARE REQUIREMENTS: Apple II/II plus/IIe, 48K (disk). Also for Atari, Commodore, and IBM.
MANUFACTURER: Infocom
PRICE: \$49.95

Suspended is more than just another text-only adventure. It's a complex jigsaw puzzle of riddles and clues, a time and motion test to see if you can accomplish certain tasks within a time limit. Above all, it's different. You're a brainy individual who has been cryogenically frozen. Your gray

matter lives and functions while the rest of you is in a state of suspended animation. You must operate a series of computers—six highly specialized robots—that sustain human life on the planet by manipulating weather and ensuring the smooth functioning of a central computer complex.

Sound like science fiction? It is, and while you're playing you may feel as if you're about to overload your own circuits. You have to keep track of your robots, moving them around a complex of chambers, acid-dripping corridors, and other nooks and crannies of a giant scientific center. Instructed properly, your helpers can save civilization and restore the planet to normalcy.

It's a task that takes a lot of practice by players over 12 years old. Don't be surprised if you fail miserably the first few times you try it. You'll probably have to explore through trial and error. Even if you do blow it, you'll still have fun—thanks to the good sense of humor, as well as a map and playing pieces provided by Infocom inside the colorful package.

—JAMES DELSON

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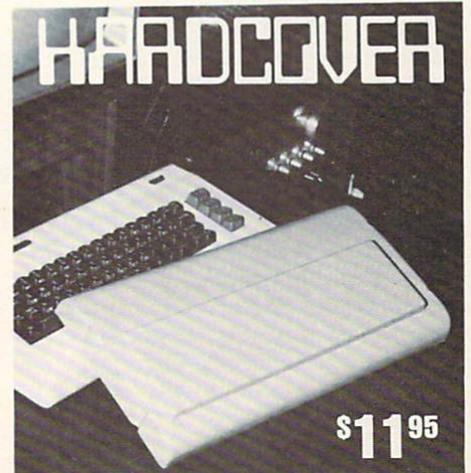
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