

Sierra Collector's Quest proudly presents:



The Ultimate Sierra Timeline

Version 1.0

Compiled by Josh Henry (JDHJANUS) with assistance from Stephen Emond

Produced in conjunction with:



**FALCON
DESIGNS**

Introduction

In 2001, my friend Kimmie asked me if I would be interested in creating a timeline of Sierra's releases for her website Sierra Planet. Her vision at the time was to turn Sierra Planet into a central hub of Sierra info; however, that vision never came to reality. Nevertheless, she began me on a long process that has continued now for the past 25 years. What started as a simple timeline quickly ballooned into a monster, as I fell into a huge hole of Sierra releases, and we are STILL finding new ones it seems every year. The adventure really does never end!

As time went on, my timeline reached the early stages of completion, but Sierra Planet had pretty much become mostly defunct, and Kimmie's original vision of a central Sierra hub were abandoned. In 2007, I started talking to Andy Linnenkohl, who at the time was starting a new website called Sierra Vault. I shared with him my timeline, and he agreed to host it on Sierra Vault's website. It remained there until around 2009, when Andy closed Sierra Vault because he had become the admin for Ken Williams' website, Sierra Gamers. Andy incorporated all of Sierra Vault's information into the Sierra Gamers website, so yes, the timeline that is featured on Sierra Gamers actually came from my original timeline. But I was still working on it, adding more titles as I stumbled across them.

Then, in 2012, I shared the word document with some collectors in the Sierra Gamers Facebook page. This put me in contact with Brandon Klassen and Brad Herbert of the Art of Sierra project. Brandon was also working on the website Sierra Archives, and he asked me to join the team, and I agreed. Shortly thereafter Stephen Emond also joined the team, and he and I instantly went to work together on his Sierra Collector's Quest books. All of my timeline research was incorporated into Stephen's books, and he and I went back and forth for years trying to nail down concrete release dates for Sierra's software. In 2017, I began to try to create a more detailed timeline of Sierra's releases, taking it year by year and trying to nail down tighter release windows by searching through contemporaneous records. But it was an arduous process!

One of my dreams has always been to create a detailed Sierra timeline. Kimmie's original dream was to create a timeline with little pictures for each release, so that you could click on it, and it would take you to a page with information about that game. This is a simplified version, as there are already fantastic websites like Sierra Chest that have way more information about Sierra's releases than I could ever hope to create. Nor is this a detail of every single variant out there. That's what Stephen's books are for! But I hope that you find this timeline helpful, or at the very least entertaining as we go through the history of Sierra's releases year by year.

Important Notes

The dates in this timeline are based on release windows that are centered around information from contemporaneous sources. I have attempted to the best of my abilities to properly annotate EVERY single release, with the source that it came from, so that you can verify it yourself. Sometimes these are based on ads, and release dates back then were fairly fluid. In the early days of computer software, there weren't standard release dates like we think of nowadays. Companies would finish packaging a product and produce it, and then ship it out to stores to sell. Those stores would receive it and instantly put it on the shelf. So a computer store closer to Coarsegold would have a Sierra game for sale much sooner than a store in Maine.

You will notice in the early years that all of the dates are "circa". That's quite purposeful. These are guestimates, and there is most certainly some wiggle room between releases. A couple of sources do help in narrowing down releases. In Sierra's early days, they predominantly supported the Apple][, and Softalk, one of the leading periodicals focusing on the Apple][had a section in the back of each No. called the "Top Thirty," where they would discuss the big sellers across each month. And since Sierra almost always landed in the top sellers, it was easy to know when games released. Similarly, Sierra eventually started sharing release information with a newsletter called Computer Entertainer. This newsletter had release dates in the back of every No., including noting when software would ship to manufacturers. This information came directly from the developers themselves, so it was another great source of information. But just know that these dates are particularly fluid without any direct information from Sierra itself (i.e. shipping records that probably don't exist anymore). Still, I hope that this helps narrow down releases.

We also have to be careful going solely based off of copyrights. Lots of games had boxes and disk labels that were already printed, but then a game would hit some massive bug in QA testing that would delay it, sometimes for months on end. This continued even into the 90's, as certain games have boxes with a copyright and disk labels of one year, but the evidence shows that the files on version 1.0 of the floppy were not finished until early the following year. With later Sierra games, it is much easier to review that information on the floppies/CDs. But just know that not all of these dates may reflect the copyright date if there is clear evidence to rebut that date.

Acknowledgments

I would first like to acknowledge my beautiful wife, Angie, who has been so gracious to allow me the time to compile this timeline, as it is a lengthy and intricate process. As well as my amazing kids Josiah, Jeremy, and Hannah, who are all fantastic and indulge me as I share all of my Sierra information with them.

Many thanks to my frequent and consistent collaborator, Stephen Emond, without whom much of this information would be widely missing. His research into Sierra has proved essential in the compilation of this timeline, and I'm so thankful to not only call him a fellow researcher, but a close friend.

To Brad Herbert, Brandon Klassen, Eriq Chang, James Gavin, and Joshua McMillin – thank you for your help and knowledge throughout the years! So glad to have worked with you through preserving Sierra's history!

Dominik Reichardt, George Kloosterman, Nick Gehr, Pascal Welsing, and Ryan Lynch – your research skills have been incredibly helpful in helping to formulate this list! Thanks for continuing a fantastic conversation as we continue to unpack Sierra's intricate history!

Many thanks also to Rudy Marchant, Andy Linnenkohl, Andrew Branscom, John Williams, Ken Williams, Shawn Mills, Jukka Eronen, Howard Feldman, Troels Pleimert, Jimmy Maher, Paul Pfenning, Kat Riley, David Bitton, Ernst Krogtoft, Chris Kohler, Stuart Feldhamer, Scott Rashleigh, Michael Marecek, Joseph Brokalakis, C. E. Forman, and Josh Lulewicz for your contribution to Sierra's history, community, and perseverance throughout the years.

And finally, and most importantly, to my LORD and Savior, Jesus Christ, to whom I owe all.

Dedication

To Kristin Pitak, without whom I would never have discovered the amazing Sierra community

And

Kimmie Ross, who started me on an adventure that I never knew would change my life

Sierra Timeline

c. November 1979-

- Roberta Williams is introduced to the game Adventure (or Colossal Cave Adventure) through an IBM remote terminal that her husband, Ken, brings home to work on. She obsesses over the game and plays through the game until completion¹

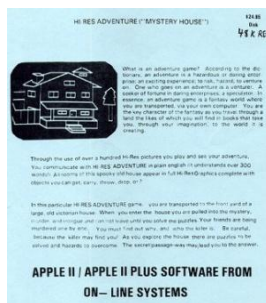
c. January 1980-

- Ken Williams purchases his first Apple II after seeing his little brother bring one home. Roberta starts buying more adventure games for the Apple II²

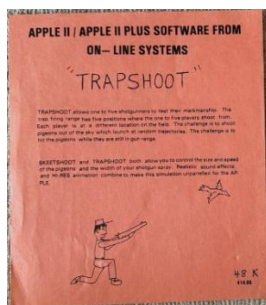
c. April 1980-

- Roberta proposes to Ken the idea about creating an adventure game of her own – featuring pictures, the first ever graphical adventure game³

c. May 1980-



- Hi-Res Adventure (“Mystery House”) (developed by Ken & Roberta Williams for the Apple II)⁴



- Trapshoot (developed by Keith Wild? for the Apple II; Ken agrees to publish this game a few days after Mystery House)⁵

¹ Hackers, pg. 295-296; The Sierra Adventure, pg. 42-43, Not All Fairy Tales Have Happy Endings, pg. 42-45

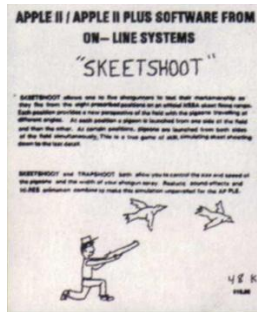
² Hackers, pg. 296-297

³ Hackers, pg. 297-298; The Sierra Adventure, pg. 43, Not All Fairy Tales Have Happy Endings, pgs. 46-47

⁴ Micro 6502, May 1980

⁵ Micro 6502, May 1980

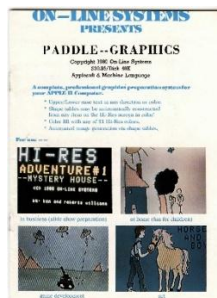
c. May 1980 (cont)-



- Skeetshoot (developed by Keith Wild? for the Apple II; Ken agrees to publish this game a few days after Mystery House)⁶
- Hi-Res Adventure/Skeetshoot (compilation of Mystery House and Skeetshoot on one disk for the Apple II)⁷
- The release of these games starts the company On-Line Systems

c. July 1980-

- Ken & Roberta move to Coarsegold, California⁸



- Paddle Graphics (developed by Ken Williams for the Apple II)⁹



- Tablet Graphics (developed by Ken Williams for the Apple II)¹⁰

⁶ Micro 6502, May 1980

⁷ Micro 6502, May 1980

⁸ Hackers, pg. 300-301; The Sierra Adventure, pg. 46, Softalk Vol 1, No. 1, pg. 5, Not All Fairy Tales Have Happy Endings, pg. 67-68

⁹ Infoworld, Sept. 1, 1980, pg. 12, 16 (based on Simi Valley address and Coarsegold addresses both shown)

¹⁰ Infoworld, Sept. 1, 1980, pg. 12, 16 (based on Simi Valley address and Coarsegold addresses both shown)

c. September 1980-

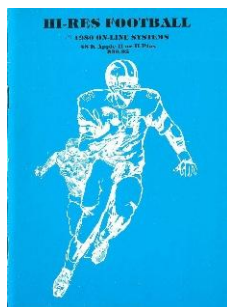


- Hi-Res Adventure #2: The Wizard and the Princess (developed by Ken & Roberta Williams for the Apple II)¹¹

c. November 1980



- Hi-Res Adventure #1: Mystery House for Apple II (re-release)¹²



- Hi-Res Football (developed by Jay Sullivan for the Apple II)¹³

¹¹ Hackers, pg. 301; Computer Gaming World, Vol. 2, No. 5, pg. 2; Softalk, Vol. 1, No. 3, pg. 44

¹² Softalk Vol. 1, No. 3, pg. 36

¹³ Softalk Vol. 1, No. 4, pg. 24; Softalk Vol. 1, No. 5, pg. 36; Infoworld, November 10, 1980, pg. 35

c. December 1980-

- On-Line Systems moves out of the Williams' kitchen and rents its first office building in Oakhurst, California, hiring its first official office employees¹⁴



- Hi-Res Adventure #0: Mission: Asteroid (developed by Ken & Roberta Williams for the Apple II)¹⁵



- Hi-Res Cribbage (originally developed independently by Warren Schwader for the Apple II and published by On-Line Systems)¹⁶

c. February 1981-



- Superscript (originally developed independently by Dave Kidwell for the Apple II and published by On-Line Systems)¹⁷

¹⁴ Hackers, pg. 301-302; The Sierra Adventure, pg. 46-47

¹⁵ Softalk Vol. 1, No. 5, pg. 19; Electronic Fun with Computers and Games Vol. 2, No. 5, pg. 32 (notes that Mission: Asteroid was released before Christmas); Softalk Vol. 1, No. 7, pg. 52

¹⁶ Hackers, pg. 331, Softalk Vol. 1, No. 5, pg. 25; Softalk Vol. 1, No. 6, pg. 6

¹⁷ Softalk Vol. 1, No. 6, pg. 6, 38

c. February 1981 (cont)-



- Hi-Res Adventure #1: Mystery House for Apple II (re-release)¹⁸



- Hi-Res Adventure #2: Wizard and the Princess for Apple II (re-release)¹⁹

c. March 1981-



- Superscribe (updated re-release of Kidwell's Superscript for the Apple II)²⁰

¹⁸ Softalk Vol. 1, No. 6, back cover

¹⁹ Softalk Vol. 1, No. 6, back cover

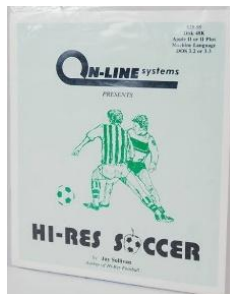
²⁰ Softalk Vol. 1, No. 7, pg. 41; Creative Computing Vol. 7, No. 4, pg. 49; Compute, No. 10, pg. 63; the packaging remained the same as SuperScript, but the disk was updated with the Superscribe label

c. March 1981 (cont)-



- Missile Defense (originally developed independently by Dave Clark for the Apple II and published by On-Line Systems)²¹

c. May 1981-



- Hi-Res Soccer (developed by Jay Sullivan and Ken Williams for the Apple II)²²



- Sabotage (originally developed independently by Mark Allen for the Apple II and published by On-Line Systems)²³

²¹ Softalk Vol. 1, No. 7, pg. 48; Softalk Vol. 1, No. 9, pg. 76; Softalk Vol. 1, No. 11, pg. 67

²² Softalk Vol. 1, No. 9, pg. 13, 28; Creative Computing Vol. 7, No. 5, pg. 50

²³ The On-Line Letter Vol. 1, No. 1, pg. 16; Softalk Vol. 1, No. 11, pg. 64, 67-68

c. May 1981 (cont)-



- Thrilogy (a collection of three games previously developed independently by Warren Schwader for the Apple][and combined onto one disk and published by On-Line Systems)²⁴

c. June 1981-



- Gobbler (originally developed independently by Olaf Lubeck for the Apple][and published by On-Line Systems)²⁵



- Sierra publishes its first newsletter, *The On-Line Letter*²⁶

²⁴ Hackers, pg. 331, Softalk Vol. 1, No. 10, pg. 61; Creative Computing Vol. 7, No. 6, pg. 43; Infoworld, May 11, 1981, pg. 47; Softside Vol. 4, No. 9, pg. 79

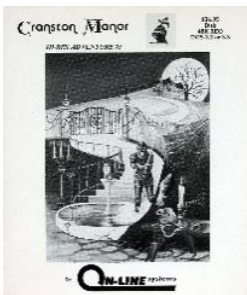
²⁵ The On-Line Letter Vol. 1, No. 1, pg. 18; Softalk Vol. 1, No. 12, pg. 92; Hackers, pg. 322, Not All Fairy Tales Have Happy Endings, pg. 92

²⁶ The On-Line Letter Vol. 1, No. 1 Cover

c. July 1981-



- Expediter II (originally developed independently by Einstein/Goodrow Company (Stewart Einstein & Dennis Goodrow) for the Apple II and published by On-Line Systems)²⁷



- Hi-Res Adventure #3: Cranston Manor (originally developed independently in 1980 as a text-based only program for the Sorcerer microcomputer by Larry Ledden, it was developed to a graphical version by Harold DeWitz and Ken Williams for the Apple II)²⁸



- Softporn Adventure (originally developed independently by Chuck Benton for the Apple II and released under the company Blue Sky Software earlier in the year; this game was published by On-Line Systems)²⁹

²⁷ The On-Line Letter Vol. 1, No. 1, pg. 10-11, Softalk Vol. 1, No. 11, pg. 30; Softalk Vol. 2, No. 1, pg. 95, 115-116; Infoworld, July 6, 1981, pg. 9

²⁸ Softalk Vol. 2, No. 1, pg. 115; The On-Line Letter Vol. 1, No. 1, Front Cover

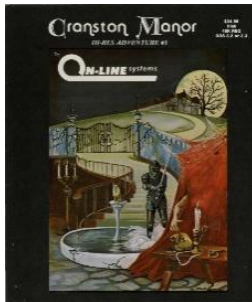
²⁹ Hackers, pg. 335-336; Museum of Computer Adventure Game History:
<https://mocagh.org/loadpage.php?query=%5Bpublisher%5DBlue+Sky+Software>

c. July 1981 (cont)-

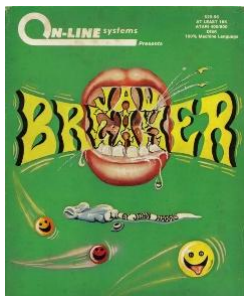


- On-Line Systems begins to sell "I Survived the Night at Mystery House" t-shirts, the company's first memorabilia³⁰

c. August 1981-



- Hi-Res Adventure #3: Cranston Manor for the Apple II (re-release)³¹



- Jaw Breaker (developed by John Harris for the Atari 400/800 disk. This is the first software that On-Line Systems released for a system other than the Apple II)³²

³⁰ Softalk Vol. 1, No. 11, pg. 28

³¹ Softalk Vol. 1, No. 12, back cover

³² Hackers, pg. 322-323; Creative Computing Vol. 7, No. 10, pg. 121; Compute, No. 16, pg. 87; Softline Vol. 1, No. 5, pg. 45

c. August 1981 (cont)-



- Lisa (2.5) and Speed/ASM (originally developed independently by Randy Hyde of Programma International for the Apple II and published by On-Line Systems)³³



- Pegasus II (developed by Olaf Lubeck for the Apple II)³⁴



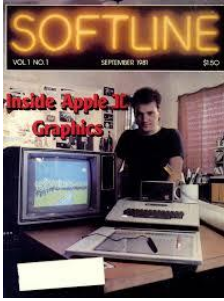
- Softporn Adventure for Apple II (re-release)³⁵

³³ Softalk Vol. 1, No. 12, pg. 37; Softalk Vol. 2, No. 2, pg. 147-148; Softline Vol. 1, No. 1, pg. 12; Infoworld, October 12, 1981, pg. 1; Programma International - <https://programma.applearchives.com/history/lisa-v26.html>

³⁴ Softalk Vol. 1, No. 12, pg. 24

³⁵ Hackers, pg. 336-337; Softline Vol. 1, No. 1, pg. 7; Softalk Vol. 2, No. 1, pg. 68; Infoworld, August 31, 1981, pgs. 30-31

c. September 1981-



- Ken Williams partners with Al and Margot Tommervik to start *Softline* magazine to replace the *On-Line Letter*. Although not officially licensed by On-Line Systems, the company's influence is clearly seen throughout the magazine³⁶

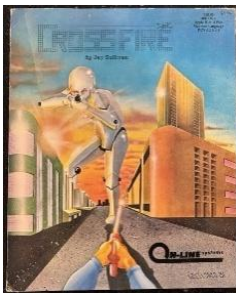


- Superscribe II (updated re-release of Dave Kidwell's Superscribe for the Apple II)³⁷

c. October 1981-

- Infoworld announces that On-Line Systems plans to merge with the company Sirius Software; however, a later edition corrects this error, as there was only discussion of a centralized purchasing facility and centralized production facilities³⁸

c. November 1981-



- Cross Fire (developed by Jay Sullivan for the Apple II)³⁹

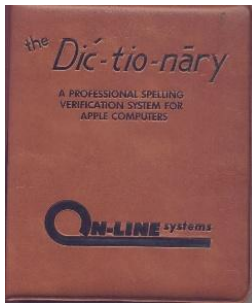
³⁶ Softline Vol. 1, No. 1, pg. 1-2

³⁷ Softline Vol. 1, No. 1, pg. 5; Softtalk Vol. 2, No. 1 pg. 54; Creative Computing Vol. 7, No. 10, pg. 113

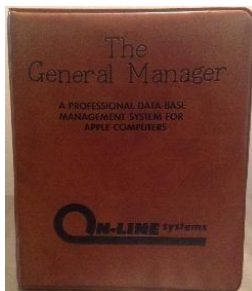
³⁸ Infoworld, October 12, 1981, pg. 6; Infoworld, October 25, 1981, pg. 60

³⁹ Softtalk Vol. 2, No. 3, pg. 16; Softline Vol. 1, No. 2, back of front cover

c. November 1981 (cont)-



- The Dic-tio-nary (originally developed independently by Thomas G. Cain and James E. Linley for the Apple][and published by On-Line Systems)⁴⁰



- The General Manager (originally developed independently by Paul Malachowski and Kevin Cooper of Brillig Systems for the Apple][and published by On-Line Systems)⁴¹



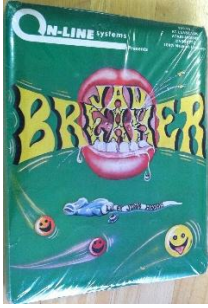
- Hi-Res Adventure #4: Ulysses and the Golden Fleece (developed by Bob Davis and Ken Williams for the Apple][)⁴²

⁴⁰ Softalk Vol. 2, No. 3, pg. 185; Softalk Vol. 2, No. 5, pg. 133

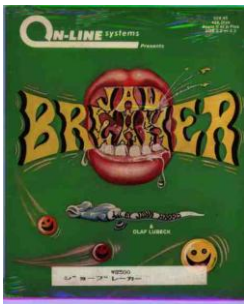
⁴¹ Softalk Vol. 2, No. 3, back cover; The General Manager Reference Manual, pg. 1

⁴² Hackers, pg. 339, Softline Vol. 1, No. 1, Inside front cover; Softalk Vol. 2, No. 5, pg. 173-176

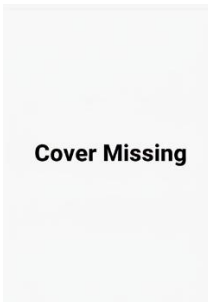
c. November 1981 (cont)-



- Jaw Breaker (developed by John Harris for the Atari 400/800 cassette; this is the first cassette game that Sierra developed)⁴³



- Jaw Breaker (ported by Olaf Lubeck for the Apple][. This port was just an updated version of Lubeck's Gobbler using Harris' character/creature designs)⁴⁴



- Lisa Educational Pak (Compilation of Lisa 2.5 and Speed/ASM for the Apple][along with Hyde's book *Using 6502 Assembly Language*)⁴⁵

⁴³ Softline Vol. 1, No. 5, pg. 46

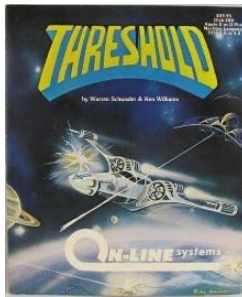
⁴⁴ Softalk Vol. 2, No. 3, pg. 71

⁴⁵ Softalk Vol. 2, No. 3, pg. 47

c. November 1981 (cont)-



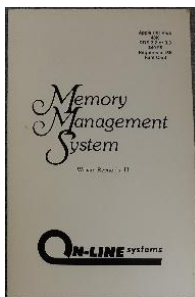
- The Next Step in Atari Graphics (Graphics Toolbox for the Atari 400/800) (originally developed independently by Bob Stewart of The Logic Smiths for the Atari 400/800 and published by On-Line Systems)⁴⁶



- Threshold (developed by Warren Schwader and Ken Williams for the Apple II)⁴⁷

c. December 1981-

- A judge rules in On-Line System's favor against Atari, Inc. after Atari files a legal preliminary injunction against the Atari version of Jaw Breaker due to its similarity to Pac-Man. Ken Williams settles the deposition outside of court, and Sierra is allowed to continue to market Jaw Breaker⁴⁸



- Memory Management System (MMS II) (developed by William "Bill" Reynolds III for the Apple II)⁴⁹

⁴⁶ Compute, No. 18, pg. 95

⁴⁷ Softline Vol. 1, No. 2, pg. 29; Softalk Vol. 2, No. 4, pg. 115; Softalk Vol. 2, No. 5, pg. 173-176

⁴⁸ Hackers, pg. 323-331; The Sierra Adventure, pg. 47-48, Not All Fairy Tales Have Happy Endings, pg. 93-94, Softalk Vol. 2, No. 5, pg. 44; Softline Vol. 1, No. 3, pg. 18-22; Infoworld, November 30, 1981, pg. 1, 29; Infoworld, December 21, 1981, pg. 1; Infoworld, January 18, 1982, pg. 1, 5; Computer Gaming World Vol. 2, No. 1, pg. 2; Softline Vol. 2, No. 3, pg. 48

⁴⁹ Softalk Vol. 2, No. 4, pg. 143

c. January 1982-

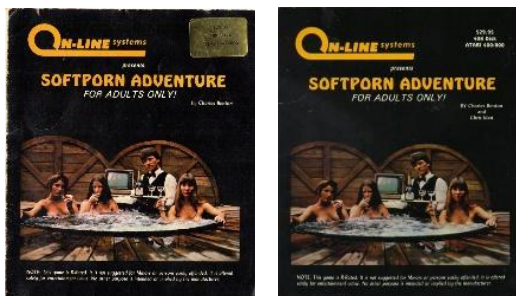


- Mouskattack (developed by John Harris for the Atari 400/800 and ported by Ken Williams for the Apple II)⁵⁰

c. February 1982-



- Hi-Res Adventure #2: Wizard and the Princess (ported by Chris Iden for the Atari 400/800)⁵¹



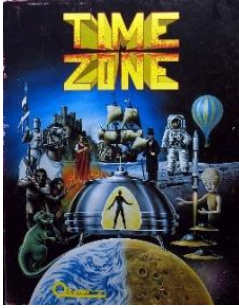
- Softporn Adventure (ported by Chris Iden for the Atari 400/800)⁵²

⁵⁰ Softalk Vol. 2, No. 5, pg. 89; Softline Vol. 1, No. 8, pg. 46; Compute, No. 20, pg. 12; Computer Gaming World Vol. 2, No. 1, pg. 2

⁵¹ Computer Gaming World Vol. 2, No. 2, pg. 5

⁵² The Dirty Book Vol. 2, No. 1, pg. 8-9, 61; Softporn front cover

c. February 1982 (cont)-



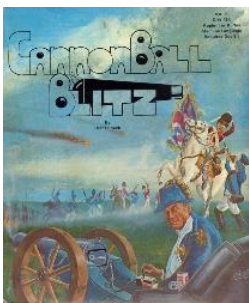
- Time Zone (Hi-Res Adventure #5) (developed by Roberta Williams for the Apple II)⁵³
- Sierra announces a port of Time Zone for the Atari 400/800; however, this port is eventually canceled)⁵⁴

c. March 1982-



- Hi-Res Adventure #0: Mission Asteroid (ported by Chris Iden for the Atari 400/800)⁵⁵
- On-Line Systems announces The Guns of Neburon for the Atari 400/800 at the 7th West Coast Computer Faire; however, this game is eventually canceled⁵⁶

c. April 1982-



- Cannonball Blitz (developed by Olaf Lubeck for the Apple II)⁵⁷

⁵³ Hackers, pg. 334; Softalk Vol. 2, No. 8, pg. 209-212

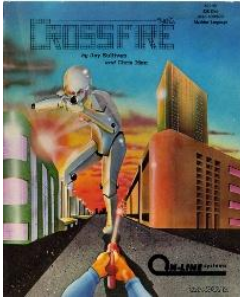
⁵⁴ Analog 400/800 Magazine, No. 6, pg. 7

⁵⁵ Computer Gaming World Vol. 2, No. 2, pg. 5

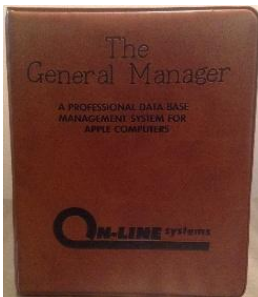
⁵⁶ ANALOG 400/800 Magazine, No. 6, pg. 7

⁵⁷ Softalk Vol. 2, No. 8, back cover; US Copyright Index: https://publicrecords.copyright.gov/detailed-record/voyager_11023054

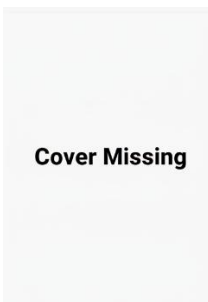
c. April 1982 (cont)-



- Cross Fire (ported by Chris Iden to Atari 400/800 disk)⁵⁸



- The General Manager (Version 1.5) (updated version of Paul Malachowski's and Kevin Cooper's General Manager for the Apple][)⁵⁹



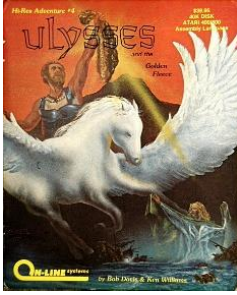
- Expediter][+ (updated version of Stewart Einstein's & Dennis Goodrow's Expediter][for the Apple][)⁶⁰

⁵⁸ Creative Computing Vol. 8, No. 5, pg. 103; Compute, No. 23, pg. 15; Antic Vol. 1, No. 1, back cover

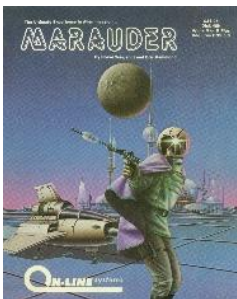
⁵⁹ Softalk Vol. 2, No. 8, pg. 103

⁶⁰ Softalk Vol. 2, No. 8, pg. 103

c. April 1982 (cont)-



- Hi-Res Adventure #4: Ulysses and the Golden Fleece (ported by Chris Iden for the Atari 400/800)⁶¹



- Marauder (originally developed independently by Rorke Weigandt and Eric Hammond for the Apple][and published by On-Line Systems)⁶²
- Separate ads for Asap Computer Products and Discount Data Products lists a game called “Road Work” for the Atari 400/800 and Apple][respectively, but no reference is made to this game otherwise⁶³

c. May 1982-



- The Artist (developed by Warren Schwader and Ken Williams for the Apple][)⁶⁴

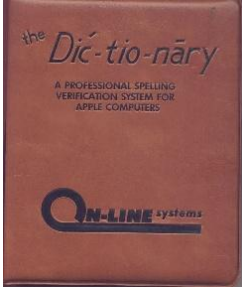
⁶¹ Antic Vol. 1, No. 1, back cover; Compute, No. 25, pg. 15

⁶² Softalk Vol. 2, No. 8, pg. 103, 110

⁶³ Byte Vol. 7, No. 4, pg. 407; Creative Computing Vol. 8, No. 5, pg. 191

⁶⁴ Softalk Vol. 2, No. 9, pg. 98; Softalk Vol. 2, No. 10, insert between pgs. 74-75

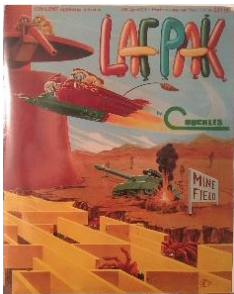
c. May 1982 (cont)-



- The Dic-tio-nary (Version 2.0) (Updated version of Thomas G. Cain's and James E. Linley's Dictionary for the Apple][)⁶⁵



- EPF IV (originally developed independently by Ivan Strand of Foursoft for the Apple][and published by On-Line Systems)⁶⁶



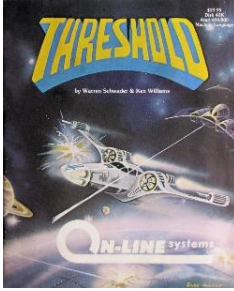
- Laf Pak (compilation of 4 games originally developed independently by Charles "Chuckles" Bueche for the Apple][and published by On-Line Systems)⁶⁷

⁶⁵ Softalk Vol. 2, No. 9, pg. 98

⁶⁶ Softalk Vol. 2, No. 9, pg. 98; Softalk Vol. 2, No. 10, insert between pg. 162-163

⁶⁷ Softline Vol. 1, No. 5, pg. 6; Softalk Vol. 2, No. 10, pg. 10

c. May 1982 (cont)-



- Threshold (ported by Warren Schwader for the Atari 400/800)⁶⁸

c. June 1982-



- Screenwriter II (updated re-release of Kidwell's Superscribe II for the Apple II with help from Jeff Schmoyer; name changed due to legal reasons with the title Superscribe)⁶⁹



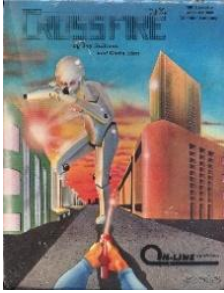
- Screenwriter II Professional (collection of Screenwriter II and The Dictionary for the Apple II)⁷⁰

⁶⁸ Creative Computing Vol. 8, No. 8, pg. 43; Compute, No. 24, pg. 19

⁶⁹ Softalk Vol. 2, No. 9, pg. 98; Softalk Vol. 2, No. 10, pg. 217-219; Softalk Vol. 2, No. 11, pg. 193-195; Softalk Vol. 2, No. 12, pg. 192

⁷⁰ Softalk Vol. 2, No. 10, pg. 112

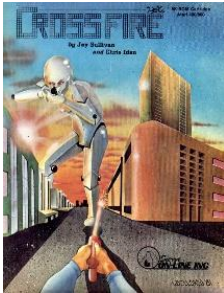
c. July/August 1982-



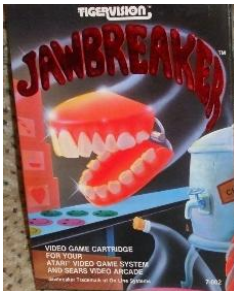
- Cross Fire (ported by Chris Iden to Atari 400/800 cassette)⁷¹
- On-Line Systems enters into a venture-capital deal with the company TA Associates⁷²

c. September 1982-

- On-Line Systems changes its name to Sierra On-Line⁷³



- Cross Fire (ported by Chris Iden for Atari 400/800 Cartridge)⁷⁴



- Jawbreaker (ported by John Harris for the Atari VCS/2600 and published by TigerVision through a license from On-Line Systems)⁷⁵

⁷¹ Antic Vol. 1, No. 3, pg. 50

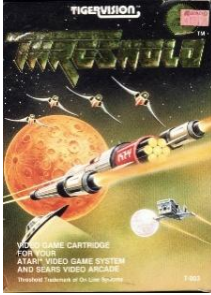
⁷² Hackers, pg. 359; Not All Fairy Tales Have Happy Endings, pg. 116-119

⁷³ Hackers, pg. 362; Softalk Vol. 3, No. 1, pg. 58; Softline Vol. 2, No. 1, pg. 2; Software Merchandising, October 1982, pg. 10

⁷⁴ This date is pure conjecture – the cover clearly has the Sierra On-Line logo, but it is still a folder release, before Sierra switched to the small SierraVision boxes that would debut the next month. Therefore, there is only a very small window that this release could have come out

⁷⁵ Hackers, pg. 356-357; Analog Computing No. 7, pg. 55; Electronic Games, September 1982, pg. 9

c. September 1982 (cont)-



- Threshold (ported by Warren Schwader for the Atari VCS/2600 version and published by TigerVision through a license from On-Line Systems)⁷⁶

c. October 1982-



- Adventure in Serenia (port of Hi-Res Adventure #2: Wizard and the Princess by Jeff Stephenson for the IBM PC and published by IBM)⁷⁷



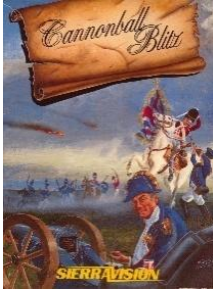
- The Artist for the Apple][(re-release)⁷⁸

⁷⁶ Analog Computing No. 7, pg. 55

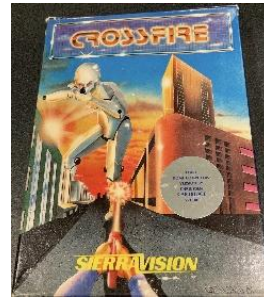
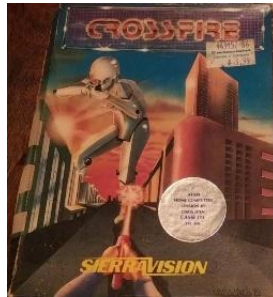
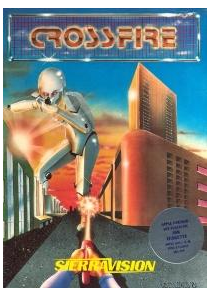
⁷⁷ Adventure in Serenia manual, pg. ii, 6 - <https://mocagh.org/sierra/serenia-manual.pdf>; US Copyright Date of Publication: https://publicrecords.copyright.gov/detailed-record/voyager_13853974

⁷⁸ Softalk Vol. 3, No. 2, pg. 201

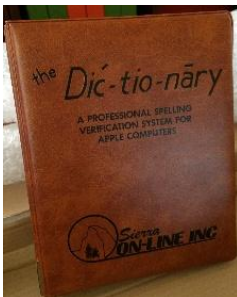
c. October 1982 (cont)-



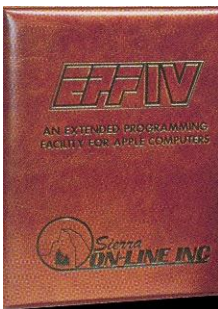
- Cannonball Blitz for the Apple II (re-release)⁷⁹



- Crossfire for the Apple II and Atari 400/800 disk/cassette/cartridge (re-release)⁸⁰



- The Dic-tio-nary (Version 2.0) for the Apple II (re-release)⁸¹



- EPF IV for the Apple II (re-release)⁸²

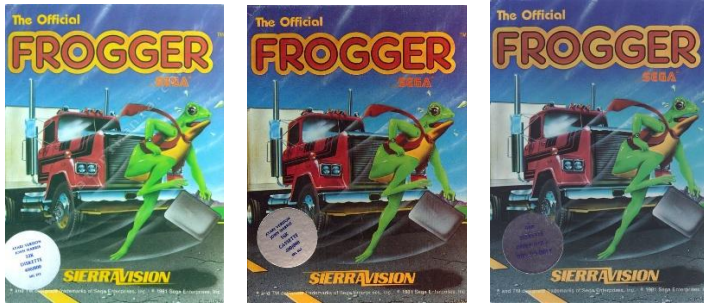
⁷⁹ Softalk Vol. 3, No. 2, pg. 157

⁸⁰ Softalk Vol. 3, No. 2, pg. 159

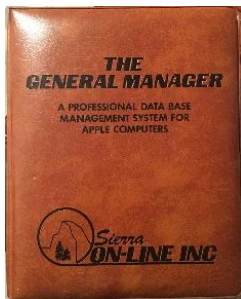
⁸¹ Softalk Vol. 3, No. 2, pg. 203

⁸² Softalk Vol. 3, No. 2, pg. 165

c. October 1982 (cont)-



- The Official Frogger (developed by John Harris for the Atari 400/800 disk and cassette; this game was separately developed by Olaf Lubeck for the Apple II. Both versions were based off of the original arcade game, as Sierra obtained a license from Sega, who owned the American distributing rights. The packaging concept and artwork only were licensed to The Cornsoft Group and later Cogito Software for the TRS-80, Cornsoft for the Timex/Sinclair 2068, and to Starpath Corporation for the Starpath Supercharger)⁸³



- The General Manager for Apple II (re-release)⁸⁴



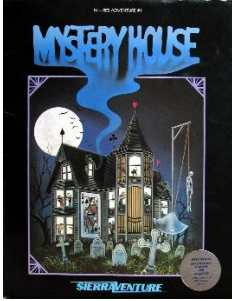
- Hi-Res Adventure #0: Mission: Asteroid for the Apple II and Atari 400/800 (re-release)⁸⁵

⁸³ Hackers, pg. 351-355; Softalk Vol. 3, No. 2, pg. 189; Softalk Vol. 3, No. 4, pg. 148, 225-226, 336; Creative Computing Vol. 8, No. 10, pg. 58; Computer Gaming World Vol. 2, No. 6, pg. 8; back cover of TRS-80 release: <https://www.mobygames.com/game/1540/frogger/cover/group-293480/cover-732007/>; Timex/Sinclair version: <https://www.mobygames.com/game/1540/frogger/cover/group-343276/cover-832193/>; Supercharger version: <https://www.atarimania.com/game-atari-2600-vcs-official-frogger-13622.html>

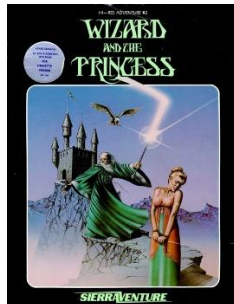
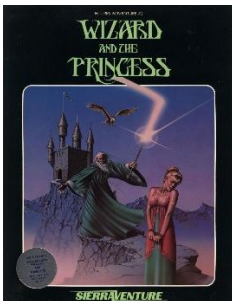
⁸⁴ Softalk Vol. 3, No. 2, pg. 167

⁸⁵ Softalk Vol. 3, No. 2, pg. 197

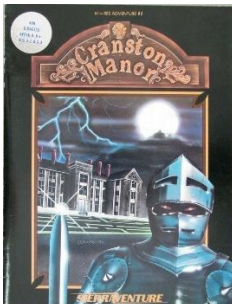
c. October 1982 (cont)-



- Hi-Res Adventure #1: Mystery House for the Apple][(re-release)⁸⁶



- Hi-Res Adventure #2: Wizard and the Princess for Apple][and Atari 400/800 (re-release)⁸⁷



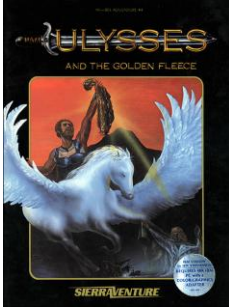
- Hi-Res Adventure #3: Cranston Manor for the Apple][(re-release)⁸⁸

⁸⁶ Softalk Vol. 3, No. 2, pg. 151

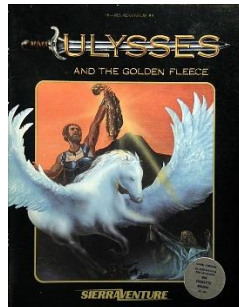
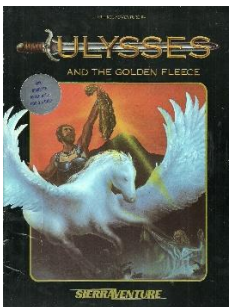
⁸⁷ Softalk Vol. 3, No. 2, pg. 149

⁸⁸ Softalk Vol. 3, No. 2, pg. 153

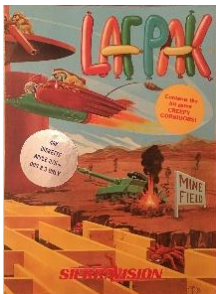
c. October 1982 (cont)-



- Hi-Res Adventure #4: Ulysses and the Golden Fleece (ported by Jeff Stephenson for the IBM PC)⁸⁹



- Hi-Res Adventure #4: Ulysses and the Golden Fleece for the Apple II and Atari 400/800 (re-release)⁹⁰



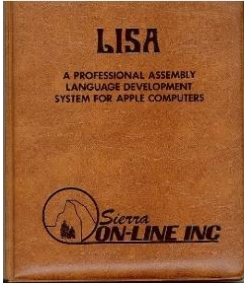
- Laf Pak for the Apple II (re-release)⁹¹

⁸⁹ Softalk Vol. 3, No. 2, pg. 147; PC Magazine Vol. 1, No. 4, pg. 185; Softalk for IBM Vol. 1, No. 5, pg. 14

⁹⁰ Softalk Vol. 3, No. 2, pg. 147

⁹¹ Softalk Vol. 3, No. 2, pg. 173

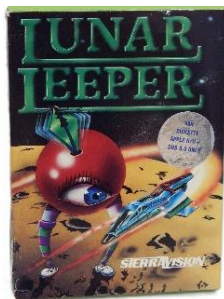
c. October 1982 (cont)-



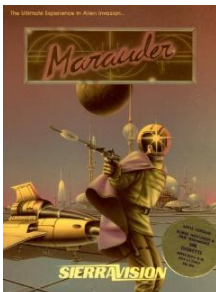
- Lisa (2.5) for the Apple II (re-release)⁹²



- Lisa Educational Pak for the Apple II (compilation of updated version of Lisa with Speed/ASM, along with Hyde's book)⁹³



- Lunar Leeper (also referred to as Lunar Leepers) (developed by Charles “Chuckles” Bueche for the Apple II)⁹⁴



- Marauder for the Apple II (re-release)⁹⁵

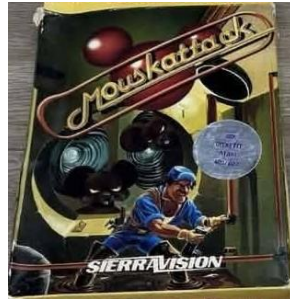
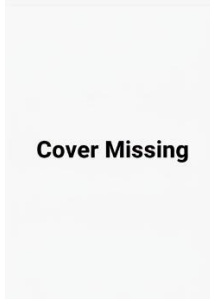
⁹² Softalk Vol. 3, No. 2, pg. 163

⁹³ Softalk Vol. 3, No. 2, pg. 183

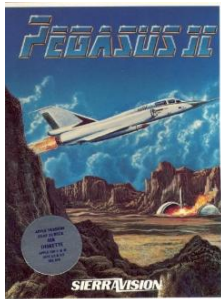
⁹⁴ Softalk Vol. 3, No. 2, pg. 193; Softalk Vol. 3, No. 4, pg. 148

⁹⁵ Softalk Vol. 3, No. 2, pg. 175

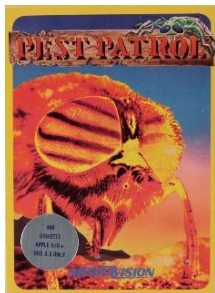
c. October 1982 (cont)-



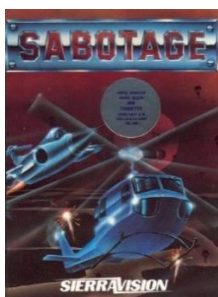
- Mouskattack for the Apple II and Atari 400/800 (re-release)⁹⁶



- Pegasus II for the Apple II (re-release)⁹⁷



- Pest Patrol (developed by Mark Allen for the Apple II)⁹⁸



- Sabotage for the Apple II (re-release)⁹⁹

⁹⁶ Softalk Vol. 3, No. 2, pg. 197

⁹⁷ Softalk Vol. 3, No. 2, pg. 177

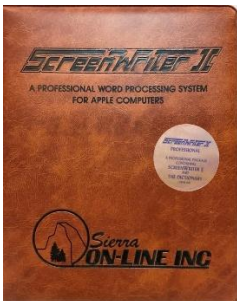
⁹⁸ Softalk Vol. 3, No. 2, pg. 21, 145; 149-150

⁹⁹ Softalk Vol. 3, No. 2, pg. 171

c. October 1982 (cont)-



- Screenwriter][for the Apple][(re-release)¹⁰⁰



- Screenwriter][Professional for the Apple][(re-release)¹⁰¹



- Softporn Adventure for the Apple][and Atari 400/800 (re-release – disk labels only would be replaced with the Sierra On-Line logo)¹⁰²

¹⁰⁰ Softalk Vol. 3, No. 2, pg. 179

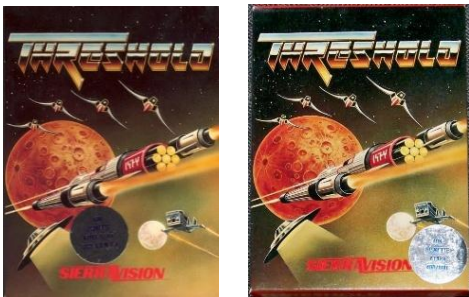
¹⁰¹ Softalk Vol. 3, No. 2, pg. 181

¹⁰² Softalk Vol. 3, No. 2, pg. 199

c. October 1982 (cont)-

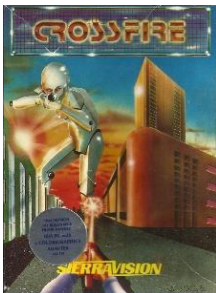


- Time Zone (Hi-Res Adventure #5) for the Apple II (re-release – disk labels only would be replaced with the Sierra On-Line logo)¹⁰³



- Threshold for the Apple II and Atari 400/800 (re-release)¹⁰⁴
- Sierra announces End Game, a software tool that helps create adventure games, for the price of \$29.95; however, this software is eventually canceled¹⁰⁵
- Sierra announces a port of Crossfire for the US NEC; however, this port is eventually canceled¹⁰⁶

c. November 1982-



- Crossfire (ported by Frank Randak to IBM PC)¹⁰⁷

¹⁰³ Softalk Vol. 3, No. 2, pg. 155

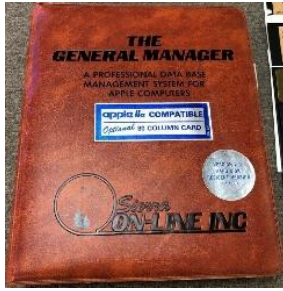
¹⁰⁴ Softalk Vol. 3, No. 2, pg. 191

¹⁰⁵ Softalk Vol. 3, No. 2, pg. 161

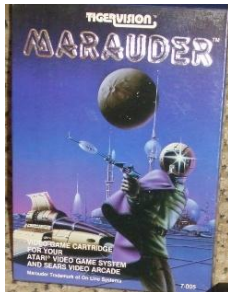
¹⁰⁶ Softalk Vol. 3, No. 2, pg. 159

¹⁰⁷ Softalk for IBM Vol. 1, No. 6, pg. 7; Softalk Vol. 3, No. 2, pg. 159

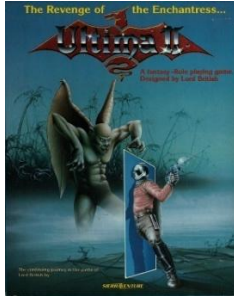
c. November 1982 (cont)-



- The General Manager (Version 2.0) (updated version of Paul Malachowski's and Kevin Cooper's General Manager for the Apple II)¹⁰⁸



- Marauder (ported by Rorke Weigandt for the Atari VCS/2600 and published by TigerVision through a license from On-Line Systems)¹⁰⁹



- Ultima II: The Revenge of the Enchantress (developed by Richard “Lord British” Garriott for the Apple II)¹¹⁰
- Sierra licenses Starcraft to produce and market their software in Japan¹¹¹

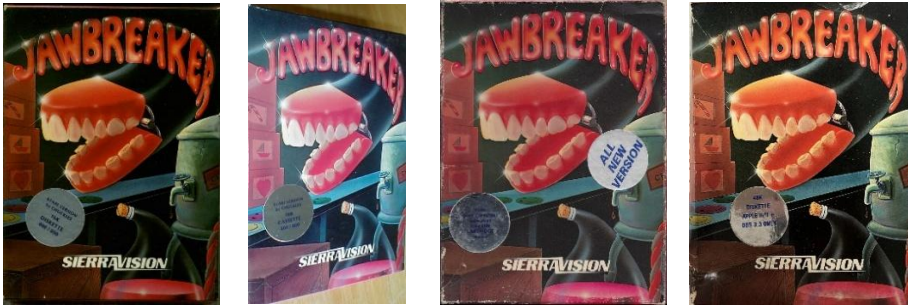
¹⁰⁸ Softalk Vol. 3, No. 3, back cover

¹⁰⁹ Electronic Games, September 1982, pg. 9; Electronic Games, October 1982, pg. 36

¹¹⁰ Softalk Vol. 3, No. 4, pg. 148; Softalk Vol. 3, No. 5, pg. 249; Computer Gaming World Vol. 2, No. 6, pg. 24

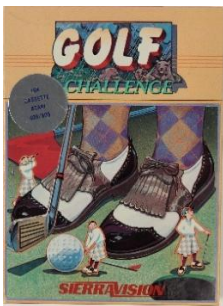
¹¹¹ Softalk Vol. 3, No. 4, pg. 280; Softalk for IBM Vol. 1, No. 7, pg. 4

c. December 1982

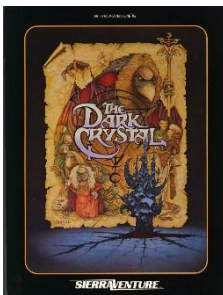


- Jawbreaker (All New Version, also called Jawbreaker II) (a completely different version of John Harris' Jawbreaker developed by Charles "Chuckles" Bueche for the Atari 400/800 (disk, cassette, and cartridge) and the Apple II)¹¹²

c. January 1983-



- Golf Challenge (developed by Harold Schwab for the Atari 400/800)¹¹³



- Hi-Res Adventure #6: The Dark Crystal (developed by Roberta Williams & Chris Iden for the Apple II through a license with the Jim Henson Company)¹¹⁴
- Softalk magazine buys Softline magazine from Sierra¹¹⁵

¹¹² Softalk Vol. 3, No. 5, pg. 138; Softalk Vol. 3, No. 6, back cover; Softline Vol. 2, No. 5, pg. 26

¹¹³ Compute, No. 32, pg. 148; Analog Computing No. 10, inside back cover; Computer Gaming World Vol. 3, No. 1, pg. 8

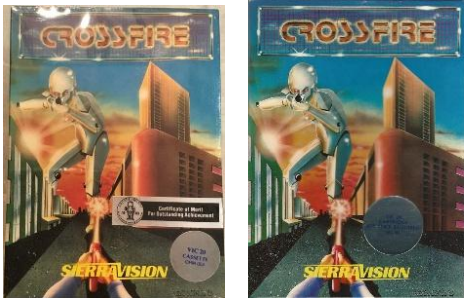
¹¹⁴ Hackers, pg. 357; Softalk Vol. 3, No. 4, pg. 110; Software Merchandising, January 1983, pg. 12; Infoworld, January 24, 1983, pg. 10

¹¹⁵ Softalk Vol. 3, No. 5, pg. 46

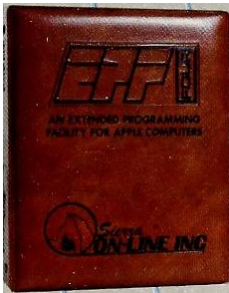
c. January 1983 (cont)-

- Sierra and Apple sponsor “The Personal Computer Show” for the Satellite Program Network. The show is a 'video magazine' utilizing demonstrations and interviews to illustrate different applications and benefits of personal computers. News, business, education, games, and weekly feature segments spotlight new products and developments in the industry¹¹⁶

c. February 1983-



- Crossfire (ported by Doug Whittaker for the Commodore Vic-20 cassette and the International Computer Group (ICG) for the Commodore Vic-20 cartridge)¹¹⁷



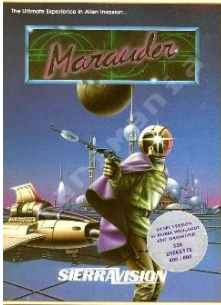
- EPF Four (re-release of EPF IV)¹¹⁸

¹¹⁶ Softalk Vol. 3, No. 5, pg. 46

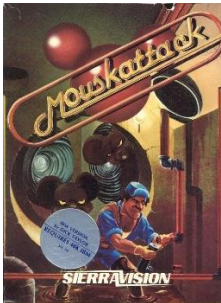
¹¹⁷ Creative Computing Vol. 9, No. 2, pg. 55; Compute, No. 39, pg. 89; Electronic Fun with Computers and Games Vol. 1, No. 8, pg. 90

¹¹⁸ Softalk Vol. 3, No. 6, pg. 57

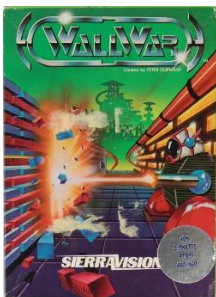
c. March 1983-



- Marauder (ported by Rorke Weingandt and Eric Hammond for the Atari 400/800)¹¹⁹



- Mouskattack (port by Dick Taylor of the Apple][version for the IBM PC)¹²⁰



- WallWar (developed by Peter Oliphant for the Atari 400/800)¹²¹

¹¹⁹ Softline Vol. 2, No. 4, pg. 50; Computer Gaming World Vol. 3, No. 2, pg. 25

¹²⁰ Softalk for IBM Vol. 1, No. 10, pg. 71; PC Magazine Vol. 1, No. 11, pg. 86

¹²¹ Hackers, pg. 282-284; Softline Vol. 2, No. 4, pg. 42, 60; Creative Computing Vol. 9, No. 3, pg. 58

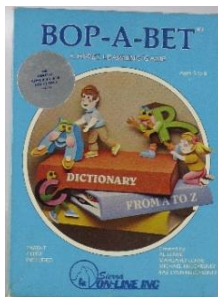
c. March 1983 (cont)-



- Night Flight (developed by Eric Hammond for the Apple II) is mentioned to be an upcoming new release by Sierra in an ad for Calsoft Software; however, this game was published through the pirate market. As such, Sierra canceled the release¹²²
- Sierra announces ports of Hi Res Adventure #6: The Dark Crystal for the Commodore 64 and IBM PC; however, these ports are eventually canceled¹²³

c. April 1983-

- Sierra acquires the rights to the games developed by the company Sunnyside Soft, with the intent on entering the educational market¹²⁴



- Bop-A-Bet (developed independently by Margaret & Al Lowe and Michael & Ray MacChesney for the Apple II and originally released under the company Sunnyside Soft, this game was published by Sierra On-Line after it acquired Sunnyside Soft)¹²⁵

¹²² Softline Vol. 2, No. 4, pg. 9; ST.Game (Softline) Vol. 3, No. 3, pg. 56;
<https://www.youtube.com/watch?v=wV3qPU0SPRI>; per conversation with John Williams – Sierra had developed the game, but it was eventually released on the pirate market

¹²³ Creative Computing Vol. 9, No. 3, pg. 174; Computer Entertainer Vol. 2, No. 5, pg. 70

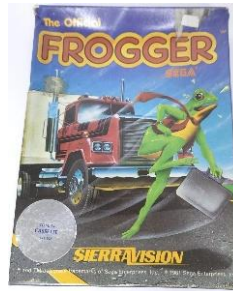
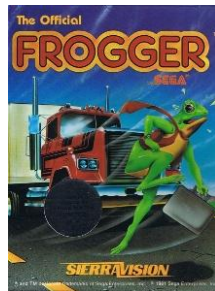
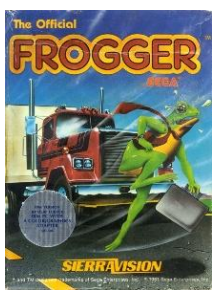
¹²⁴ Softalk Vol. 3, No. 8, pg. 227

¹²⁵ Software Merchandising, May 1983, pg. 36

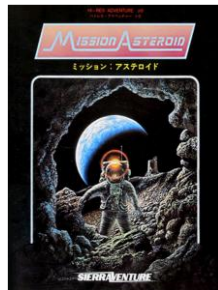
c. April 1983 (cont)-



- Dragon's Keep (developed independently by Margaret & Al Lowe and Michael & Ray MacChesney for the Apple II and originally released under the company Sunnyside Soft, this game was published by Sierra On-Line after it acquired Sunnyside Soft)¹²⁶



The Official Frogger (ported by Olaf Lubeck for the IBM PC and by Chuck Benton for the Commodore 64 (disk and cassette))¹²⁷



- Hi-Res Adventure #0: Mission: Asteroid (ミッションアステロイド) (ported by Starcraft for the PC-6001 and PC-8801/9801/9801F in Japan)¹²⁸

¹²⁶ Software Merchandising, May 1983, pg. 36

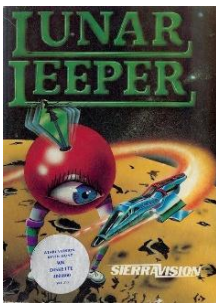
¹²⁷ Softalk for IBM Vol. 2, No. 1; Softalk for IBM Vol. 1, No. 11, pg. 107; PC Magazine Vol. 1, No. 12, pg. 61; Software Merchandising, May 1983, pg. 47; Creative Computing Vol. 9, No. 6, pg. 46; Compute, No. 36, pg. 69

¹²⁸ I/O アイ・オー 1983年04月号 (I/O Magazine, April 1983), pg. 389

c. April 1983 (cont)-

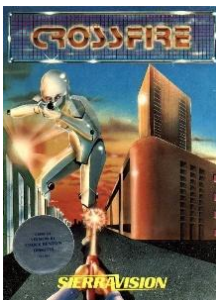


- Hi-Res Adventure #1: Mystery House (ミステリーハウス) (ported by Starcraft for the PC-6601 and PC-8801/9801/9801F (5" and 8" disks) in Japan)¹²⁹



- Lunar Leeper (ported by Kevin Hunt for the Atari 400/800)¹³⁰

c. May 1983-



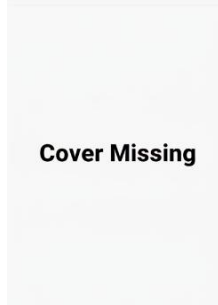
- Crossfire (ported by Chuck Benton for the Commodore 64)¹³¹

¹²⁹ I/O アイ・オー 1983年04月号 (I/O Magazine, April 1983), pg. 389

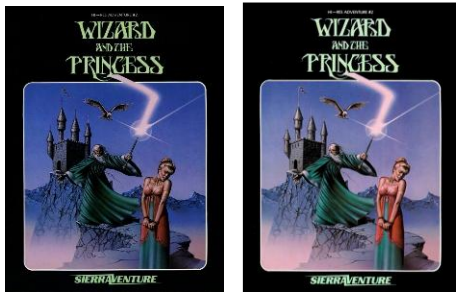
¹³⁰ Softalk Vol. 3, No. 8, back cover; Creative Computing Vol. 3, No. 5, pg. 19

¹³¹ Software Merchandising, May 1983, pg. 47; Creative Computing Vol. 3, No. 6, pg. 46; Compute, No. 36, pg. 69

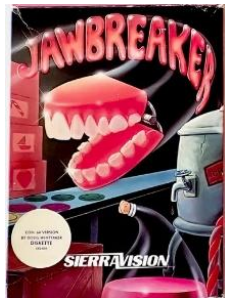
c. May 1983 (cont)-



- Crossfire (クロスファイアー) (ported by Starcraft for the PC-8001/PC-8801/PC 8001 mk II in Japan)¹³²



- Hi-Res Adventure #2: Wizard and the Princess (ウィザードアンドプリンセス) (ported by Starcraft for the PC-8801/PC 9801/9801F (5" and 8" disks) in Japan)¹³³



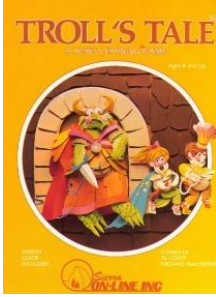
- Jawbreaker (port of all new version of Jawbreaker by Doug Whittaker for the Commodore 64 disk)¹³⁴

¹³² I/O アイ・オー 1983年05月号 (I/O Magazine, May 1983), pg. 572; Technopolis (テクノポリス) Sept. 1983, pg. 97-99

¹³³ I/O アイ・オー 1983年05月号 (I/O Magazine, May 1983), pg. 572

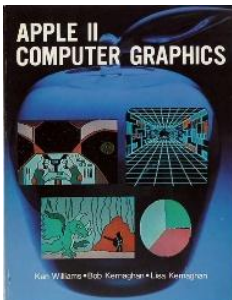
¹³⁴ Software Merchandising, May 1983, pg. 47; Creative Computing Vol. 3, No. 6, pg. 46; Compute, No. 36, pg. 69; Electronic Games, No. 15, pg. 15

c. May 1983 (cont)-



- Troll's Tale (developed independently by Margaret & Al Lowe and Michael & Ray MacChesney for the Apple II, the game was published by Sierra On-Line after it acquired Sunnyside Soft)¹³⁵
- Sierra announces a port of Jawbreaker (all new version) for the ColecoVision; however, this port is eventually canceled (a homebrew edition of a port for this version was released through CollectorVision in 2016)¹³⁶
- Sierra announces a port of Jawbreaker (all new version) for the IBM PC; however, this port is eventually canceled¹³⁷
- Sierra announces cassette and disk versions of Jawbreaker (all new version) for the Commodore Vic-20; however, these versions are eventually canceled¹³⁸
- Starcraft announces a port of Wizard and the Princess the PC-6001; however, this port is eventually canceled¹³⁹

c. June 1983-



- Ken writes the book *Apple II Computer Graphics* with the help of Bob & Lisa Kernaghan¹⁴⁰
- Sierra announces plans to develop Frogger, Lunar Leeper, and Learning with Leeper to the Unitronics Sonic Home Computer; however, these ports are eventually scrapped when the computer is never produced¹⁴¹

¹³⁵ Softalk Vol. 3, No. 8, pg. 227 (Troll's Tale was not released as of the April issue); Software Merchandising, May 1983, pg. 36; Softalk Vol. 3, No. 9, pg. 72-73

¹³⁶ Computer Entertainer Vol. 2, No. 5, pg. 80; CollectorVision Games - <https://www.collectorvision.com/games/jawbreaker2.php>

¹³⁷ Software Merchandising, May 1983, pg. 47; Electronic Games, No. 15, pg. 15; Computer Entertainer Vol. 2, No. 5, pg. 70

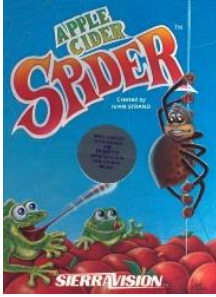
¹³⁸ Softline Vol. 2, No. 5, pg. 26; Antic Vol. 2, No. 6, back cover

¹³⁹ I/O アイ・オー 1983年05月号 (I/O Magazine, May 1983), pg. 572; Login (ログイン), January 1984, pg. 223

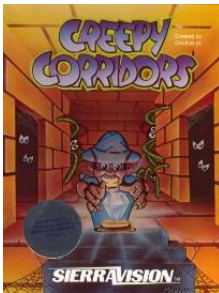
¹⁴⁰ Softline Vol. 2, No. 4, pg. 29

¹⁴¹ Computer Entertainer Vol. 2, No. 3, pg. 44

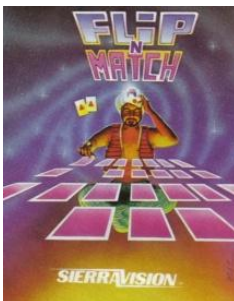
c. July 1983-



- Apple Cider Spider (developed by Ivan Strand for the Apple][)¹⁴²



- Creepy Corridors (an updated port of Charles “Chuckles” Bueche’s Creepy Corridors from his Laf Pak, the port was developed by Don McGlaflin for the Commodore Vic-20)¹⁴³



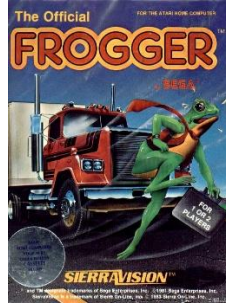
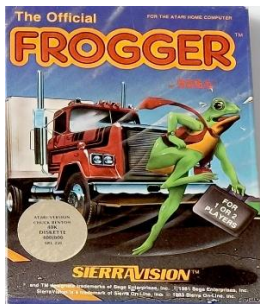
- Flip N Match (developed by Doug Whittaker for the Commodore Vic-20)¹⁴⁴

¹⁴² Softalk Vol. 3, No. 11, back cover; Softalk Vol. 4, No. 1, pg. 177; Computer Gaming World Vol. 3, No. 4, pg. 8

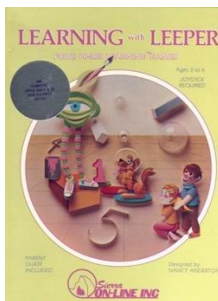
¹⁴³ Creative Computing Vol. 9, No. 7, pg. 5; Compute, No. 38, pg. 78

¹⁴⁴ Creative Computing Vol. 9, No. 7, pg. 5; Compute, No. 38, pg. 78

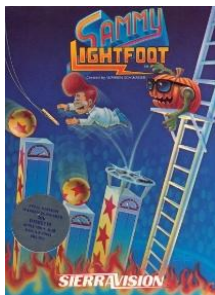
c. July 1983 (cont)-



- The Official Frogger (an updated two-player version of Harris' Atari 400/800 game by Chuck Benton released for disk and cassette)¹⁴⁵



- Learning with Leeper (developed by Nancy Anderton for the Apple II)¹⁴⁶



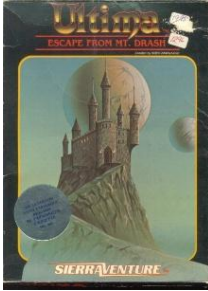
- Sammy Lightfoot (developed by Warren Schwader for the Apple II)¹⁴⁷

¹⁴⁵ I'm unable to find specific articles that discuss this updated version. This date is selected based on conjecture from the article discussing this from Retro365: <https://retro365.blog/2023/02/01/bits-from-my-personal-collection-frogger-finally-an-officially-licensed-game/>

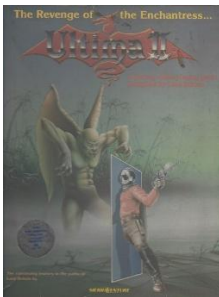
¹⁴⁶ Software Merchandising, May 1983, pg. 36; Softalk Vol. 3, No. 11, pg. 18-19; Creative Computing Vol. 9, No. 8, pg. 159

¹⁴⁷ Softalk Vol. 3, No. 9, pg. 9; Softalk Vol. 4, No. 1, pg. 307; Infoworld Vol. 5, No. 35, pg. 22

c. July 1983 (cont)-

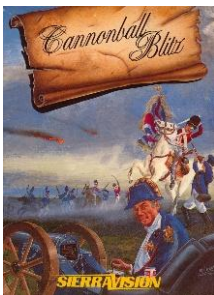


- Ultima: Escape from Mt. Drash (developed by Keith Zabalau with permission of the Ultima title from Richard “Lord British” Garriott for the Commodore Vic-20)¹⁴⁸



- Ultima II: The Revenge of the Enchantress (ported by Charles “Chuckles” Bueche for the Atari 400/800)¹⁴⁹
- Sierra announces a port of Apple Cider Spider for the Atari 400/800; however, this port is eventually canceled¹⁵⁰
- Sierra announces intent to develop software for the MSX; however, no games are released for this system. Several games are licensed to other developers for this system in Japan and Europe¹⁵¹

c. August 1983-



- Cannonball Blitz (ported by the International Computer Group (ICG) for the Commodore Vic-20)¹⁵²

¹⁴⁸ Creative Computing Vol. 9, No. 7, pg. 5; Compute, No. 38, pg. 78

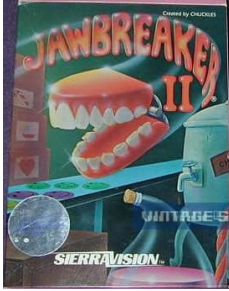
¹⁴⁹ Antic Vol. 2, No. 4, pg. 88; Computer Gaming World Vol. 3, No. 4, pg. 26; Softside, No. 59, pg. 68

¹⁵⁰ Analog Computing No. 12, inside back cover; Analog Computing No. 13, pg. 17

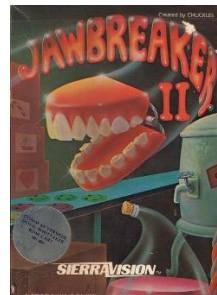
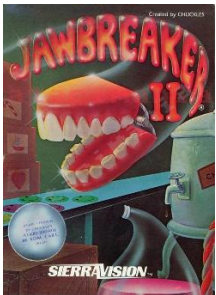
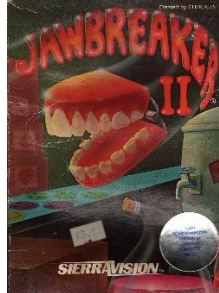
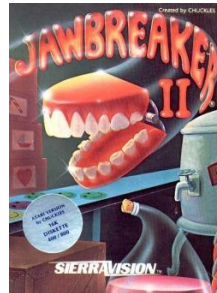
¹⁵¹ Infoworld, July 11, 1983, pg. 6; Softalk Vol. 4, No. 7, pg. 208

¹⁵² Compute, No. 39, pg. 89; Electronic Games Vol. 2, No. 6, pg. 75; Computer Entertainer Vol. 2, No. 6, pg. 93

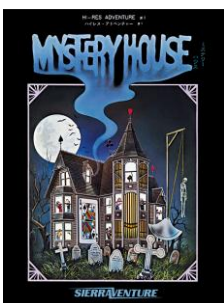
c. August 1983 (cont)-



- Jawbreaker II (ported by Doug Whittaker for the Commodore Vic-20)¹⁵³



- Jawbreaker II for Apple II, Atari 400/800 (disk, cassette, and cartridge), and Commodore 64 (disk and cartridge) (re-release of Jawbreaker – All New Version)¹⁵⁴



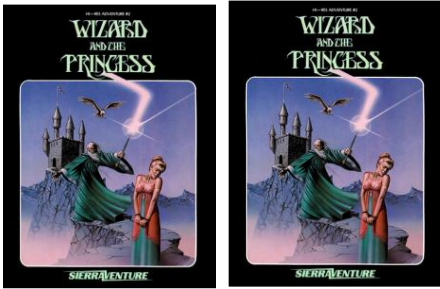
- Hi-Res Adventure #1: Mystery House (ミステリーハウス) (ported by Starcraft for the PC-8001 mk II and FM-7/8/11 in Japan)¹⁵⁵

¹⁵³ Softline Vol. 2, No. 5, pg. 26

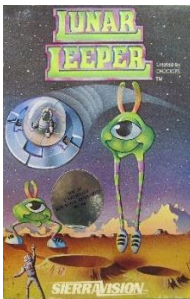
¹⁵⁴ Softline Vol. 2, No. 5, pg. 26

¹⁵⁵ Login (ログイン), August 1983, pg. 44

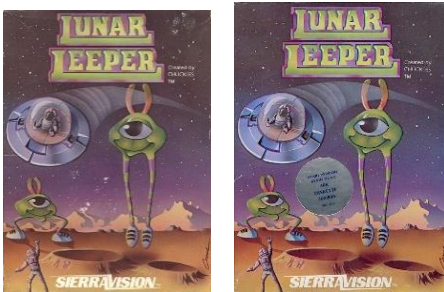
c. August 1983 (cont)-



- Hi-Res Adventure #2: Wizard and the Princess (ウィザードアンドプリンセス) (ported by Starcraft for the PC-8001 mk II and FM-7/8 in Japan)¹⁵⁶



- Lunar Leeper (ported by the International Computer Group (ICG) for the Commodore Vic-20)¹⁵⁷



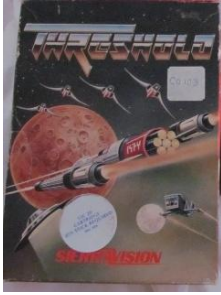
- Lunar Leeper for Apple II and Atari 400/800 (re-release)¹⁵⁸

¹⁵⁶ Login (ログイン), August 1983, pg. 42

¹⁵⁷ Compute, No. 39, pg. 89; Electronic Games Vol. 2, No. 6, pg. 75; Computer Entertainer Vol. 2, No. 6, pg. 93

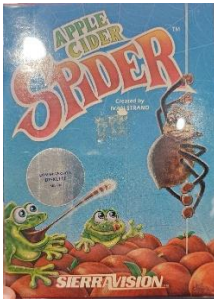
¹⁵⁸ Conjecture based on the new box for the Vic-20 version; Softline Vol. 3, No. 1, pg. 18; Creative Computing Vol. 9, No. 12, pg. 72; Compute, No. 43, pg. 180

c. August 1983 (cont)-



- Threshold (ported by the International Computer Group (ICG) for the Commodore Vic-20)¹⁵⁹
- Sierra announces ports of Cannonball Blitz for the Atari 400/800 and Commodore 64; however, these ports eventually canceled¹⁶⁰
- Sierra announces a port of Jawbreaker II for the Atari 5200; however, this port is eventually canceled¹⁶¹
- Sierra announces ports of Lunar Leeper for the IBM PC and ColecoVision; however, these ports are eventually canceled (a homebrew edition of the ColecoVision port was released through CollectorVision in 2019)¹⁶²

c. September 1983-



- Apple Cider Spider (ported by R.B. “Stu” Stuart for the Commodore 64 disk)¹⁶³

¹⁵⁹ Softline Vol. 3, No. 6, pg. 3; Compute, No. 39, pg. 89; Electronic Games Vol. 2, No. 6, pg. 75; Computer Entertainer Vol. 2, No. 6, pg. 93

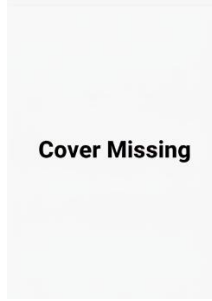
¹⁶⁰ Computer Entertainer Vol. 2, No. 5, pg. 80

¹⁶¹ Computer Entertainer Vol. 2, No. 5, pg. 80

¹⁶² Computer Entertainer Vol. 2, No. 5, pg. 70, 80; CollectorVision Games - <https://www.collectorvision.com/games/lunarleeper.php>

¹⁶³ Creative Computing Vol. 9, No. 9, pg. 180; Computer Entertainer Vol. 2, No. 7, pg. 112

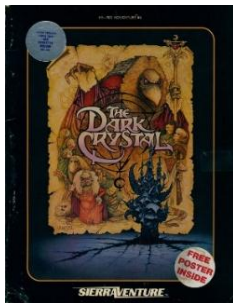
c. September 1983 (cont)-



- Golf Challenge (ported by an unknown developer for the IBM PC)¹⁶⁴



- Hi-Res Adventure #0: Mission: Asteroid (ミッションアステロイド) (ported by Starcraft for the PC-8001 mk II and FM-7/8/11 in Japan)¹⁶⁵



- Hi-Res Adventure #6: The Dark Crystal (ported by Chris Iden for the Atari 400/800)¹⁶⁶

¹⁶⁴ PC Magazine Vol. 2, No. 4, pg. 577; Computer Gaming World Vol. 3, No. 4, pgs. 30-32

¹⁶⁵ Login (ログイン), September 1983, pg. 114

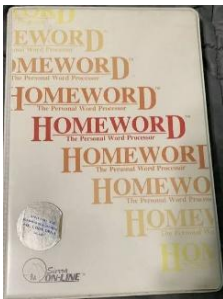
¹⁶⁶ Softalk Vol. 4, No. 1, pg. 10; Creative Computing Vol. 9, No. 10, pg. 165; Analog Computing No. 13, pg. 17; Computer Entertainer Vol. 2, No. 6, pg. 91

c. September 1983 (cont)-



- Mr. Cool (developed by Peter Oliphant for the Atari 400/800 and Commodore 64)¹⁶⁷
- Sierra announces a disk version for Mr. Cool for the Atari 400/800; however, this version is eventually canceled¹⁶⁸
- Sierra announces a port of The Official Frogger for the ColecoVision; however, this port is instead published by Parker Brothers¹⁶⁹
- Sierra announces ports of Sammy Lightfoot for the Atari 400/800 and Commodore Vic-20; however, these ports are eventually canceled¹⁷⁰
- Sierra announces educational, comic strip-based games from Sydney Development Corporation for all systems, to include Wiz-World, Wiz-Lab, Wiz-Spell, Dot to Dot Zot, and Bung Juggler however, these releases are eventually canceled¹⁷¹

c. October 1983-



- HomeWord (developed by Jeff Stephenson and Ken Williams with help from Target Technologies for the Apple II)¹⁷²

¹⁶⁷ Antic Vol. 2, No. 6, back cover; Analog Computing No. 13, pg. 17; Computer Entertainer Vol. 2, No. 5, pg. 76; Softline Vol. 2, No. 6, pg. 42-43; Computer Entertainer Vol. 2, No. 7, pg. 121

¹⁶⁸ Softline Vol. 2, No. 6, pg. 43

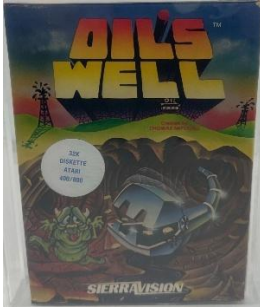
¹⁶⁹ Electronic Fun with Computers and Games Vol. 1, No. 11, pg. 96; Computer Entertainer Vol. 2, No. 5, pg. 80

¹⁷⁰ Creative Computing Vol. 9, No. 9, pg. 80; Analog Computing No. 13, pg. 17; Computer Entertainer Vol. 2, No. 5, pg. 80

¹⁷¹ Computer Entertainer Vol. 2, No. 6, pg. 94; Videogaming and Computer Gaming Illustrated, Oct. 83, pg. 8; Video Games Vol. 2, No. 3, pg. 16

¹⁷² Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf; PC World, June 1984, pg. 91; Softalk Vol. 4, No. 3, back cover; Softalk Vol. 4, No. 4, pg. 342; Softalk Vol. 4, No. 5, pg. 265-272; Creative Computing Vol. 9, No. 12, pg. 341; Computer Entertainer Vol. 2, No. 9, pg. 142

c. October 1983 (cont)-



- Oil's Well (developed by Thomas Mitchell for the Atari 400/800 disk)¹⁷³

c. November 1983-



- BC's Quest for Tires (originally developed by Michale Bate for the NABU personal computer, this game was ported by Chuck Benton with help from the Sydney Development Corporation for the Atari 400/800 disk and cartridge and by the Sydney Development Corporation for the ColecoVision through a license from B.C. comic creator Johnny Hart)¹⁷⁴



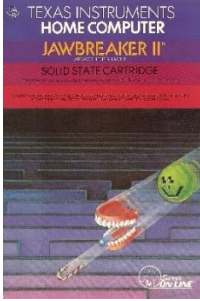
- Hi-Res Adventure #3: Cranston Manor (克蘭ストンマナー) (ported by Starcraft for the PC-8801/9801/9801F (5" and 8" disks), PC-8001 mk II, and FM-7/8 in Japan)¹⁷⁵

¹⁷³ Softline Vol. 3, No. 1, pg. 3; Creative Computing Vol. 9, No. 12, pg. 134; Computer Gaming World Vol. 3, No. 6, pg. 11; Computer Entertainer Vol. 2, No. 8, pg. 127, 128

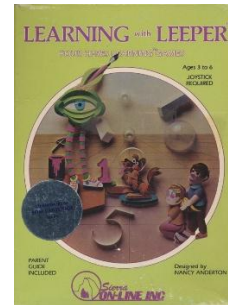
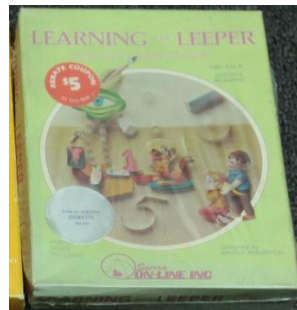
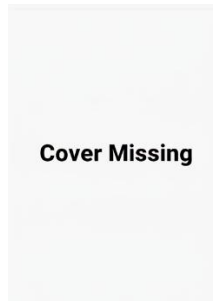
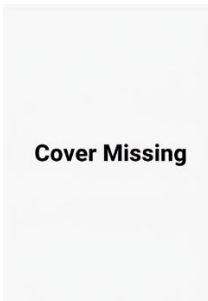
¹⁷⁴ Softline Vol. 3, No. 1, pg. 21; Computer Gaming World Vol. 3, No. 6, pg. 11, 35; Computer Entertainer Vol. 2, No. 7, pg. 124; Creative Computing Vol. 9, No. 12, pg. 181; Electronic Fun with Computers and Games Vol. 2, No. 2, pg. 3; Computer Entertainer Vol. 2, No. 9, pg. 133, 144; Commodore Magazine, March 1987, pg. 127; Retro365 - <https://retro365.blog/2023/02/12/bits-from-my-personal-collection-b-c-s-quest-for-tires-an-obs-cure-futuristic-origin/>

¹⁷⁵ Login (ログイン), November 1983, pg. 14

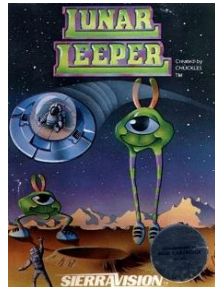
c. November 1983 (cont)-



- Jawbreaker II (port of the all-new version by Dan Drew for the TI-99)¹⁷⁶



- Learning with Leeper (ported by Bob "Bobbit" Heitman for the Atari 400/800 (disk and cartridge) and Commodore 64 (disk and cartridge))¹⁷⁷



- Lunar Leeper (ported by the International Computer Group (ICG) for the Commodore 64 (disk and cartridge))¹⁷⁸

¹⁷⁶ Softline Vol. 2, No. 5, pg. 26; Computer Entertainer Vol. 2, No. 5; Infoworld, November 28, 1983, pg. 23

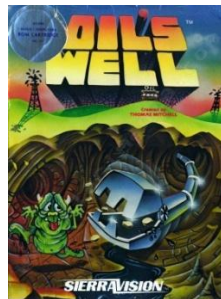
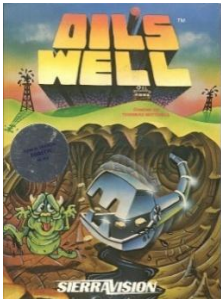
¹⁷⁷ Creative Computing Vol. 9, No. 11, pg. 54, 114; Computer Gaming World Vol. 3, No. 6, pg. 11; Computer Entertainer Vol. 2, No. 9, pg. 130

¹⁷⁸ Computer Entertainer Vol. 2, No. 9, pg. 130

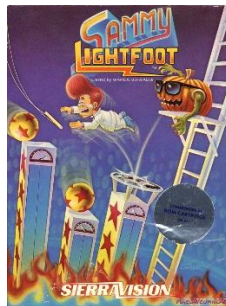
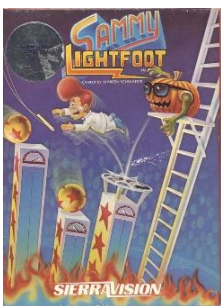
c. November 1983 (cont)-



- Mr. Cool (ported by John Redekopp for the Apple II)¹⁷⁹



- Oil's Well (ported by Thomas Mitchell for the Commodore 64 disk and the Atari 400/800 cartridge)¹⁸⁰



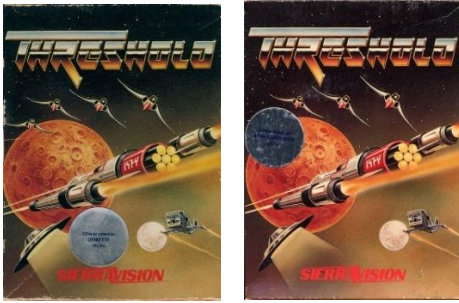
- Sammy Lightfoot (ported by D. Creehan of the International Computer Group (ICG) for the Commodore 64 disk and cartridge)¹⁸¹

¹⁷⁹ Softline Vol. 2, No. 6, pg. 43-44; Electronic Games, November 1983, pg. 95; Electronic Fun with Computer and Games Vol. 2, No. 1, pg. 75

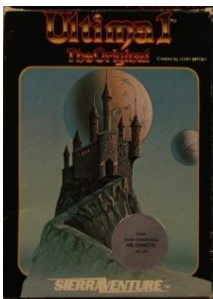
¹⁸⁰ Computer Entertainer Vol. 2, No. 9, pg. 130

¹⁸¹ Creative Computing Vol. 9, No. 9, pg. 80; Computer Entertainer Vol. 2, No. 9, pg. 144; Creative Computing Vol. 9, No. 11, pg. 102; Electronic Games, November 1983, pg. 66

c. November 1983 (cont)-



- Threshold (ported by the International Computer Group (ICG) for the Commodore 64 disk and cartridge)¹⁸²



- Ultima 1: The Original (a port by Sigma Micro Systems of the original Apple][game created by Richard “Lord British” Garriott for the Atari 400/800 and published by Sierra On-Line)¹⁸³
- Sierra announces a cartridge version of Apple Cider Spider for the Commodore 64; however, this version is eventually canceled¹⁸⁴
- Sierra announces ports of Apple Cider Spider for the Commodore Vic-20 and ColecoVision; however, these ports are eventually canceled¹⁸⁵
- Sierra announces a port of Aquatron for the Commodore 64; however, this port is eventually canceled¹⁸⁶
- Sierra announces a version of Crossfire for the TI-99/4A. In addition, a port of Mouskattack was also completed for this computer; however, due to TI’s withdrawal from the computer market, and despite the fact that these games were completed and playable, the evidence does not support that they were ever actually released¹⁸⁷
- Sierra announces ports of Creepy Corridors for the Atari 400/800 and Commodore 64 (disk and cartridge); however, these ports are eventually canceled¹⁸⁸
- Sierra announces a cartridge version of Crossfire for the Commodore 64; however, this version is eventually canceled¹⁸⁹

¹⁸² Computer Entertainer Vol. 2, No. 9, pg. 130

¹⁸³ Computer Entertainer Vol. 2, No. 9, pg. 144; Computer Gaming World Vol. 2, No. 6, pg. 25

¹⁸⁴ Sierra On-Line Software Catalog, Fall/Winter 1983

¹⁸⁵ Softalk Vol. 4, No. 3, pg. 240; Creative Computing Vol. 9, No. 9, pg. 180

¹⁸⁶ Computer Entertainer Vol. 2, No. 9, pg. 144; Sierra On-Line Software Catalog, Fall/Winter 1983

¹⁸⁷ Infoworld, November 28, 1983, pg. 23;

https://4apedia.com/index.php/Solid_State_Software_Command_Module; <https://99er.net/rarity.html>

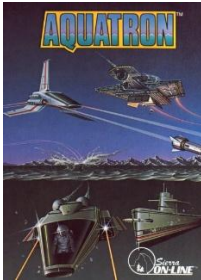
¹⁸⁸ Compute, No. 42, pg. 111; Analog Computing No. 14, inside back cover; Antic Vol. 2, No. 6, back cover; Sierra On-line Software Catalog, Fall/Winter 1983

¹⁸⁹ Creative Computing Vol. 9, No. 11, pg. 136; Sierra On-Line Software Catalog, Fall/Winter 1983

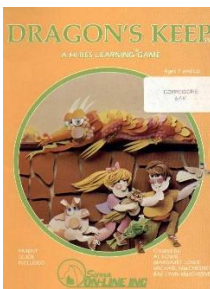
c. November 1983 (cont)-

- Sierra announces a cassette version of The Official Frogger for the Commodore 64; however, this version is instead published by Parker Brothers¹⁹⁰
- Sierra announces a port of Sammy Lightfoot for the IBM PC; however, this port is eventually canceled¹⁹¹

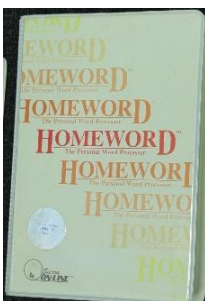
c. December 1983-



- Aquatron (developed by Justin Gray for the Apple II)¹⁹²



- Dragon's Keep (ported by Al Lowe for the Commodore 64)¹⁹³



- Homeword (ported by an unknown developer to the Commodore 64)¹⁹⁴

¹⁹⁰ Sierra On-Line Software Catalog, Fall/Winter 1983

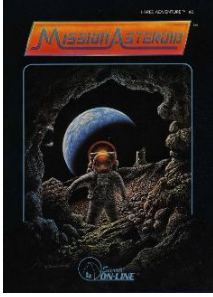
¹⁹¹ Creative Computing Vol. 9, No. 11, pg. 102; Electronic Games, November 1983, pg. 66

¹⁹² Computer Gaming World Vol. 4, No. 1, pg. 10, 48; Softalk, Vol. 4, No. 6, pg. 141-142; Softline, Vol. 3, No. 1, pg. 19; Softline, Vol. 3, No. 2, pg. 2; Compute, No. 43, pg. 180

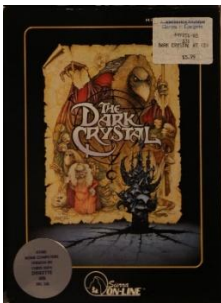
¹⁹³ This release date is pure conjecture. I can find no contemporaneous evidence of the orange box Commodore 64 version of Dragon's Keep (which clearly exists). The earliest references I can find are from around when the clamshell version released. I am putting this here for now. If anyone has any contemporaneous evidence to support a later release date, please share with me!

¹⁹⁴ Computer Entertainer Vol. 2, No. 9, pg. 144; Infoworld, December 5, 1983, pg. 93; Creative Computing Vol. 9, No. 12; pg. 326

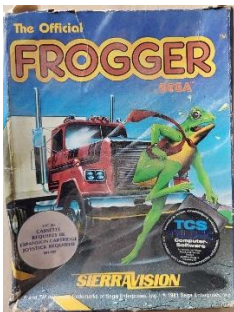
c. December 1983 (cont)-



- Hi-Res Adventure #0: Mission: Asteroid (ported by Bob “Bobbit” Heitman for the Commodore 64)¹⁹⁵



- Hi-Res Adventure #6: The Dark Crystal for the Atari 400/800 (re-release)¹⁹⁶



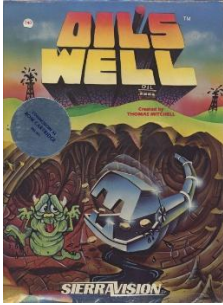
- The Official Frogger (ported by an unknown developer for the Commodore Vic-20 cassette)¹⁹⁷

¹⁹⁵ Computer Entertainer Vol. 2, No. 9, pg. 144

¹⁹⁶ Conjecture based on the updated box for Mission Asteroid that also launched this month; however, I cannot find any specific contemporaneous evidence concerning this updated box

¹⁹⁷ Computer Entertainer Vol. 2, No. 9, pg. 144

c. December 1983 (cont)-



- Oil's Well (ported by Thomas Mitchell for the Commodore 64 cartridge)¹⁹⁸
- Sierra announces ports of Bop-A-Bet for the Atari 400/800 and Commodore 64; however, these ports are eventually canceled¹⁹⁹
- Sierra announces ports of Bop-A-Bet, Dragon's Keep, Learning with Leeper, and Troll's Tale for the Commodore Vic-20; however, these ports are eventually canceled²⁰⁰
- Sierra announces an adventure game based on the comic strip Family Circus designed by Roberta Williams; however, this game is eventually canceled²⁰¹
- Sierra announces an ice-themed arcade game called Snokie, a property they acquired from Funsoft, for the Atari 400/800; however, this game is eventually canceled²⁰²

c. January 1984-



- Crossfire (ported by Jay Sullivan for the PCjr and published by IBM)²⁰³

¹⁹⁸ Softline Vol. 3, No. 1, pg. 3; Creative Computing Vol. 9, No. 12, pg. 134; Computer Gaming World Vol. 3, No. 6, pg. 11

¹⁹⁹ Compute, No. 43, pg. 364

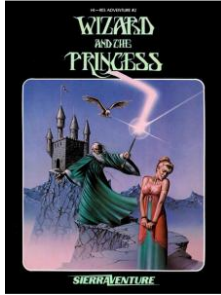
²⁰⁰ Compute, No. 43, pg. 364

²⁰¹ Family Computing Vol. 1, No. 4, pg. 66, 69; Softalk Vol. 4, No. 5, pg. 123; PC Magazine Vol. 4, No. 15, pg. 45

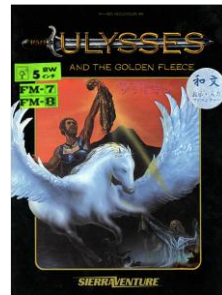
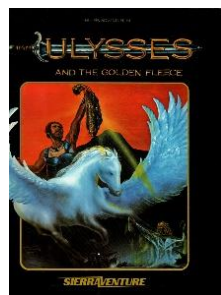
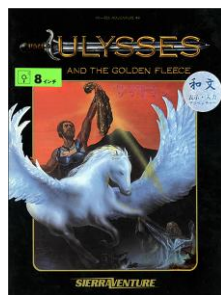
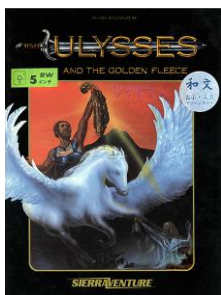
²⁰² Computer Entertainer Vol. 2, No. 9, pg. 144; Creative Computing Vol. 10, No. 4, pg. 146

²⁰³ Infoworld, February 20, 1984, pg. 14; Softalk for IBM Vol. 2, No. 8, pg. 155; Video and Computer Gaming Illustrated, Jan. 84, pg.37; PCjr Magazine Vol. 1, No. 1, pg. 88; Note: This game was completed in August 1983; however, due to the delay of the PCjr's launch, the game was not physically released until January 13, 1984 (the earliest date that the PCjr was shipped to dealers per the above referenced Infoworld issue)

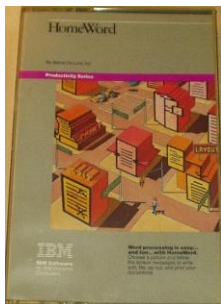
c. January 1984 (cont)-



- Hi-Res Adventure #2: Wizard and the Princess (ウィザードアンドプリンセス) (ported by Starcraft for the FM-11 in Japan)²⁰⁴



- Hi-Res Adventure #4: Ulysses and the Golden Fleece (ユリシーズ) (developed by Starcraft for the PC 8801/9801/9801F (5" and 8" disks), PC-8001 mk II, and the FM-7/8 in Japan)²⁰⁵



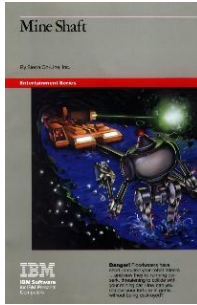
- Homeword (ported by an unknown developer for the IBM PCjr and published by IBM)²⁰⁶

²⁰⁴ Login (ログイン), January 1984, pg. 223

²⁰⁵ Login (ログイン), January 1984, pg. 223

²⁰⁶ Infoworld, February 20, 1984, pg. 14; Softalk for IBM Vol. 2, No. 8, pg. 156; Video and Computer Gaming Illustrated, Jan. 84, pg. 18-19; PCjr Magazine Vol. 1, No. 1, pg. 76-79; This software was completed in September 1983 (per the manual); however, due to the delay of the PCjr's launch, the software was not physically released until January 13, 1984 (the earliest date that the PCjr was shipped to dealers per the above referenced Infoworld issue)

c. January 1984 (cont)-



- Mine Shaft (a port of Creepy Corridors redone with a space theme by John Redekopp for the IBM PCjr and published by IBM)²⁰⁷
- Sierra attempts to market software for the Coleco Adam computer; however, stores refuse to stock the software due to the inventory risk. Reports show Sierra was working on at least 9 programs for the Adam (including Troll's Tale, The Official Frogger, Prisoner, Dragon's Keep, Sierra Championship Boxing, The Wizard of Id's WizType, and Jawbreaker II) that are never released²⁰⁸
- Sierra announces Alf Arithmetic and Alf Alphabet for the Atari 400/800; however, these games are eventually canceled²⁰⁹
- Sierra announces HomeWord Finance and HomeWord Tax to be available for late 1984/early 1985; however, these software titles are eventually canceled²¹⁰
- Sierra announces ports of Jawbreaker II and The Official Frogger for the IBM PCjr; however, these ports are eventually canceled²¹¹
- Sierra announces The Prisoner strategy game based on the cult classic TV series for the Apple II; however, this game is eventually canceled²¹²

²⁰⁷ Infoworld, February 20, 1984, pg. 14; Softalk for IBM Vol. 2, No. 8, pg. 155; Video and Computer Gaming Illustrated, Jan. 84, pg. 37; PCjr Magazine Vol. 1, No. 1, pg. 89-90; Note: This game was completed in August 1983 (per the manual); however, due to the delay of the PCjr's launch, the game was not physically released until January 13, 1984 (the earliest date that the PCjr was shipped to dealers per the above referenced Infoworld issue)

²⁰⁸ Infoworld, January 23, 1984, pg. 82; Infoworld, November 12, 1984, pg. 21; Computer Entertainer Vol. 2, No. 11, pg. 176; Computer Entertainer Vol. 3, No. 1, pg. 8

²⁰⁹ Computer Entertainer Vol. 2, No. 10, pg. 151

²¹⁰ Creative Computing Vol. 10, No. 4, pg. 147; PCjr Magazine Vol. 1, No. 3, pg. 119

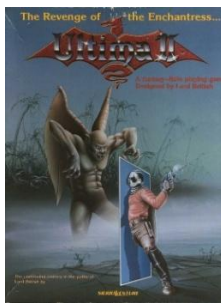
²¹¹ Computer Entertainer Vol. 2, No. 10, pg. 151

²¹² Commodore Power Play Volume III, No. 1, pg. 20; Creative Computing Vol. 10, No. 5, pg. 146; Computer Entertainer Vol. 2, No. 10, pg. 151

c. February 1984-

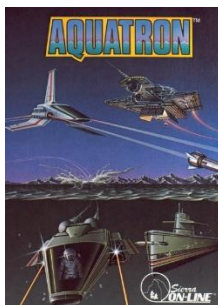


- Hi-Res Adventure #6: The Dark Crystal (ダーククリスタル) (ported by Starcraft for the PC-8801/9801/9801F (5" and 8" disks), and FM-7/8 in Japan)²¹³



- Ultima II: The Revenge of the Enchantress (ported by Jay Sullivan for the IBM PC and PCjr)²¹⁴
- Sierra announces five educational programs for the TI-99/4A that feature Disney characters, to include Winnie the Pooh, Peter Pan, Pinocchio, and Professor Ludwig Von Drake; however, these releases are eventually canceled²¹⁵

c. March 1984-



- Aquatron (ported by Justin Gray for the Atari 400/800)²¹⁶

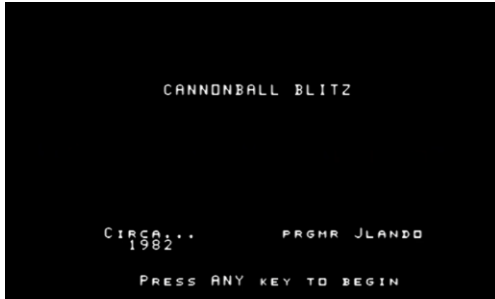
²¹³ I/O アイ・オー 1984年02月号 (I/O Magazine, February 1984), pg. 163

²¹⁴ Softalk for IBM Vol. 2, No. 11, pg. 165, 192; K-Power, February 1984, pg. 29

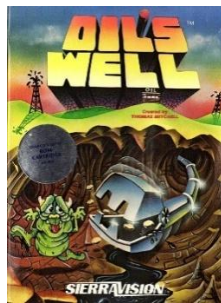
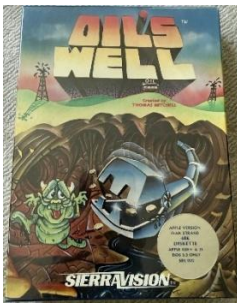
²¹⁵ Computer Entertainer Vol. 2, No. 11, pg. 164

²¹⁶ Softline Vol. 3, No. 2, pg. 2; Computer Entertainer Vol. 3, No. 1, pg. 2

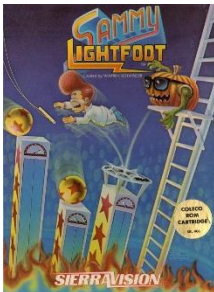
c. March 1984 (cont)-



- Cannonball Blitz (ported by James “JLando” Landowski for the TI-99/4A under a license from Sierra On-line)²¹⁷



- Oil's Well (ported by Ivan Strand for the Apple II and Don McGlaufflin for the ColecoVision)²¹⁸



- Sammy Lightfoot (ported by an unknown developer for the ColecoVision)²¹⁹

²¹⁷ There is no contemporaneous evidence regarding this release, but there is evidence to support that it was released – it was NOT a physical release that was sold in stores; however, it WAS sold through the Romox Edge Connector Programmable Cartridge (ECPC) system, which means customers could take a blank cartridge into a store and download the ROMs directly onto a blank cartridge from a remote terminal - <https://99er.net/rarity.html>; The date is unclear, but the Romox games were available in late 1983/early 1984 per https://4apedia.com/index.php/Solid_State_Software_Command_Module

²¹⁸ Computer Entertainer Vol. 3, No. 1, pg. 13, 16; Creative Computing Vol. 10, No. 5, pg. 129; Softline Vol. 4, No. 10, pg. 115

²¹⁹ Computer Entertainer Vol. 3, No. 1, pg. 16

c. March 1984 (cont)-



- Screenwriter II with The Dictionary (combo pack for the Apple II featuring the Dictionary with Screenwriter II)²²⁰



- Ultima II: The Revenge of the Enchantress (ported by Bob “Bobbit” Heitman for the Commodore 64)²²¹



- Ultima II: The Revenge of the Enchantress for the Apple II, Atari 400/800, and IBM PC/PCjr (re-release)²²²

²²⁰ Creative Computing Vol. 10, No. 3, pg. 199; Softalk Vol. 4, No. 8, pg. 178

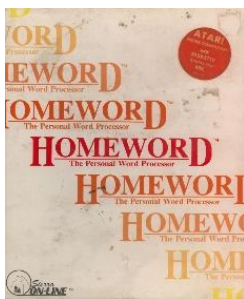
²²¹ Computer Entertainer Vol. 3, No. 1, pg. 4, 16

²²² Conjecture based on the update of the box for the Commodore version, logically Sierra would continue to market these versions under the new box

c. April 1984-



- BC's Quest for Tires (ported by Justin Gray for the Apple][and Chuck Benton for the Commodore 64 disk and cartridge)²²³



- Homeword (ported by an unknown developer for the Atari 400/800)²²⁴
- Sierra announces a port of Homeword Filer for the Commodore 64; however, this port is eventually canceled²²⁵
- Sierra announces a port of Dragon's Keep for the IBM PCjr; however, this port is eventually canceled²²⁶
- Sierra announces a port of Learning with Fuzzywomp for the Commodore 64; however, this port is eventually canceled²²⁷

²²³ Computer Entertainer Vol. 3 No. 1, pg. 10, 16; Computer Entertainer Vol. 3, No. 9, pg. 129; Compute Vol. 6, No. 4, pg. 99

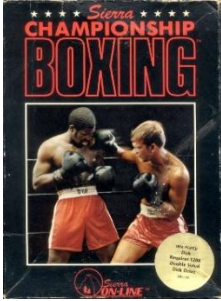
²²⁴ Compute Vol. 6, No. 4, pg. 155

²²⁵ Creative Computing Vol. 10, No. 4, pg. 132; Family Computing Vol. 3, No. 3, pg. 76; Although Computer Entertainer Vol. 4, No. 2, pg. 14 notes that this software shipped in June 1985, the contemporaneous evidence does not actually support that it exists. Furthermore, this port is not listed on any Sierra Warranty Registration order form from 1985-1986, which indicates that it more than likely did not actually release

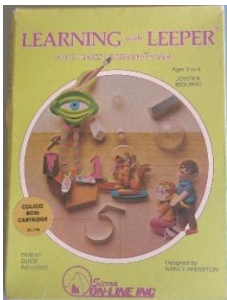
²²⁶ Computer Entertainer Vol. 3, No. 1, pg. 6

²²⁷ Creative Computing Vol. 10, No. 4, pg. 156

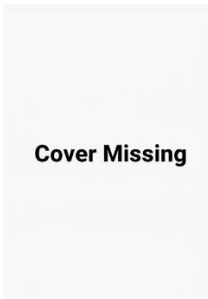
c. May 1984-



- Sierra Championship Boxing (developed by Dave and Barry Murry for the IBM PC/PCjr)²²⁸



- Learning with Leeper (ported by Monier for the ColecoVision)²²⁹



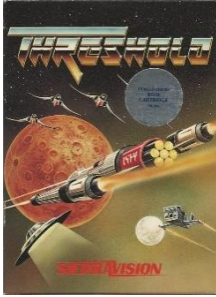
- Mr. Cool (ported by John Redekopp for the IBM PC/PCjr)²³⁰

²²⁸ Infoworld, June 25, 1984, pg. 38; Creative Computing Vol. 10, No. 6, pg. 162; Family Computing Vol. 2, No. 6, pg. 85

²²⁹ Computer Entertainer Vol. 3, No. 2, pg. 29

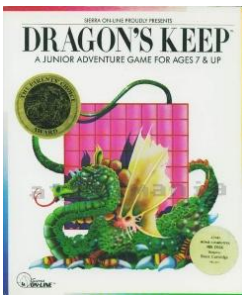
²³⁰ Computer Entertainer Vol. 2, No. 10, pg. 151; Antic Vol. 2, No. 9, back cover (this date is somewhat conjecture – The IBM PC/PCjr version did release, but it's unclear of the exact release date, other than the first half of the year. I am placing it here as Sierra updated their logo the following month)

c. May 1984 (cont)-

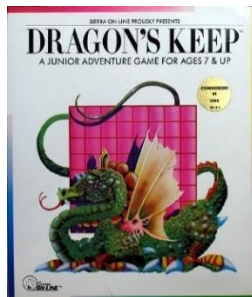
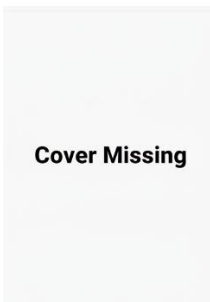


- Threshold (ported by an unknown developer for the ColecoVision)²³¹
- Sierra announces a port of Sierra Championship Boxing for the Atari 400/800; however, this port is eventually canceled²³²

c. June 1984-



- Dragon's Keep (ported by Dave Scruton for the Atari 400/800)²³³



- Dragon's Keep for the Apple II and Commodore 64 (re-release)²³⁴

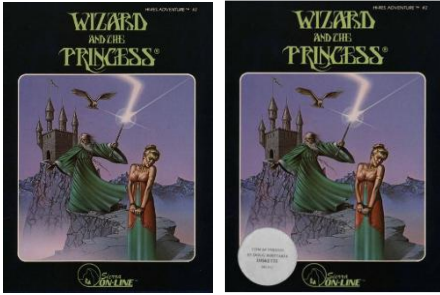
²³¹ Computer Entertainer Vol. 3, No. 2, pg. 28

²³² Creative Computing Vol. 10, No. 6, pg. 162

²³³ This release month is purely speculative. The Atari reviews for this game did not appear until November 1984; however, based on the clamshell, it logically should have been released prior to Sierra changing their logo. It is placed here unless clearer evidence supports a later release date

²³⁴ Ahoy, July 1984, pg. 66; Conjecture based on the updated boxes for the other Hi-Res Learning games which launched this month

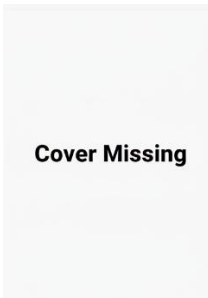
c. June 1984 (cont)-



- Hi-Res Adventure #2: Wizard and the Princess (ported by Jeff Stephenson for the IBM PCjr and Doug Whittaker for the Commodore 64)²³⁵



- Hi-Res Adventure #4: Ulysses and the Golden Fleece (ported by Jeff Stephenson for the IBM PCjr and Bob “Bobbit” Heitman for the Commodore 64)²³⁶



- Homeword (ported by an unknown developer for the IBM PC)²³⁷

²³⁵ Softalk for IBM Vol. 3, No. 2, pg. 126; I’m unable to find any contemporaneous reviews of the Commodore version of this game; however, it is probable that they released around the same time as the PCjr versions. Third party ads for the Commodore first start listing this software this month

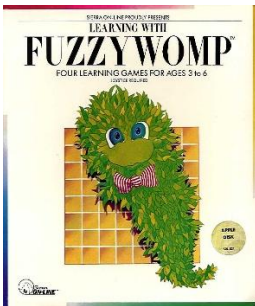
²³⁶ Softalk for IBM Vol. 3, No. 2, pg. 126; I’m unable to find any contemporaneous reviews of the Commodore version of this game; however, it is probable that they released around the same time as the PCjr versions. Third party ads for the Commodore first start listing this software this month

²³⁷ Family Computing Vol. 2, No. 6, pg. 46

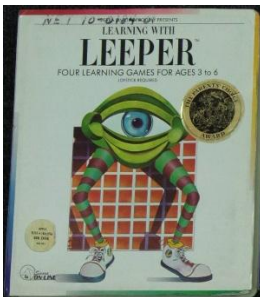
c. June 1984 (cont)-



- HomeWord Speller (developed by Al Lowe for the Apple II)²³⁸

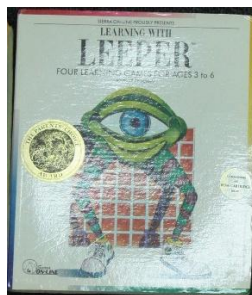
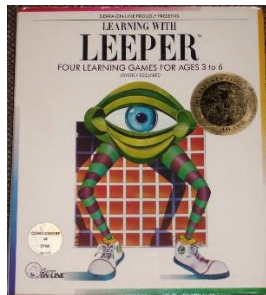


- Learning with Fuzzywomp (developed by Mike McKee and Martin Shen for the Apple II)²³⁹



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- Learning with Leeper for the Apple II, Atari 400/800 (disk and cartridge), and Commodore 64 disk and cartridge (re-release)²⁴⁰

²³⁸ Softalk Vol. 4, No. 11, pg. 89; Creative Computing, Vol. 10, No. 4, pg. 147 (the Softalk article notes that this shipped a few weeks after Bank Street Writer, which was released in May 1984 per pg. 128 of that same issue of Softalk)

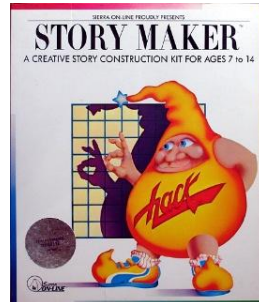
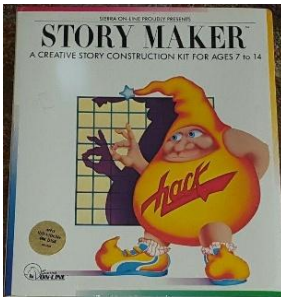
²³⁹ Creative Computing Vol. 10, No. 4, pg. 156; Softalk Vol. 4, No. 12, pg. 67, 91

²⁴⁰ Family Computing Vol. 2, No. 7, pg. 27

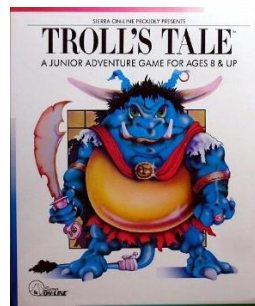
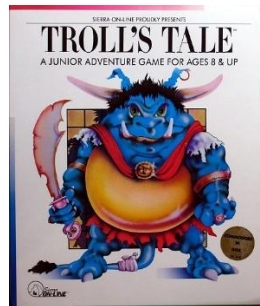
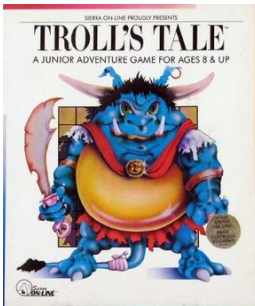
c. June 1984 (cont)-



- Oil's Well (ported by John Rinck for the IBM PC/PCjr)²⁴¹



- Story Maker (developed by Bob "Bobbit" Heitman for the Apple][and the Commodore 64)²⁴²



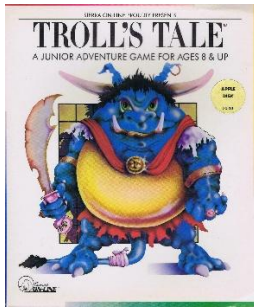
- Troll's Tale (ported by Dave Scruton for the Atari 400/800, Al Lowe for the Commodore 64, and Peter Oliphant for the IBM PC/PCjr)²⁴³

c. June 1984 (cont)-

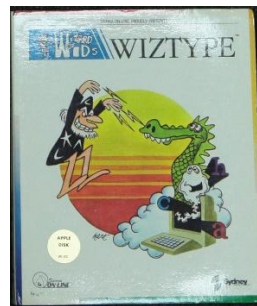
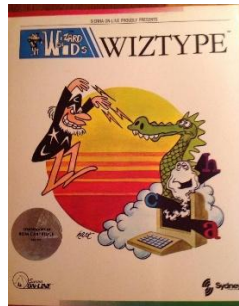
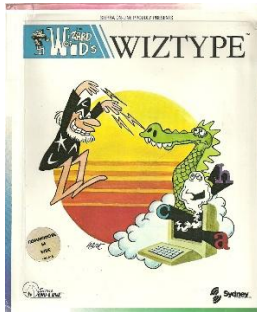
²⁴¹ Computer Games Vol. 3, No. 2, pg. 41; Infoworld, August 13, 1984, pg. 38

²⁴² Creative Computing Vol. 10, No. 4, pg. 156; Softalk Vol. 4, No. 12, pg. 93-94

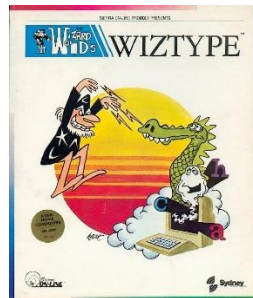
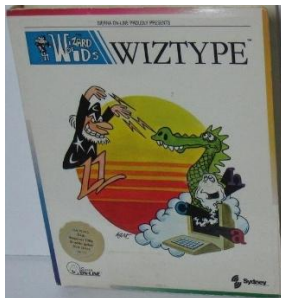
²⁴³ Analog No. 24, pg. 10-11, Antic Vol. 3, No. 7, pg. 25; Compute's Gazette Vol. 2, No. 12, pg. 84; Softalk for IBM Vol. 3, No. 2, pg. 126 (this release month is purely speculative. The Atari reviews for this game did not appear until November 1984 and the Commodore review did not appear until December; however, based on the clamshell, it logically should have been released prior to Sierra changing their logo. It is placed here unless clearer evidence supports a later release date)



- Troll's Tale for the Apple][(re-release)²⁴⁴



- The Wizard of Id's WizType (developed by the Sydney Development Corporation for the Commodore 64 (disk and cartridge) and Ken Williams and Chuck Benton for the Apple][through a license from Wizard of Id comic creator Johnny Hart and published by Sierra On-Line)²⁴⁵



- The Wizard of Id's WizType (ported by Frank Randak for the IBM PC/PCjr and the Sydney Development Corporation of the Atari 400/800)²⁴⁶

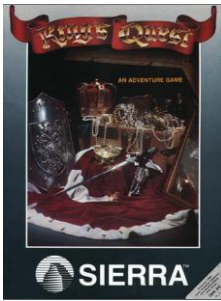
²⁴⁴ Conjecture based on the updated boxes for the other Hi-Res Learning games which launched this month; also, this game was reviewed by Computer Gaming World this month, which may indicate their review of the new box (Computer Gaming World Vol. 4, No. 3, pg. 36)

²⁴⁵ Computer Gaming World Vol. 4, No. 3, pg. 42; Creative Computing Vol. 10, No. 4, pg. 156; Computer Entertainer Vol. 3, No. 3, pg. 36, 37; Softalk Vol. 4, No. 11, pg. 68, 86

²⁴⁶ Softalk for IBM Vol. 3, No. 2, pg. 125-126; the Atari date is conjecture, as this version released prior to Sierra updating their logo; however, there are no formal reviews of the Atari version until the updated logo was in circulation

c. mid-June 1984-

- Sierra On-Line drops the “On-Line” title from their games, now only going by Sierra²⁴⁷



- King's Quest (designed by Roberta Williams for the IBM PC)²⁴⁸

c. July 1984-

- Sierra secures another two million dollars in venture capital, allowing them to contract with Disney Studios to create a series of games based on Disney properties²⁴⁹
- Sierra announces ports of B.C. II: Grog's Revenge for the Apple][, PC/PCjr, Commodore 64 cartridge, and Atari 400/800 cartridge; however, these ports are eventually canceled²⁵⁰
- Sierra announces a port of B.C. II: Grog's Revenge for the ColecoVision; however, this port is eventually independently published by the Sydney Development Company²⁵¹
- Sierra announces ports of Stunt Flyer for the Apple][, IBM PC/PCjr, Atari 400/800, and ColecoVision; however, these ports are eventually canceled²⁵²

c. August 1984-



- BC's Quest for Tires (ported by Software Projects for the Commodore 64 cassette and the ZX Spectrum under a license from Sierra in the United Kingdom)²⁵³

²⁴⁷ Softalk Vol. 4, No. 11, pg. 89; Computer Entertainer Vol. 3, No. 4, pg. 52

²⁴⁸ Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf; Infoworld, July 16, 1984, pg. 16; Compute's Gazette, No. 12, pg. 20, Enter, May 1984, pg. 11, Computer Entertainer Vol. 3, No. 4, pg. 54

²⁴⁹ Infoworld, November 5, 1984, pg. 17

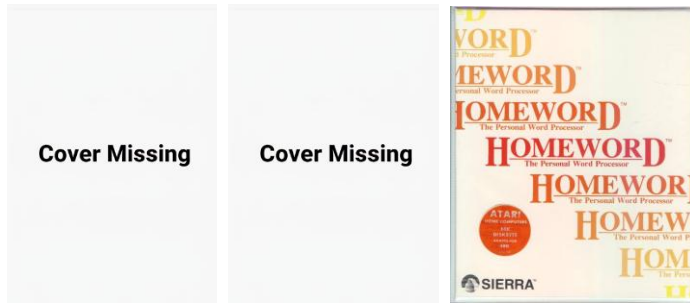
²⁵⁰ Computer Entertainer Vol. 3, No. 4, pg. 54; ROM Magazine, Vol. 1, No. 7, pg. 12; Analog Computing No. 23, pg. 13; Run Magazine, December 1984, pg. 212; Computer Entertainer Vol. 3, No. 9, pg. 144

²⁵¹ Computer Entertainer Vol. 3, No. 4, pg. 54

²⁵² Computer Entertainer Vol. 3, No. 4, pg. 54, K-Power Magazine, July/August 1984, pg. 12, ROM Magazine Vol. 1, No. 7, pg. 12

²⁵³ Popular Computing Weekly Vol. 3, No. 42, pg. 5; Computer & Video Games, October 1984, pg. 29; PCW indicates that the Commodore 64 version was already available in August; however, C&VG seems to indicate that it

c. August 1984 (cont)-



- Homeword for the Apple][, Commodore 64, and Atari 400/800 (re-release)²⁵⁴



- King's Quest (designed by Roberta Williams for the IBM PCjr and published by IBM)²⁵⁵
- Sierra announces a port of Story Maker for the Atari 400/800; however, this port is eventually canceled²⁵⁶
- Sierra announces a port of The Wizard of Id's WizMath for the Atari 400/800; however, this port is eventually canceled²⁵⁷

was just made available in October. It is placed here unless a more concrete release is shown. Also, the article seems to indicate that the Spectrum release is coming soon, but doesn't give a specific date either, nor could I find any review of the Spectrum release following. I have placed it here until a more concrete date is found

²⁵⁴ This is pure conjecture on these unusual releases of Homeword (if there even exists versions for the Apple][and Commodore in this clamshell... This logo is clearly after Sierra updated their logo; however, as noted below, Sierra would update this clamshell again to match the other Homeword software at least by December due to the Tandy releases that launched that month. I am putting these here for the time being unless evidence supports a different release date

²⁵⁵ Infoworld, August 20, 1984, pg. 42 (article notes that IBM just published the PCjr version, and implies that this version is AFTER the IBM PC version); PCjr Magazine Vol. 1, No. 8, pg. 66; IBM Personal Computer Catalog, Winter 1984/1985, pg. 28 – it is *possible* that this release came in late July 1984

²⁵⁶ Computer Entertainer Vol. 2, No. 5, pg. 66; Computer Gaming World Vol. 4, No. 4, pg. 7

²⁵⁷ ROM Magazine Vol. 1, No. 7, pg. 12; Analog Computing No. 23, pg. 13

c. September 1984-



- King's Quest for the IBM PCjr (re-release)²⁵⁸

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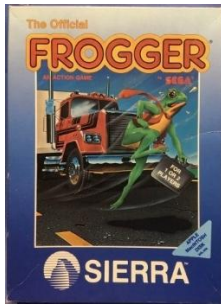
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- Learning with Leeper for the Apple II, Atari 400/800 (disk and cartridge), and Commodore 64 (disk and cartridge) (re-release)²⁵⁹

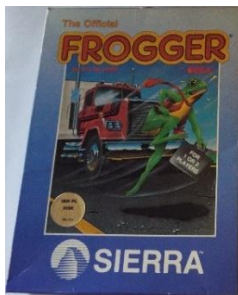
²⁵⁸ The only difference between this version and the original is that the copyright is changed to 1984, and instead of a full keyboard overlay, there is only an overlay that went at the bottom of the keyboard, as the IBM PCjr keyboard was revised in late July 1984 (Compute Vol. 6, No. 10, pg. 50). This date is conjecture, as it may have released as early as August once the preliminary boxes of King's Quest were sold out

²⁵⁹ Run Magazine, September 1984, pg. 30 (the Commodore version is shown with the "Sierra" box in this issue of Run; however, it is logical to presume that all versions of this game were available under the new box)

c. October 1984-



- The Official Frogger (ported by Kevin VanAllen Hunt for the Mac)²⁶⁰

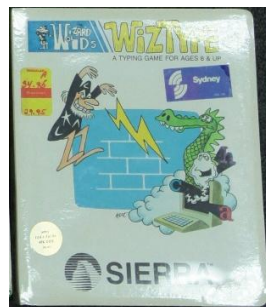


- The Official Frogger for the IBM PC and a combined Commodore 64 & Atari 400/800 (re-release)²⁶¹



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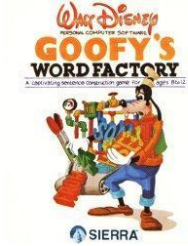
- The Wizard of Id's WizType for the Commodore 64 (disk and cartridge), Atari 400/800, Apple][, and IBM PC/PCjr (re-release)²⁶²

²⁶⁰ Computer Entertainer Vol. 3, No. 7, pg. 108; Computer Games Vol. 3, No. 4, pg. 56; MacWorld, September/October 1984, pg. 123

²⁶¹ Conjecture based on the new box for the Mac release, which released this month. It's unclear if the Apple][version was also released in this box. I have not found any evidence to support an Apple][release for this box

²⁶² Run Magazine, October 1984, pg. 160; Electronic Games, November 1984, pg. 50; Creative Computing Vol. 10, No. 8, pg. 179; Compute Vol. 6, No. 11, pg. 131

c. October 1984 (cont)-



- Sierra announces Goofy's Word Factory for the Commodore 64, IBM PC, and Apple][computers; however, this game is eventually canceled²⁶³
- Sierra announces a port of Homeword Filer, a combo pack of Homeword Writer and Filer, as well as a triple pack of Homeword Writer, Speller, and Filer for the Atari 400/800; however, this port is eventually canceled²⁶⁴
- Sierra announces HomeWord Typer and HomeWord Gardener as additions to the HomeWord line to appear in 1985; however, these releases are eventually canceled²⁶⁵
- Sierra announces The Wizard of Id's Wiztricity for the Atari 400/800; however, this game is eventually canceled²⁶⁶
- Sierra announces a cartridge version of The Wizard of Id's WizType for the Atari 400/800; however, this version is eventually canceled²⁶⁷
- Ken Williams notes in an article that Sierra designed a diet and exercise system; however, the project is eventually canceled²⁶⁸

²⁶³ Infoworld, November 5, 1984, pg. 17; Computer Entertainer Vol. 4, No. 2, pg. 10, Ahoy, September 1985, pg. 9; Commodore Magazine, March 1987, pg. 127

²⁶⁴ Analog Computing No. 23, pg. 13

²⁶⁵ Analog Computing No. 23, pg. 13

²⁶⁶ Analog Computing No. 23, pg. 13

²⁶⁷ Analog Computing No. 23, pg. 13

²⁶⁸ Creative Computing Vol. 10, No. 11, pg. 243

c. November 1984-



- BC's Quest for Tires for the Atari 400/800 (disk and cartridge), ColecoVision, Commodore 64 (disk and cartridge), and Apple II (re-release)²⁶⁹



- Dragon's Keep for the Apple II, Commodore 64, and Atari 400/800 (re-release)²⁷⁰



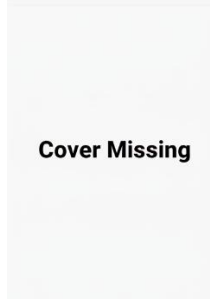
- King's Quest (ported by Jeff Stephenson for the Apple II)²⁷¹

²⁶⁹ Electronic Games, November 1984, pg. 9 (conjecture based on the article noting that Sierra had replaced all their boxes with the new logo – this release may have been earlier)

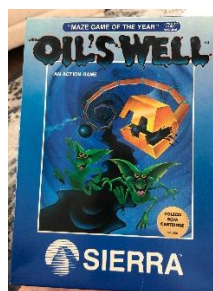
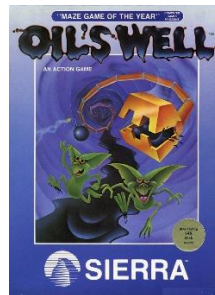
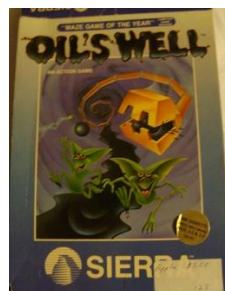
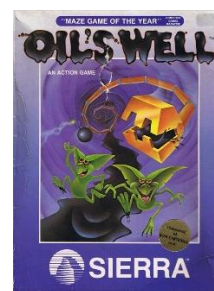
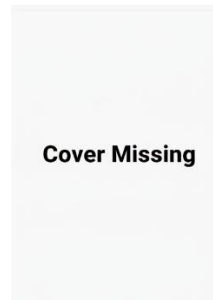
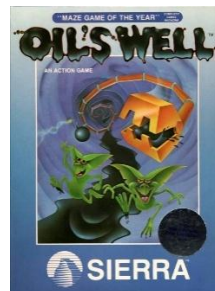
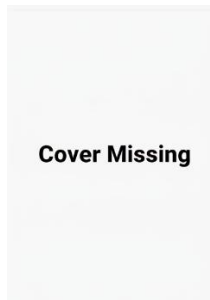
²⁷⁰ Electronic Games, November 1984, pg. 9 (conjecture based on the article noting that Sierra had replaced all their boxes with the new logo – this release may have been earlier)

²⁷¹ Computer Entertainer Vol. 3, No. 8, pg. 128

c. November 1984 (cont)-



- Learning with Fuzzywomp for the Apple][(re-release)²⁷²

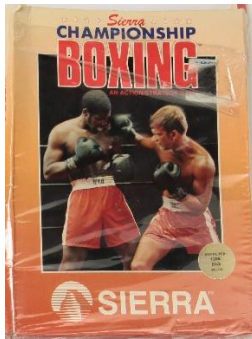


- Oil's Well for the Atari 400/800 (disk and cartridge), Commodore 64 (disk and cartridge), Apple][, IBM PC/PCjr, and ColecoVision (re-release)²⁷³

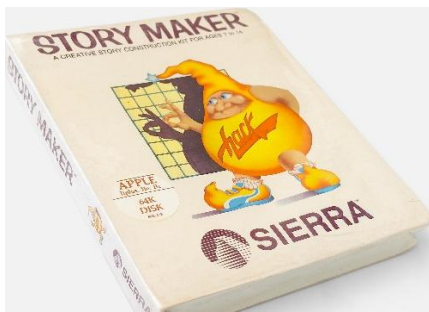
²⁷² Electronic Games, November 1984, pg. 9 (conjecture based on the article noting that Sierra had replaced all their boxes with the new logo). There is no evidence of a “Sierra” boxed version of Fuzzywomp; however, the Sierra order forms from 1985 still listed Fuzzywomp as an available game, so it is logical to presume that a Sierra boxed version exists as well

²⁷³ Electronic Games, November 1984, pg. 9 (conjecture based on the article noting that Sierra had replaced all their boxes with the new logo – this release may have been earlier)

c. November 1984 (cont)-



- Sierra Championship Boxing for the IBM PC/PCjr (re-release)²⁷⁴



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- Story Maker for the Apple II and Commodore 64 (re-release)²⁷⁵

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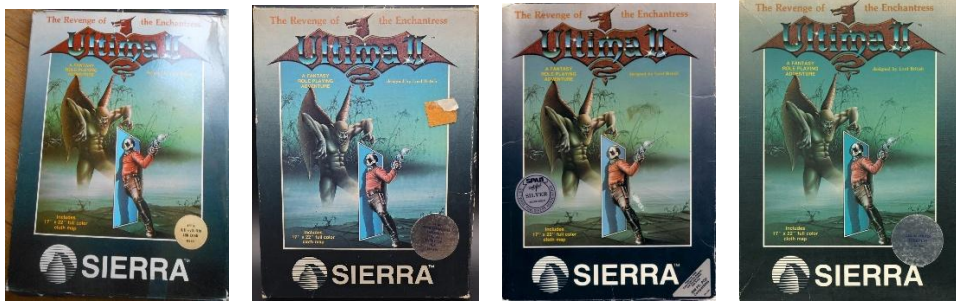
- Troll's Tale for the Apple II, Commodore 64, IBM PC/PCjr, and Atari 400/800 (re-release)²⁷⁶

²⁷⁴ Computer Entertainer Vol. 3, No. 9, pg. 144; Electronic Games, November 1984, pg. 11, 48; PC Magazine Vol 3, No. 22, pg. 311-313

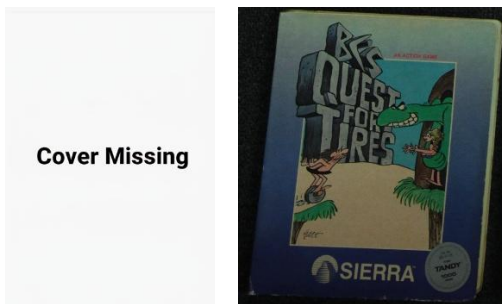
²⁷⁵ Electronic Games, November 1984, pg. 9 (conjecture based on the article noting that Sierra had replaced all their boxes with the new logo – this release may have been earlier)

²⁷⁶ There is no photographic proof that I'm aware of that Troll's Tale was re-released in a Sierra clamshell. There are Troll's Tale manuals that have the updated Sierra logo, but I have yet to see an actual clamshell release. HOWEVER, it seems odd that every OTHER rainbow clamshell game would have been released in a Sierra clamshell and not this one, especially when reviews were still popping up as late as November 1984. I cannot guarantee that this version exists; however, I have placed it here in the off chance that if such a version DOES exist, that it would appear at this juncture

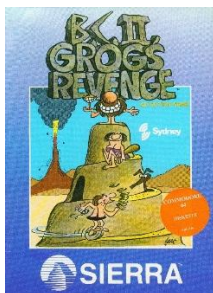
c. December 1984-



- Ultima II: The Revenge of the Enchantress for the Apple][, Atari 400/800, IBM PC/PCjr, and Commodore 64 (re-release)²⁷⁷



- BC's Quest for Tires (ported by an unknown developer for the Tandy 1000 & IBM PC)²⁷⁸



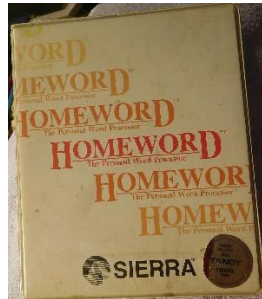
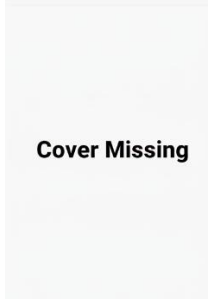
- B.C. II: Grog's Revenge (developed by Rick Banks of the Sydney Development Corporation for the Commodore 64 and published only by Sierra through a license from B.C. comic creator Johnny Hart)²⁷⁹

²⁷⁷ Electronic Games, November 1984, pg. 9 (conjecture based on the article noting that Sierra had replaced all their boxes with the new logo – this release may have been earlier)

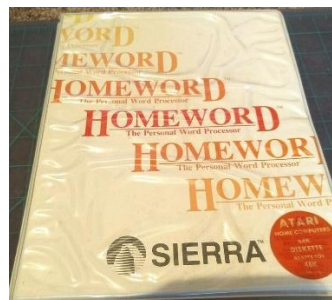
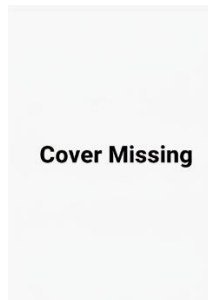
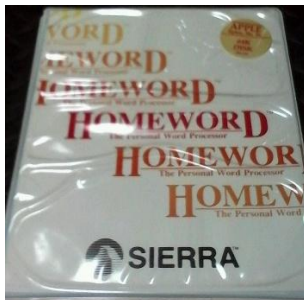
²⁷⁸ Family Computing Vol. 2, No. 12, pg. 69; Radio Shack 1985 TRS-80 Computer Catalog, pg. 7

²⁷⁹ Run Magazine, December 1984, pg. 212

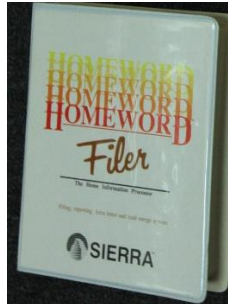
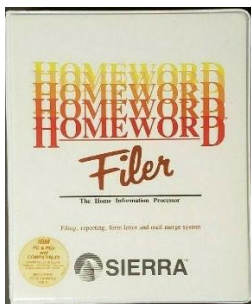
c. December 1984 (cont)-



- Homeword (updated version for the IBM PC/PCjr and Tandy 1000)²⁸⁰



- Homeword for the Apple II, Commodore 64, and Atari 400/800 (re-release)²⁸¹



- Homeword Filer (developed by unknown developer for the IBM PC/PCjr and Tandy 1000)²⁸²

²⁸⁰ Family Computing Vol. 2, No. 12, pg. 69; Radio Shack 1985 TRS-80 Computer Catalog, pg. 6

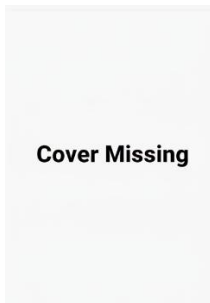
²⁸¹ Again, pure conjecture based on the updated clamshell for the Tandy version; however, it is likely that these versions all shipped simultaneously

²⁸² Family Computing Vol. 2, No. 12, pg. 69; Radio Shack 1985 TRS-80 Computer Catalog, pg. 6

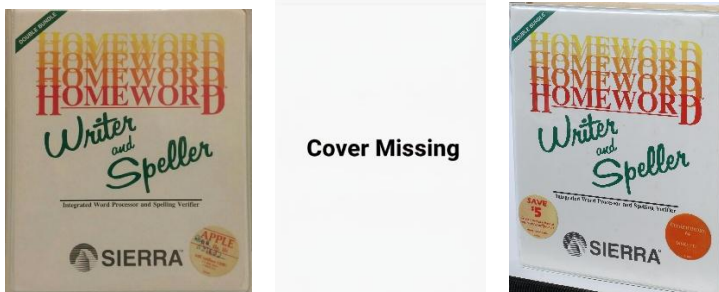
c. December 1984 (cont)-



- Homeworld Speller (ported by Software Design Associates for the IBM PC/PCjr and Tandy 1000 and an unknown developer for the Commodore 64)²⁸³



- Homeworld Speller for the Apple II (re-release)²⁸⁴



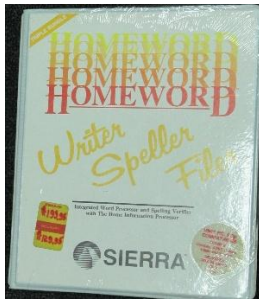
- Homeworld Writer and Speller (combo pack of Homeworld with Homeworld Speller for the Apple II, IBM PC/PCjr, and Commodore 64)²⁸⁵

²⁸³ Family Computing Vol. 2, No. 12, pg. 69, 105; Radio Shack 1985 TRS-80 Computer Catalog, pg. 6; Run Magazine, December 1984, pg. 133

²⁸⁴ Conjecture based on the updated release of Homeworld Speller for the other systems

²⁸⁵ Run Magazine, December 1984, pg. 133 notes the Commodore version, but it's likely all other versions were released at this time since those ports had already occurred

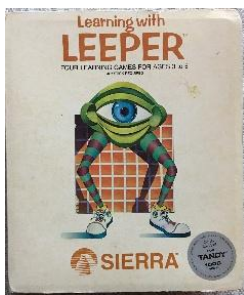
c. December 1984 (cont)-



- HomeWord Writer Speller Filer (compilation of HomeWord, HomeWord Speller, and HomeWord for the IBM PC/PCjr)²⁸⁶



- King's Quest for the Tandy 1000 (re-release of IBM PC version)²⁸⁷



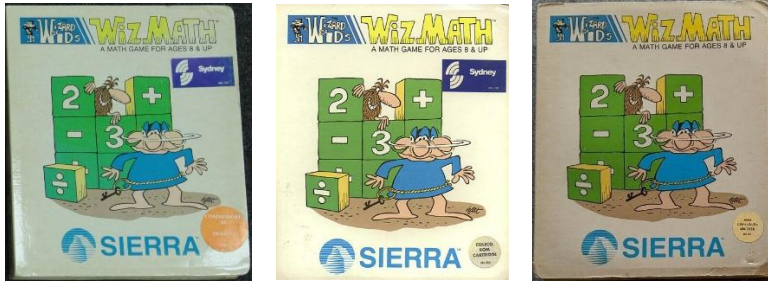
- Learning with Leeper (ported by Ivan Strand for the Tandy 1000)²⁸⁸

²⁸⁶ Conjecture based on the release of Homeworld Filer for IBM this month. I can't find any evidence to show exactly when this three-pack released, but it was probably around this time based on the other releases of Homeworld this month

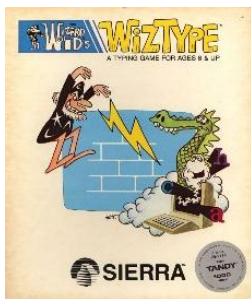
²⁸⁷ Family Computing Vol. 2, No. 12, pg. 69; Radio Shack 1985 TRS-80 Computer Catalog, pg. 7; due to the very poor contemporaneous evidence for support of the Tandy version, I cannot confirm that this release was as early as the advent of the Tandy 1000. It is put here with the other Tandy 1000 clamshells in the absence of evidence supporting a later release date

²⁸⁸ Family Computing Vol. 2, No. 12, pg. 69; Radio Shack 1985 TRS-80 Computer Catalog, pg. 7

c. December 1984 (cont)-

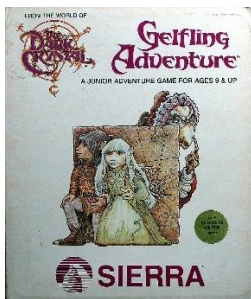


- The Wizard of Id's WizMath (developed by Sigma Development Group for the Commodore 64 and Sydney Development Corporation for the ColecoVision and Apple II) and published by Sierra through a license from Wizard of Id comic creator Johnny Hart)²⁸⁹



- The Wizard of Id's Wiztype (ported by Frank Randak for the Tandy 1000)²⁹⁰

c. January 1985-



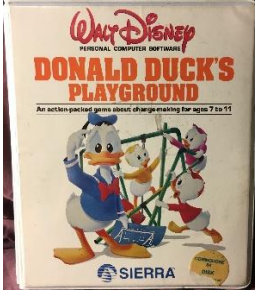
- Gelfling Adventure (developed by Al Lowe for the Apple II, this game is a simplified version of The Dark Crystal for children)²⁹¹

²⁸⁹ I am unable to find any contemporaneous review or ad to support this release date. The game is copyright 1984, and it fits with the last gasp of Sierra's early edutainment clamshell software of late 1984-early 1985. I am placing it here until a more concrete release date can be found

²⁹⁰ Family Computing Vol. 2, No. 12, pg. 69; Radio Shack 1985 TRS-80 Computer Catalog, pg. 7 (technically the Tandy 1000 and IBM PC versions were virtually identical; however, this version was specifically published as Tandy only)

²⁹¹ Electronic Games, January 1985, pg. 69

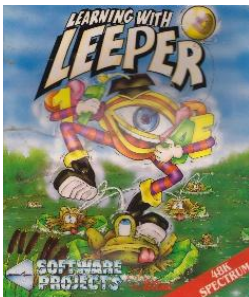
c. January 1985 (cont)-



- Donald Duck's Playground (designed by Al Lowe and Chuck Benton for the Commodore 64 disk and jointly published by Sierra and Walt Disney)²⁹²



- King's Quest + Wizard and the Princess (combo pack) for the Apple II²⁹³



- Learning with Leeper (ported by Software Projects for the ZX Spectrum under a license from Sierra in the United Kingdom)²⁹⁴

²⁹² Infoworld, December 31, 1984, pg. 20; Compute Vol. 7, No. 2, pg. 46; Commodore 64 manual

²⁹³ Computer Entertainer Vol. 3, No. 10, pg. 150

²⁹⁴ Popular Computing Weekly Vol. 4, No. 3, pg. 18; Crash, No. 16, pg. 105; Your Sinclair, April 1985

c. January 1985 (cont)-



- Mickey's Space Adventure (designed by Roberta Williams and Peter Oliphant for the Commodore 64 and the Apple II and jointly published by Sierra and Walt Disney)²⁹⁵



- Winnie the Pooh in the Hundred Acre Wood (designed by Al Lowe for the Commodore 64 and Apple II and jointly published by Sierra and Walt Disney)²⁹⁶
- Sierra announces a port of BC's Quest for Tires and The Wizard of Id's WizType for the Mac; however, these ports are eventually canceled²⁹⁷
- Sierra announces Dam-Busters, a World War II flight simulation game for the Commodore 64 designed by Sydney Development Corporation and published by Sierra in the US, with ports planned for the Apple II and IBM PC/PCjr; however, this release is instead published by Accolade²⁹⁸

²⁹⁵ Compute Vol. 7, No. 2, pg. 46

²⁹⁶ Compute Vol. 7, No. 2, pg. 46

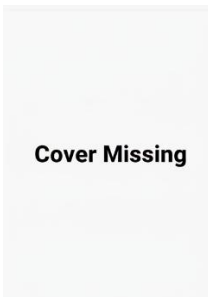
²⁹⁷ Computer Games Vol. 3, No. 4, pg. 56-57

²⁹⁸ Computer Entertainer Vol. 3, No. 10, pg. 157; Computer Entertainer Vol. 3, No. 12, pg. 163

c. February 1985-



- Crossfire (クロスファイアー) (ported for the IBM JX and published by IBM in Japan)²⁹⁹



- Homeword (ported for the IBM JX and published by IBM in Japan)³⁰⁰



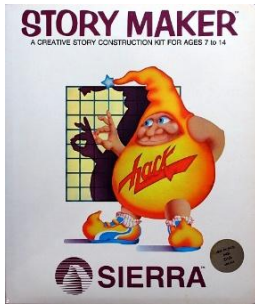
- Mine Shaft (鉱山大冒険) (ported for the IBM JX and published by IBM in Japan)³⁰¹

²⁹⁹ ASCII 1985年 04, pg. 40

³⁰⁰ JX IBM アプリケーション カタログ (IBM JX Application Catalog), February 1985 – found here: <https://ratscats.client.jp/ibmjx.html>

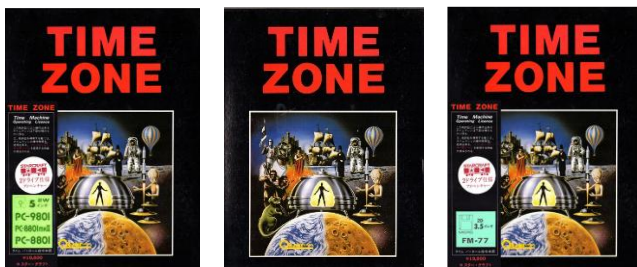
³⁰¹ JX IBM アプリケーション カタログ (IBM JX Application Catalog), February 1985 – found here: <https://ratscats.client.jp/ibmjx.html>; ASCII 1985年 04, pg. 40

c. February 1985 (cont)-



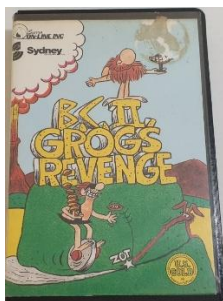
- Story Maker (ported by an unknown developer for the IBM PC/PCjr)³⁰²

c. March 1985-



- Time Zone (タイムゾーン) (ported by Starcraft for the PC-8801/PC-9801, FM-7, and FM-77 in Japan)³⁰³
- Sierra announces that it plans on porting the Japanese game Black Onyx to the Commodore 64 and Apple II; however, these ports are eventually canceled³⁰⁴

c. April 1985-



- B.C. II: Grog's Revenge (ported by US Gold for the Commodore 64 cassette under a license with Sierra and Sydney Development Corporation in the United Kingdom)³⁰⁵

³⁰² Family Computing Vol. 3, No. 2, pg. 104

³⁰³ Login (ログイン), March 1985, pg.13

³⁰⁴ Electronic Games, March 1985, pg. 10; Computer Entertainer Vol. 4, No. 2, pg. 10; Computer Gaming World Vol. 5, No. 4, pg. 21; Computer Entertainer Vol. 4, No. 7, pg. 2; QuestBusters Vol. III, No. 4, pg. 2

³⁰⁵ Popular Computing Weekly Vol. 4, No. 17, pg. 48; Zzap!64, June 1985, pg. 25-28, Computer Gamer, June 1985, pg. 56

c. April 1985 (cont)-



- King's Quest for the IBM PC, IBM PCjr, Tandy 1000, and Apple II (re-release)³⁰⁶



- King's Quest II: Romancing the Throne (designed by Roberta Williams for the IBM PC/PCjr and Tandy 1000)³⁰⁷
- Sierra produces the first of its demo disks for King's Quest II, which it ships to dealers and computer clubs around the country to introduce people to the game³⁰⁸

c. May 1985-



- Ultima II: The Revenge of the Enchantress (ported by Bob "Bobbit" Heitman for the Mac)³⁰⁹
- Sierra announces a port of Gato, a submarine simulation game, for the Commodore 64/128 and Atari ST; however, these ports are eventually canceled³¹⁰

³⁰⁶ Conjecture based on the release of King's Quest II, matching the "Animated Adventure Game" tagline

³⁰⁷ Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf; Computer Entertainer Vol. 4, No. 4, pg. 14 (Notes shipped second quarter); Computer Gaming World Vol. 5 No. 3, pg. 44; QuestBusters Vol. II, No. 4, pg. 2

³⁰⁸ Compute Vol. 7, No. 10, pg. 109; PC World, June 1985, Insert between pgs. 280-281

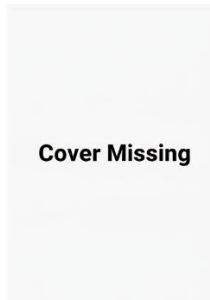
³⁰⁹ Computer Entertainer Vol. 4, No. 2, pg. 7; Computer Gaming World Vol. 5, No. 4, pg. 22, 35; QuestBusters Vol. II, No. 4, pg. 2

³¹⁰ Computer Entertainer Vol. 4, No. 2, pg. 10; Computer Entertainer Vol. 4, No. 3, pg. 2; Ahoy, September 1985, pg. 11

c. May 1985 (cont)-

- Sierra announces HomeWord Money Manager for the IBM PC/PCjr, Commodore 64, and Apple II; however, this software is eventually canceled³¹¹

c. June 1985-



- Donald Duck's Playground (ported by John Rinck for the Apple II and jointly published by Sierra and Walt Disney)³¹²

c. July 1985-



- Sammy Lightfoot (サミーライトフット) (ported for the PC-8801/PC-8801mkII and FM-7 (disk and cassette) and published by Comptiq in Japan through an official license from Sierra)³¹³
- Sierra licenses the game Oil's Well to the company Comptiq for release on the PC-8801 and Sharp X1; however, these ports are eventually canceled³¹⁴
- Sierra announces Mickey's 3-in-1, a word processor, data file manager, and telecommunications system designed for kids for the Commodore 64 and Apple II; however, this release is eventually canceled³¹⁵

³¹¹ Computer Entertainer Vol. 4, No. 2, pg. 14; Compute's Gazette, No. 24, pg. 65

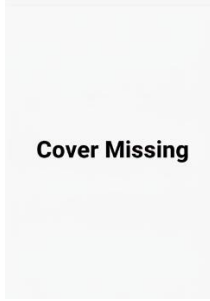
³¹² Computer Entertainer Vol. 4, No. 4, pg. 14; Donald Duck's Playground manual

³¹³ Login (ログイン), July 1985, pg. 13, 61

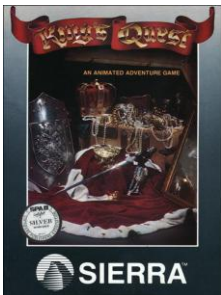
³¹⁴ Login (ログイン), July 1985, pg. 61

³¹⁵ Computer Entertainer Vol. 4, No. 4, pg. 8; Ahoy, September 1985, pg. 9

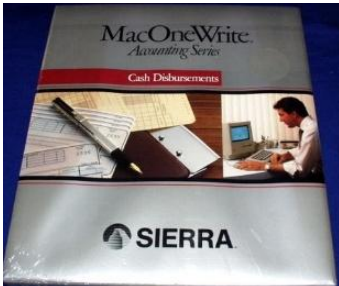
c. September 1985-



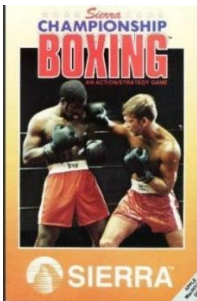
- Homeword Filer (ported by Al Lowe for the Apple II)³¹⁶



- King's Quest for the IBM PC/PCjr (dual release) (re-release)³¹⁷



- MacOneWrite: Cash Disbursements (developed by an unknown developer for the Mac)³¹⁸



- Sierra Championship Boxing (ported by Dave and Barry Murry for the Mac)³¹⁹

³¹⁶ Computer Entertainer Vol. 4, No. 7, pg. 14

³¹⁷ This date is pure conjecture. There is no evidence to support when the dual version existed, but it was probably soon after the separate releases earlier in 1984

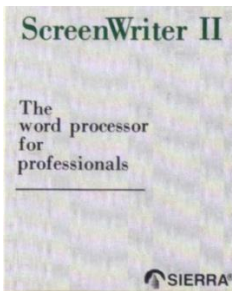
³¹⁸ Computer Entertainer Vol. 4, No. 7, pg. 8; InfoWorld, October 14, 1985, pg. 44-45

³¹⁹ Computer Entertainer Vol. 4, No. 7, pg. 11, 14

c. September 1985 (cont)-



- Stunt Flyer (developed by Nice Ideas for the Commodore 64/128 and published by Sierra)³²⁰
- Sierra announces a port of The Black Cauldron for the Mac; however, this port is eventually canceled³²¹
- Sierra announces a port of King's Quest II for the Commodore 128; however, this port is eventually canceled³²²
- Sierra announces MacOneWrite: Payroll for the Mac as part of the MacOneWrite series; however, this release is eventually canceled³²³



- Sierra announces an updated, ProDOS version of Screenwriter][for the Apple][; however, this release is eventually canceled³²⁴

³²⁰ Electronic Games, March 1985, pg. 9; Computer Entertainer Vol. 4, No. 7, pg. 2, 14; Computer Gaming World Vol. 5, No. 5, pg. 9

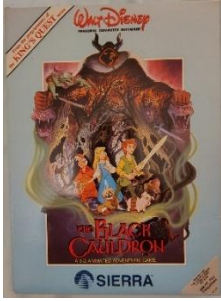
³²¹ Computer Entertainer Vol. 4, No. 6, pg. 14

³²² Ahoy, September 1985, pg. 10-11

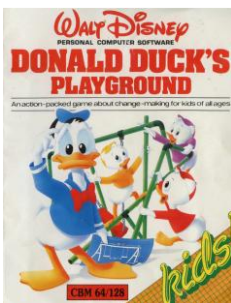
³²³ Computer Entertainer Vol. 4, No. 7, pg. 8; Infoworld, June 22, 1987, pg. 24

³²⁴ Computer Entertainer Vol. 4, No. 7, pg. 16

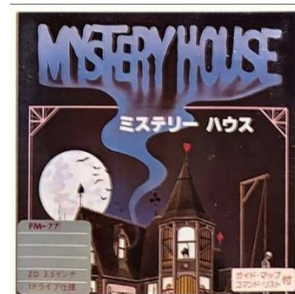
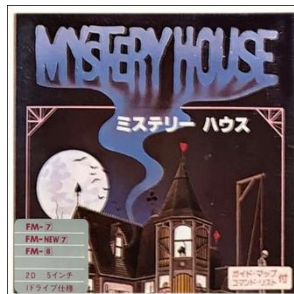
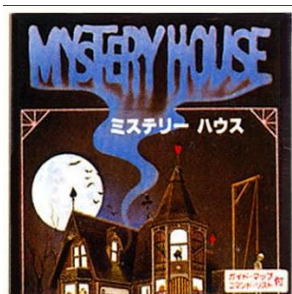
c. October 1985 –



- The Black Cauldron (designed by Al Lowe and Roberta Williams for the IBM PC/PCjr and jointly published by Sierra and Walt Disney)³²⁵



- Donald Duck's Playground (ported by US Gold for the Commodore 64 cassette through an official license from Walt Disney and Sierra in the United Kingdom)³²⁶



- Hi-Res Adventure #1: Mystery House (ミステリー ハウス) for the PC-8801/9801/9801F, FM-7/8, and FM-77 (re-release)³²⁷

³²⁵ Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf; Creative Computing Vol. 11, No. 12, pg. 11

³²⁶ Home Computer Weekly, No. 132, pg. 8; Your Computer, November 1985, pg. 39

³²⁷ This release date is pure conjecture – there is no clear evidence when Starcraft published these versions; however, the packaging used matches the packaging that was used for Ultima II which released around this time in Japan; so they are placed here until a better date can be found

c. October 1985 (cont)–



- Hi-Res Adventure #2: Wizard and the Princess (ウィザードアンドプリンセス) for the PC-8801/9801/9801F, FM-7/8, and FM-77 (re-release)³²⁸



- Hi-Res Adventure #3: Cranston Manor (克蘭ストン マナー) for the PC-8801/9801/9801F, FM-7/8, and FM-77 (re-release)³²⁹



- Hi-Res Adventure #4: Ulysses and the Golden Fleece (ユリシーズ) for the PC-8801/9801/9801F, FM-7/8, and FM-77 (re-release)³³⁰

³²⁸ This release date is pure conjecture – there is no clear evidence when Starcraft published these versions; however, the packaging used matches the packaging that was used for Ultima II which released around this time in Japan; so they are placed here until a better date can be found

³²⁹ This release date is pure conjecture – there is no clear evidence when Starcraft published these versions; however, the packaging used matches the packaging that was used for Ultima II which released around this time in Japan; so they are placed here until a better date can be found

³³⁰ This release date is pure conjecture – there is no clear evidence when Starcraft published these versions; however, the packaging used matches the packaging that was used for Ultima II which released around this time in Japan; so they are placed here until a better date can be found

c. October 1985 (cont)–



- Hi-Res Adventure #6: The Dark Crystal (ダーク クリスタル) for the PC-8801/9801/9801F, FM-7/8, and FM-77 (re-release)³³¹

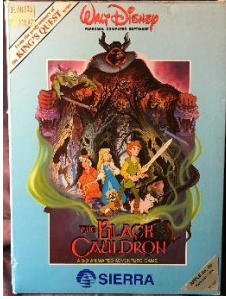


- Ultima II: The Revenge of the Enchantress (ported by Starcraft for the PC-8801/8801 mkII, PC-9801, FM-7, and FM-77 in Japan)³³²

³³¹ This release date is pure conjecture – there is no clear evidence when Starcraft published these versions; however, the packaging used matches the packaging that was used for Ultima II which released around this time in Japan; so they are placed here until a better date can be found

³³² Oh! FM, 10/1985, pg. 67-68; Login (ログイン), November 1985, pg. 16-17

c. November 1985-



- The Black Cauldron (ported by Al Lowe for the Apple][and jointly published by Sierra and Walt Disney)³³³

Cover Missing

- Crossfire (ported for the IBM JX and published by IBM in Australia and New Zealand)³³⁴

Cover Missing

- Homeword (ported for the IBM JX and published by IBM in Australia and New Zealand)³³⁵

³³³ Computer Entertainer Vol. 4, No. 9, pg. 14

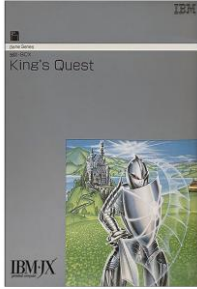
³³⁴ This date is conjecture based on the release of the IBM JX in Australia (Electronics Australia, November 1985, pg. 4); however, all of the original IBM PCjr software appears to have also been available for the JX as well based on the Official Software Directory noted on pages 3-9 of the following link:

<http://ftp.oldschool.org/pub/drivers/IBM/JX/JX%20Documents.pdf>

³³⁵ This date is conjecture based on the release of the IBM JX in Australia (Electronics Australia, November 1985, pg. 4); however, all of the original IBM PCjr software appears to have also been available for the JX as well based on the Official Software Directory noted on pages 3-9 of the following link:

<http://ftp.oldschool.org/pub/drivers/IBM/JX/JX%20Documents.pdf>

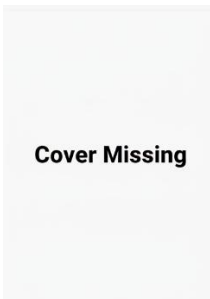
c. November 1985 (cont)-



- King's Quest (ported for the IBM JX and published by IBM in Australia and New Zealand)³³⁶



- King's Quest II (ported by an unknown developer for the Apple II)³³⁷



- Mine Shaft (ported for the IBM JX and published by IBM in Australia and New Zealand)³³⁸

³³⁶ This date is conjecture based on the release of the IBM JX in Australia (Electronics Australia, November 1985, pg. 4); however, all of the original IBM PCjr software appears to have also been available for the JX as well based on the Official Software Directory noted on pages 3-9 of the following link:
<http://ftp.oldschool.org/pub/drivers/IBM/JX/JX%20Documents.pdf>

³³⁷ Computer Entertainer Vol. 4, No. 9, pg. 14

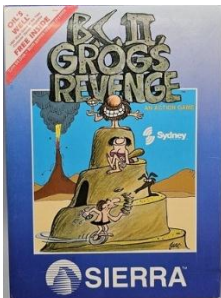
³³⁸ This date is conjecture based on the release of the IBM JX in Australia (Electronics Australia, November 1985, pg. 4); however, all of the original IBM PCjr software appears to have also been available for the JX as well based on the Official Software Directory noted on pages 3-9 of the following link:
<http://ftp.oldschool.org/pub/drivers/IBM/JX/JX%20Documents.pdf>

c. November 1985 (cont)-

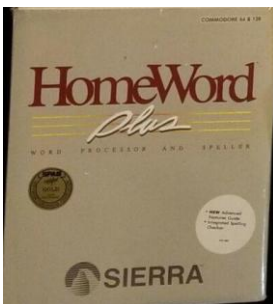


- Oil's Well (ported for the MSX cartridge and published by Comptiq in Japan through a license from Sierra)³³⁹

c. December 1985 -



- B.C. II: Grog's Revenge + Oil's Well (package combo for Commodore 64)³⁴⁰



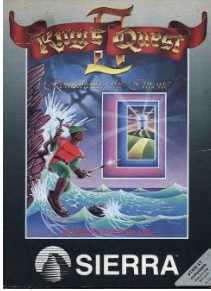
- HomeWord Plus (updated version of HomeWord with HomeWord Speller developed by Target Technologies for the Commodore 64)³⁴¹

³³⁹ MSXマガジン, 85年11月号, pg. 52

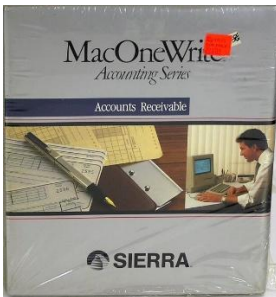
³⁴⁰ This release is pure conjecture; there is no contemporaneous evidence that I could find to support the release date, as the box is identical to the original B.C. II with the exception of the sticker in the top corner

³⁴¹ Computer Entertainer Vol. 4, No. 10, pg. 14

c. December 1985 (cont)-



- King's Quest II (ported by an unknown developer for the Atari ST)³⁴²



- MacOneWrite: Accounts Receivable (released by an unknown developer for the Mac)³⁴³



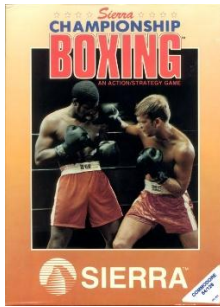
- Threshold (ported by To Tek International for the Thomson MO5 and TO7/9 and published by France Image Logiciel through a license from Sierra and the International Computer Group)³⁴⁴

³⁴² Computer Entertainer Vol. 4, No. 10, pg. 14

³⁴³ Computer Entertainer Vol. 4, No. 10, pg. 14

³⁴⁴ Hebdogiciel No. 114 (December 20, 1985), pg. 13

c. December 1985 (cont)-



- Sierra Championship Boxing (ported by an unknown developer for the Commodore 64)³⁴⁵



- Ultima II: The Revenge of the Enchantress (ported by Bob “Bobbitt” Heitman for the Atari ST)³⁴⁶



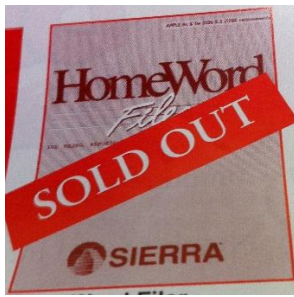
- Ultima II: The Revenge of the Enchantress for the Atari 400/800/Commodore 64 (re-release)³⁴⁷

³⁴⁵ Computer Entertainer, Vol. 4, No. 9, pg. 2

³⁴⁶ Conjecture based on Sierra order form that was published around this time as well as the 1985 copyright on the disks. This release may have been later, as it was first noted in Analog No. 39 as already available (pg. 62) by February 1986

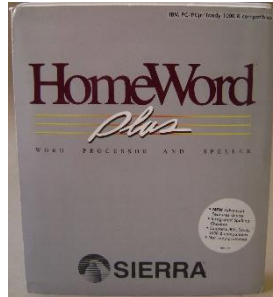
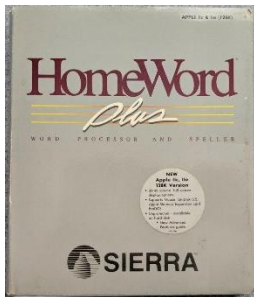
³⁴⁷ I can find no references to this release. The disk labels have a 1985 copyright, so, in the absence of any other contemporaneous evidence, I have placed this release here

c. January 1986-

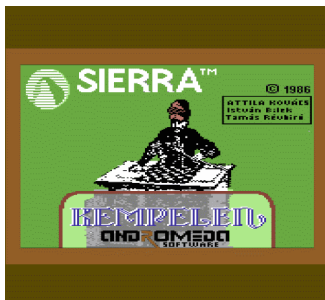


Cover Missing

- Homeword Filer for the Apple][and IBM PC/PCjr (re-release)³⁴⁸



- HomeWord Plus (updated version of HomeWord with HomeWord Speller developed by Target Technologies for the Apple][and IBM PC/PCjr/Tandy 1000)³⁴⁹
- Sierra announces ports of The Black Cauldron and King's Quest for the Commodore 128; however; these ports are eventually canceled³⁵⁰



- Sierra announces Kempelen Chess for the Commodore 64 and Atari ST, a port of the MSX game released in Europe by Andromeda software; however, this game is eventually released on the pirate market and therefore canceled³⁵¹

³⁴⁸ I have never seen a physical copy of this version; however, the cover matches that of Homeword Plus, and therefore, conjecturally it was also released around the same time

³⁴⁹ Computer Entertainer Vol. 4, No. 10, pg. 14; Family Computing Vol. 4, No. 2, pg. 61; PC Magazine Vol. 5, No. 2, pg. 206

³⁵⁰ Computer Entertainer Vol. 4, No. 10, pg. 8

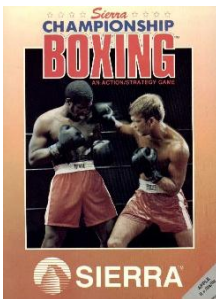
³⁵¹ Computer Entertainer Vol. 4, No. 10, pg. 8; Sierra Order Form, Winter 1985-1986; Analog Computing, No. 46, pg. 79; per conversation with John Williams, this release never came to be

c. January 1986 (cont)-



- Sierra announces PC OneWrite (Cash Disbursements, Accounts Receivable, General Ledger, and Payroll) and ST OneWrite (Accounts Receivable, General Ledger, and Payroll); however, these releases are eventually canceled³⁵²
- Sierra announces The Powers of Seven (later called Tales of the Heroes: The Towers of Seven and Fantacide), an RPG game for the Atari ST, IBM PC, Apple][, and Commodore Amiga; however, this game is eventually canceled³⁵³

c. February 1986-



- Sierra Championship Boxing (ported by unknown developer for the Apple][)³⁵⁴
- Sierra announces ports of Wrath of Denethenor, Donald Duck's Playground, and Winnie the Pooh in the Hundred Acre Wood for the Atari 8-bit machines (800, 800XL, and 130XE); however, these ports are eventually canceled³⁵⁵
- Sierra announces Space Snatchers of Aratoon, a whimsical, action-oriented adventure designed for kids for the Apple][and IBM PC; however, this game is eventually canceled³⁵⁶

³⁵² Computer Entertainer Vol. 4, No. 10, pg. 8

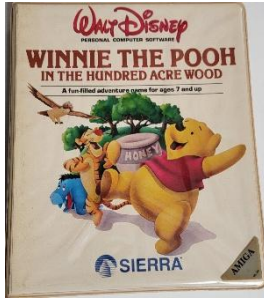
³⁵³ Computer Entertainer Vol. 4, No. 10, pg. 8; Computer Entertainer Vol. 4, No. 12, pg. 10; Computer Entertainer Vol. 5, No. 4, pg. 6; QuestBusters Vol. III, No. 4, pg. 2; Computer Entertainer Vol. 5, No. 6, pg. 1

³⁵⁴ Computer Entertainer Vol. 4, No. 12, pg. 14

³⁵⁵ Computer Entertainer Vol. 4, No. 12, pg. 10

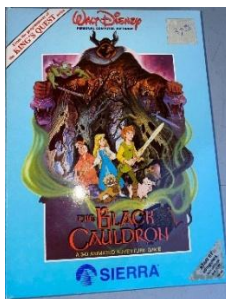
³⁵⁶ Computer Entertainer Vol. 4, No. 12, pg. 10

c. March 1986-



- Winnie the Pooh in the Hundred Acre Wood (ported by Jeff Stephenson for the Commodore Amiga)³⁵⁷
- Sierra announces Sunset Guide to Cooking and Sunset Guide to Gardening, a joint venture with Sunset Books; however, this release is eventually canceled³⁵⁸
- Sierra announces Sierra All-in-One, an integrated home productivity software that includes word processing, desktop publishing, filer, schedule graphics, and spreadsheet; however, this release is eventually canceled³⁵⁹
- Sierra announces Amiga OneWrite for the Commodore Amiga; however, this software is eventually canceled³⁶⁰
- Sierra releases its first marker hintbooks for King's Quest I-II and The Black Cauldron³⁶¹

c. April 1986-



- The Black Cauldron (ported by an unknown developer for the Atari ST and jointly published by Sierra and Walt Disney)³⁶²

³⁵⁷ Computer Entertainer Vol. 5, No. 1, pg. 14

³⁵⁸ Computer Entertainer Vol. 4, No. 12, pg. 10

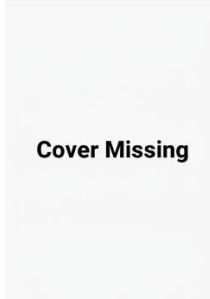
³⁵⁹ Computer Entertainer Vol. 4, No. 12, pg. 10

³⁶⁰ Amiga World, March/April 1985, pg. 40

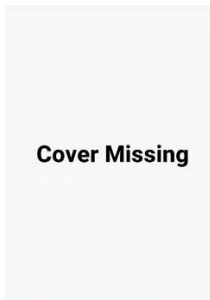
³⁶¹ Computer Entertainer Vol. 4, No. 12, pg. 10; Computer Entertainer Vol. 5, No. 1, pg. 9

³⁶² Computer Entertainer Vol. 5, No. 2, pg. 14; Compute, No. 71, pg. 38-40

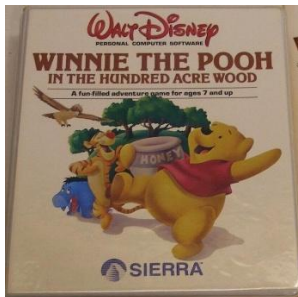
c. April 1986 (cont)-



- MacOneWrite: General Ledger (released by an unknown developer for the Mac)³⁶³



- MacOneWrite: Series Bundle (bundle of Cash Disbursements, Accounts Receivable, and General Ledger)³⁶⁴



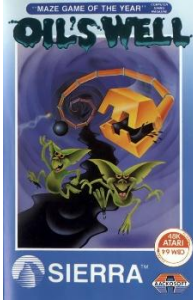
- Winnie the Pooh in the Hundred Acre Wood (ported by Bob Heitman for the Atari ST)³⁶⁵

³⁶³ Computer Entertainer Vol. 4, No. 12, pg. 14; Infoworld, June 22, 1987, pg. 24-25

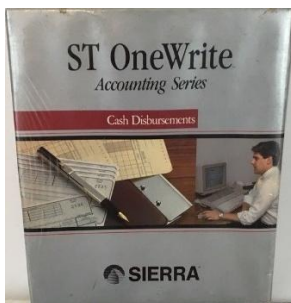
³⁶⁴ Sierra 1986 Sierra Warranty Registration Order Form; conjecture based on all three modules having been released

³⁶⁵ Computer Entertainer Vol. 4, No. 12, pg. 14; Analog Computing, No. 43, pg. 27

c. July 1986-



- Oil's Well (ported for the Atari 400/800 and Commodore 64 cassette on a single release and published by Aackosoft in the Netherlands)³⁶⁶



- ST OneWrite: Cash Disbursements (port of OneWrite by an unknown developer for the Atari ST)³⁶⁷
- Sierra announces a series of RPGs for 64K machines that would follow Wrath of Denethenor; however, these games are eventually canceled³⁶⁸

c. August 1986-



- B.C. II: Grog's Revenge (ported by US Gold for the MSX under a license with Sierra and Sydney Development Corporation in the United Kingdom)³⁶⁹

³⁶⁶ This date is conjecture based on the MSX Netherlands release, which also released this month (MSX Nederlands Populairste Computerblad, 2e jaargang, Nr. 9, pg. 65-66). The box is identical, and Aackosoft did begin publishing software for other systems besides the MSX in the later half of 1986, so this seems like a probable release. I am unable to find any contemporaneous evidence which discusses this port.

³⁶⁷ Computer Entainer Vol. 5, No. 6, pg. 14; Compute, No. 75, pg. 33; Analog Computing, No. 45, pg. 114

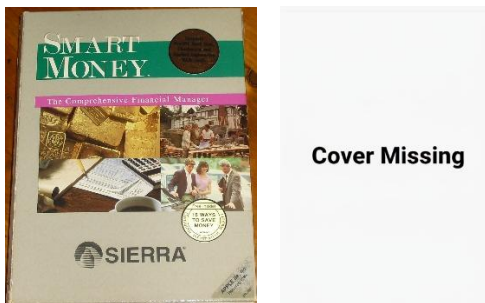
³⁶⁸ Computer Entainer Vol. 5, No. 4, pg. 6

³⁶⁹ Popular Computing Weekly Vol. 5, No. 35, pg. 45

c. August 1986 (cont)-



- Oil's Well (ported by the International Computer Group for the MSX cassette and disk and published by Eaglesoft in Europe)³⁷⁰



- Smart Money (developed by Software Design Associates for the Apple II and IBM PC/PCjr)³⁷¹

c. September 1986-



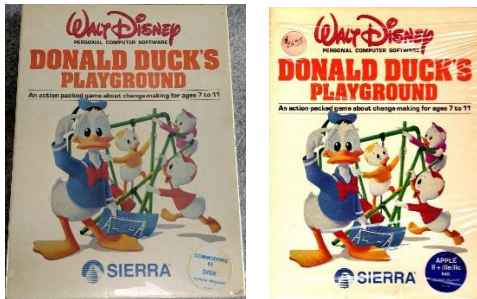
- Donald Duck's Playground (ported by Al Lowe for the IBM PC/PCjr and Tandy 1000)³⁷²

³⁷⁰ MSX Computing, August/September 1986, pg. 43; MSX Nederlands Populairste Computerblad, 2e jaargang, Nr. 9, pg. 65-66

³⁷¹ Computer Entertainer Vol. 5, No. 6, pg. 8, 14; Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf; Compute, No. 79, pg. 27-28

³⁷² Computer Entertainer Vol. 5, No. 7, pg. 14; Sierra 1986 Warranty Registration Order Form; Radio Shack 1986 catalog, pg. 180

c. September 1986 (cont)-



- Donald Duck's Playground for the Commodore 64 and Apple II (re-release)³⁷³



- Mickey's Space Adventure (ported by Al Lowe for the IBM PC/PCjr and Tandy 1000)³⁷⁴



- Mickey's Space Adventure for the Commodore 64 and Apple II (re-release)³⁷⁵

³⁷³ Conjecture based on the updated box for the IBM PC version which launched this month; this may have been earlier based on the box sticker

³⁷⁴ This release is completely conjectural. There is no contemporaneous evidence to support when this version launched, similarly to Winnie the Pooh. I have put it here with the other updated Disney games as it seems probable that this version was ported at this point as well as due to the 1986 copyright inside the manual and on the box

³⁷⁵ Conjecture based on the updated boxes for the other Disney software that launched this month; this may have been earlier based on the box sticker

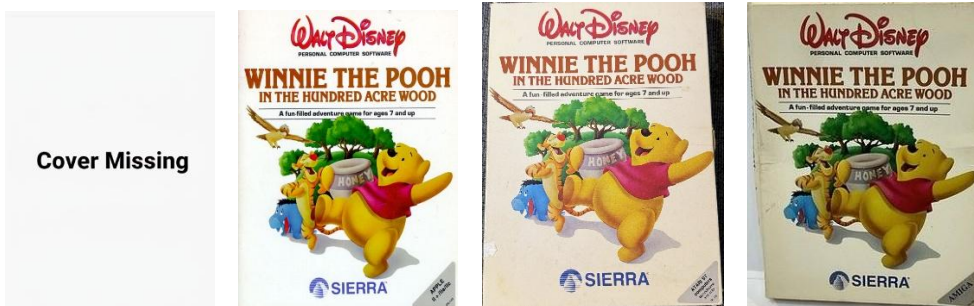
c. September 1986 (cont)-



- Space Quest Chapter I: The Sarien Encounter (designed by Scott Murphy and Mark Crowe for the IBM PC/PCjr and Tandy 1000)³⁷⁶



- Winnie the Pooh in the Hundred Acre Wood (ported by Al Lowe for the IBM PC/PCjr and Tandy 1000)³⁷⁷



- Winnie the Pooh in the Hundred Acre Wood for the Commodore 64, Apple II, Atari ST, and Commodore Amiga (re-release)³⁷⁸
- Sierra announces a port of Sierra's 3D Helicopter Simulator for the Atari ST; however, this port is eventually canceled³⁷⁹

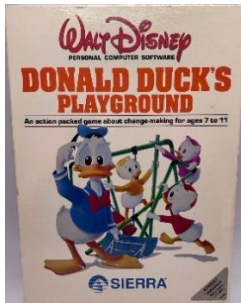
³⁷⁶ Computer Entertainer Vol. 5, No. 7, pg. 14; QuestBusters Vol. III, No. 11, pg. 2; Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf; this is the original release with a grid built into the design of the box itself - <https://retro365.blog/2026/01/19/space-quest-a-new-saga/>

³⁷⁷ Sierra 1986 Warranty Registration Order Form; Radio Shack 1986 catalog, pg. 180

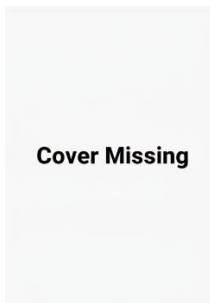
³⁷⁸ Conjecture based on the updated boxes for the other Disney software that launched this month

³⁷⁹ Computer Entertainer Vol. 5, No. 6, pg. 1

c. November 1986-



- Donald Duck's Playground (ported by an Al Lowe and Mark Crowe for the Atari ST)³⁸⁰



- King's Quest (ported by Arthur Abraham for the Mac)³⁸¹



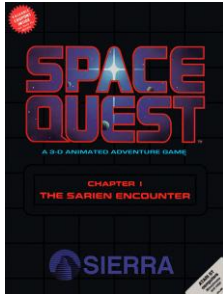
- King's Quest III: To Heir is Human (designed by Roberta Williams for the IBM PC/PCjr and Tandy 1000)³⁸²

³⁸⁰ Computer Entertainer Vol. 5, No. 9, pg. 14; ST-Log, No. 17, pg. 58

³⁸¹ Computer Entertainer Vol. 5, No. 9, pg. 14; QuestBusters Vol. III, No. 11, pg. 2

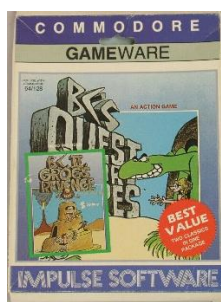
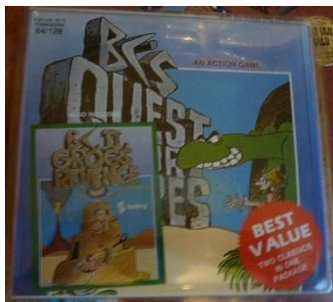
³⁸² Computer Entertainer Vol. 5, No. 9, pg. 14; Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf

c. November 1986 (cont)-

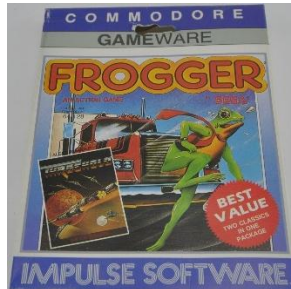


- Space Quest Chapter I: The Sarien Encounter (ported by an unknown developer for the Atari ST)³⁸³

c. December 1986-



- BC's Quest for Tires/B.C. II: Grog's Revenge for the Commodore 64/128 (collection published by Sierra under the Impulse Software brand name)³⁸⁴



- Frogger/Threshold for the Commodore 64/128 (collection published by Sierra under the Impulse Software brand name)³⁸⁵

³⁸³ Computer Entertainer Vol. 5, No. 9, pg. 14

³⁸⁴ I can find no evidence to support a release date for this software other than the 1986 copyright. This software obviously released, and the UPC code on the back of the packaging indicates that it was a Sierra-published release; however, it is unclear as to when this compilation was released, or how much later the separate box release came out

³⁸⁵ I can find no evidence to support a release date for this software other than the 1986 copyright. This software obviously released, and the UPC code on the back of the packaging indicates that it was a Sierra-published release; however, it is unclear as to when this compilation was released, or how much later the separate box release came out

c. December 1986 (cont)-



- King's Quest (ported by Chris Iden for the Commodore Amiga and Atari ST)³⁸⁶



- King's Quest III: To Heir is Human (ported by an unknown developer for the Atari ST)³⁸⁷



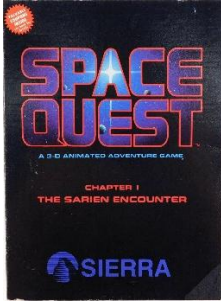
- Mission: Asteroid/Wizard and the Princess for the Commodore 64/128 (collection published by Sierra under the Impulse Software brand name)³⁸⁸

³⁸⁶ Computer Entertainer Vol. 5, No. 10, pg. 14

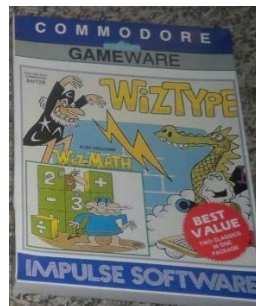
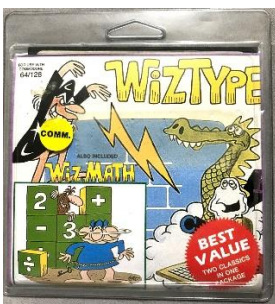
³⁸⁷ Computer Entertainer Vol. 5, No. 11, pg. 14

³⁸⁸ I can find no evidence to support a release date for this software other than the 1986 copyright. This software obviously released, and the UPC code on the back of the packaging indicates that it was a Sierra-published release; however, it is unclear as to when this compilation was released, or how much later the separate box release came out

c. December 1986 (cont)-

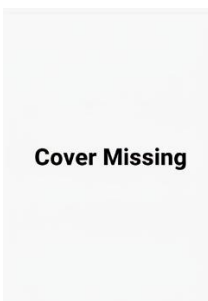


- Space Quest Chapter I: The Sarien Encounter (ported by Jeff Stephenson for the Commodore Amiga)³⁸⁹



- WizType/WizMath for the Commodore 64/128 (collection published by Sierra under the Impulse Software brand name)³⁹⁰
- Sierra publishes Smart Money demo disks³⁹¹

c. January 1987 –



- The Black Cauldron (updated 256K version for IBM PC/PCjr/Tandy 1000)³⁹²

³⁸⁹ Computer Entainer Vol. 5, No. 10, pg. 14; Ahoy! September 1987, pg. 54

³⁹⁰ I can find no evidence to support a release date for this software other than the 1986 copyright. This software obviously released, and the UPC code on the back of the packaging indicates that it was a Sierra-published release; however, it is unclear as to when this compilation was released, or how much later the separate box release came out

³⁹¹ Date based on conjecture. This was first mentioned in the 1987 Catalog, which shipped in late 1986 based on the copyright, but it's likely that these demo disks shipped around the same time as Smart Money in September. This is put here until a better date can be confirmed

³⁹² Sierra Catalog 1987 order form (this date is conjecture as it's not entirely sure when this catalog shipped, but it was likely late 1986/early 1987)

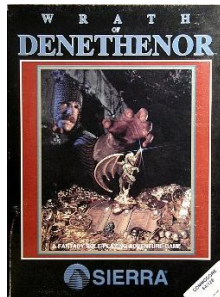
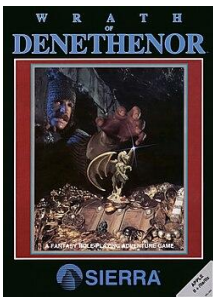
c. January 1987 (cont)-



- King's Quest (updated 256K version for IBM PC/PCjr/Tandy 1000)³⁹³



- King's Quest II: Romancing the Throne (updated 256K version for the IBM PC/PCjr/Tandy 1000)³⁹⁴



- Wrath of Denethenor (developed independently by Christopher Crim for the Apple][and Commodore 64/128 and published by Sierra)³⁹⁵

³⁹³ Sierra Catalog 1987 order form (this date is conjecture as it's not entirely sure when this catalog shipped, but it was likely late 1986/early 1987)

³⁹⁴ Sierra Catalog 1987 order form (this date is conjecture as it's not entirely sure when this catalog shipped, but it was likely late 1986/early 1987)

³⁹⁵ Computer Entertainer Vol. 5, No. 11, pg. 7, 14; The Sierra Adventure, pg. 54-57

c. January 1987 (cont)-



- Sierra begins to produce their 3-D Animated Adventure Demo Disks, which would have random demos of various Sierra games for various systems³⁹⁶
- Sierra announces ports of Sierra's 3D Helicopter Simulator for the Mac, Apple][gs, and Commodore Amiga; however, these ports are eventually canceled³⁹⁷
- A listing for an Atari ST game named Grandmaster Chess (also listed as Grand Master Chess) is noted for a first quarter 1987 release from Sierra, but I can find no information about this release³⁹⁸
- Sierra announces a port of Thexder for the Atari ST; however, this port is eventually canceled³⁹⁹
- Sierra announces a port of The Wizard of Id's WizType for the Atari ST with a first quarter 1987 release; however, this port is eventually canceled⁴⁰⁰

c. February 1987-

- Electronic Arts announces that it will begin distributing Sierra's Amiga software (Winnie the Pooh, King's Quest, and Space Quest, along with the upcoming King's Quest II and III) as part of the EA Affiliated Label program⁴⁰¹
- Sierra announces a port of Donald Duck's Playground for the Mac; however, this port is eventually canceled⁴⁰²

³⁹⁶ Sierra Catalog 1987 order form (this date is conjecture as it's not entirely sure when this catalog shipped, but it was likely late 1986/early 1987); picture used as an example

³⁹⁷ Computer Entertainer Vol. 5, No. 11, pg. 4

³⁹⁸ Computer Entertainer Vol. 5, No. 10, pg. 14; STart Magazine, Fall 1986, pg. 65; it's possible that this was a rename of Kempelen Chess, but there is not enough evidence to ascertain this

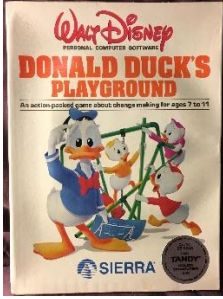
³⁹⁹ Computer Entertainer Vol. 5, No. 11, pg. 4

⁴⁰⁰ Computer Entertainer Vol. 5, No. 10, pg. 14; STart Magazine, Fall 1986, pg. 60

⁴⁰¹ Computer Entertainer Vol. 5, No. 11, pg. 5; Compute, No. 85, pg. 116

⁴⁰² Computer Entertainer Vol. 5, No. 11, pg. 14

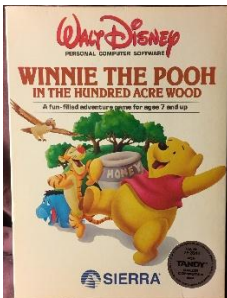
c. March 1987-



- Donald Duck's Playground (ported by an unknown developer for the Tandy Color Computer)⁴⁰³



- Mickey's Space Adventure (ported by an unknown developer for the Tandy Color Computer)⁴⁰⁴



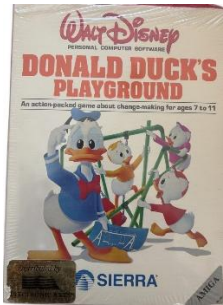
- Winnie the Pooh in the Hundred Acre Wood (ported by an unknown developer for the Tandy Color Computer)⁴⁰⁵

⁴⁰³ Radio Shack 1987 Tandy Computer Catalog, pg. 40; Family Computing Vol. 5, No. 8, pg. 27

⁴⁰⁴ Conjecture based on the Tandy CoCo releases of Donald Duck's Playground and Winnie the Pooh

⁴⁰⁵ Radio Shack 1987 Tandy Computer Catalog, pg. 40

c. April 1987-



- Donald Duck's Playground (ported by Jeff Stephenson and Chris Iden for the Amiga and distributed by Electronic Arts)⁴⁰⁶



- King's Quest II: Romancing the Throne (ported by an unknown developer for the Amiga and distributed by Electronic Arts)⁴⁰⁷



- King's Quest III: To Heir is Human (ported by an unknown developer for the Amiga and distributed by Electronic Arts)⁴⁰⁸

⁴⁰⁶ Ahoy, May 1987, pg. 8-10

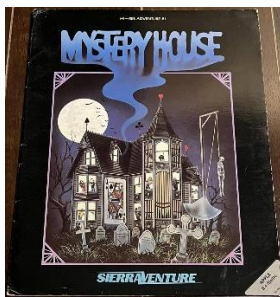
⁴⁰⁷ Computer Entertainer Vol. 6, No. 2, pg. 14; Ahoy, May 1987, pg. 8-10

⁴⁰⁸ Computer Entertainer Vol. 6, No. 2, pg. 14; Ahoy, May 1987, pg. 8-10

c. May 1987-

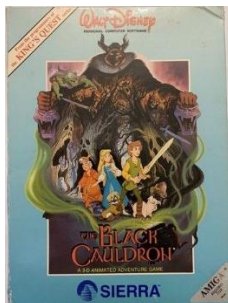


- Space Quest Chapter One: The Sarien Encounter (ported by Mark Langbehn of Fairfield Software for the Mac)⁴⁰⁹



- Sierra releases Hi-Res Adventure #1: Mystery House into the public domain to celebrate Sierra's 7-year anniversary⁴¹⁰
- Sierra announces a port of Donald Duck's Playground for the Apple][gs; however, this port is eventually canceled⁴¹¹

c. June 1987-



- The Black Cauldron (ported by an unknown developer for the Commodore Amiga and published jointly by Sierra and Disney; this game was distributed by Electronic Arts)⁴¹²

⁴⁰⁹ Computer Entainer Vol. 6, No. 3, pg. 14;

[https://sierra.fandom.com/wiki/Space_Quest:_The_Sarien_Encounter_\(AGI\)](https://sierra.fandom.com/wiki/Space_Quest:_The_Sarien_Encounter_(AGI)) credits the programmer who ported this, but I can find no records to confirm this; however, he did numerous Mac ports for Sierra, so it is reasonable to presume that he also was the programmer who ported this version

⁴¹⁰ Computer Entainer Vol. 6, No. 4, pg. 5; Sierra Newsletter Vol. 1, No. 1, pg. 10; Family & Home Office Computing Vol. 5, No. 11, pg. 28; QuestBusters Vol. IV, No. 7, pg. 2

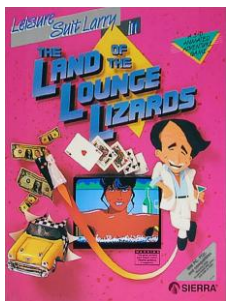
⁴¹¹ Computer Entainer Vol. 6, No. 2, pg. 14

⁴¹² Date based on conjecture. The Black Cauldron is not listed in Sierra's original games to be distributed by Electronic Arts; however, it was released in 1987, as numerous sources show that the Amiga version existed by

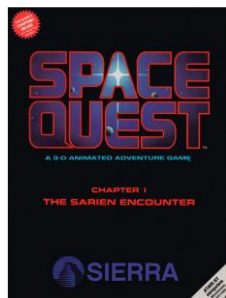
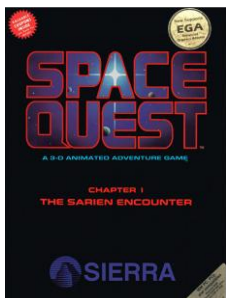
c. June 1987 (cont)-



- King's Quest II: Romancing the Throne (ported by Mark Langbehn for the Mac)⁴¹³



- Leisure Suit Larry in the Land of the Lounge Lizards (developed by Al Lowe and Mark Crowe for the IBM PC/PCjr/Tandy 1000)⁴¹⁴



- Space Quest Chapter I: The Sarien Encounter for IBM PC/Tandy 1000, Atari ST, Amiga, and Mac (re-release)⁴¹⁵

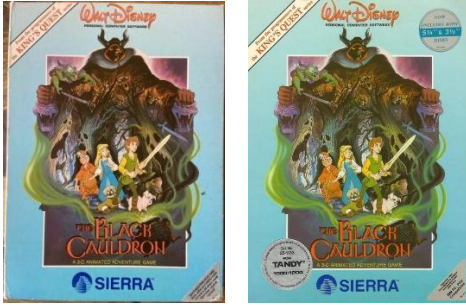
December. The presence of the flip-top box, though, indicates that this version had to have released prior to Sierra's change to slipcovers in late 1987. Therefore, the release is placed here until a better date can be verified

⁴¹³ Computer Entertainer Vol. 6, No. 4, pg. 14; QuestBusters Vol. IV, No. 7, pg. 9

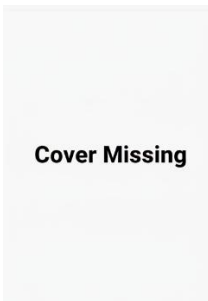
⁴¹⁴ Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf; Computer Entertainer Vol. 6, No. 4, pg. 14

⁴¹⁵ Date based on conjecture. The exact date is unknown – Grid boxes at least existed for all of the original releases. However, the original grid box was too expensive to continue producing, so it was eventually replaced with plain black boxes

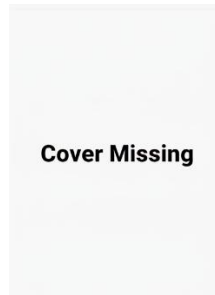
c. July 1987-



- The Black Cauldron for the IBM PC and Tandy 1000 (re-release of the 256K version)⁴¹⁶



- Homeword Plus for the IBM PC/Tandy 1000 (re-release)⁴¹⁷



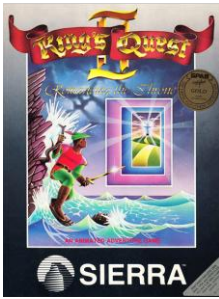
- King's Quest for the IBM PC and Tandy 1000 (re-release of the 256K version)⁴¹⁸

⁴¹⁶ Conjecture based on Sierra Newsletter Vol. 1, No. 1, pg. 11, which notes that LSL1 was the first Sierra game to support the 3.5" floppy drive for IBM PC, and that other Sierra games soon followed

⁴¹⁷ Sierra Newsletter Vol. 1, No. 1, pg. 16; Sierra Newsletter Vol. 1, No. 2, pg. 5

⁴¹⁸ Conjecture based on Sierra Newsletter Vol. 1, No. 1, pg. 11, which notes that LSL1 was the first Sierra game to support the 3.5" floppy drive for IBM PC, and that other Sierra games soon followed – there is likely evidence that both the 128K and 256K versions of this game released on both dual-release versions, as The Black Cauldron had dual releases of the 128K version

c. July 1987 (cont)-



Cover Missing

- King's Quest II: Romancing the Throne for the IBM PC and Tandy 1000 (re-release of 256K version)⁴¹⁹



- King's Quest III: To Heir is Human (ported by Mark Langbehn for the Mac)⁴²⁰



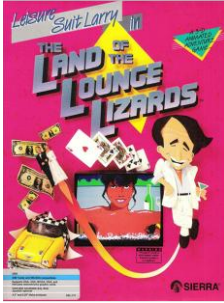
- King's Quest III: To Heir is Human for the IBM PC and Tandy 1000 (re-release)⁴²¹

⁴¹⁹ Conjecture based on Sierra Newsletter Vol. 1, No. 1, pg. 11, which notes that LSL1 was the first Sierra game to support the 3.5" floppy drive for IBM PC, and that other Sierra games soon followed— there is likely evidence that both the 128K and 256K versions of this game released on both dual-release versions, as The Black Cauldron had dual releases of the 128K version

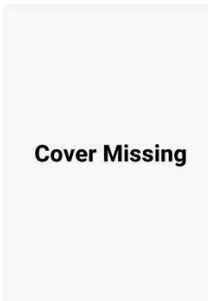
⁴²⁰ Sierra Newsletter Vol. 1, No. 1, pg. 14

⁴²¹ Conjecture based on Sierra Newsletter Vol. 1, No. 1, pg. 11, which notes that LSL1 was the first Sierra game to support the 3.5" floppy drive for IBM PC, and that other Sierra games soon followed

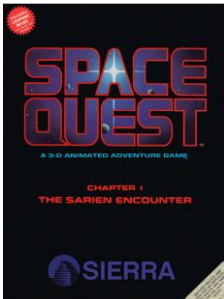
c. July 1987 (cont)-



- Leisure Suit Larry in the Land of the Lounge Lizards (dual disk) (re-release)⁴²²



- Smart Money for the IBM PC/Tandy 1000 (re-release)⁴²³



- Space Quest Chapter I: The Sarien Encounter for the IBM PC/Tandy 1000 (re-release)⁴²⁴

⁴²² Computer Entertainer Vol. 6, No. 5, pg. 2

⁴²³ Conjecture based on Sierra Newsletter Vol. 1, No. 1, pg. 11, which notes that LSL1 was the first Sierra game to support the 3.5" floppy drive for IBM PC, and that other Sierra software soon followed

⁴²⁴ Conjecture based on Sierra Newsletter Vol. 1, No. 1, pg. 11, which notes that LSL1 was the first Sierra game to support the 3.5" floppy drive for IBM PC, and that other Sierra games soon followed

c. July 1987 (cont)-



Cover Missing

- Sierra begins selling Leisure Suit Larry baseball jersey shirts (blue sleeves and yellow/orange sleeves)⁴²⁵
- Sierra introduces the Sierra Customer Service program, the Sierra Bulletin Board System (BBS)⁴²⁶

c. September 1987-

Cover Missing

- King's Quest: Quest for the Crown for IBM PC (256K release) (5.25" disk only) (re-release)⁴²⁷

Cover Missing

- King's Quest II: Romancing the Throne for IBM PC (256K release) (5.25" disks only) (re-release)⁴²⁸

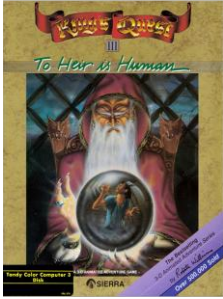
⁴²⁵ Sierra Newsletter Vol. 1, No. 1, pg. 9

⁴²⁶ Sierra Newsletter Vol. 1, No. 1, pg. 1

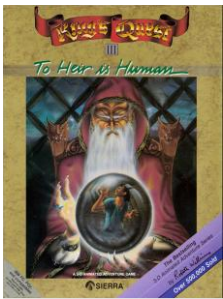
⁴²⁷ Conjecture since King's Quest III clearly had a solo gold box 5.25" disk release, it's logical that King's Quest I and II did as well

⁴²⁸ Conjecture since King's Quest III clearly had a solo gold box 5.25" disk release, it's logical that King's Quest I and II did as well

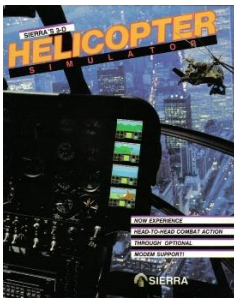
c. September 1987 (cont)-



- King's Quest III: To Heir is Human (ported by Sol Ackerman for the Tandy Color Computer 3)⁴²⁹



- King's Quest III: To Heir is Human for the IBM PC (256K release) (5.25" disks only) (re-release)⁴³⁰



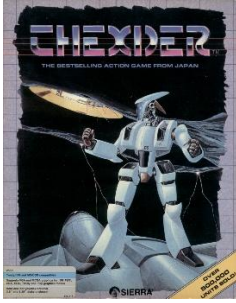
- Sierra's 3-D Helicopter Simulator (designed by John Hartin and Joe Wofford for the IBM PC/Tandy 1000)⁴³¹

⁴²⁹ Radio Shack 1988 Catalog, pg. 164; 1988 Tandy Computer Catalog & Software Reference Guide, pg. 87

⁴³⁰ There is a very limited release window that the solo 5.25" version could have released – the original box was still being used in September, and the majority of the gold boxes released in October. It's likely that the IBM versions were the first gold boxes released, although why there is a solo 5.25" disk version after Sierra had already introduced dual disk releases is beyond me

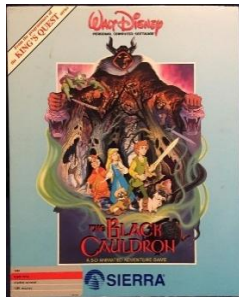
⁴³¹ Computer Entertainer Vol. 6, No. 7, pg. 14; Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf; Sierra Newsletter Vol. 1, No. 2, pg. 1

c. September 1987 (cont)-



- Thexder (designed by Hibiki Godai and Satoshi Uesaka of Game Arts for the PC-8801 and PC-9801, the English version was developed by Synergistic Software for the IBM PC/Tandy 1000 and published in the US by Sierra under an official license from Game Arts)⁴³²

c. October 1987-

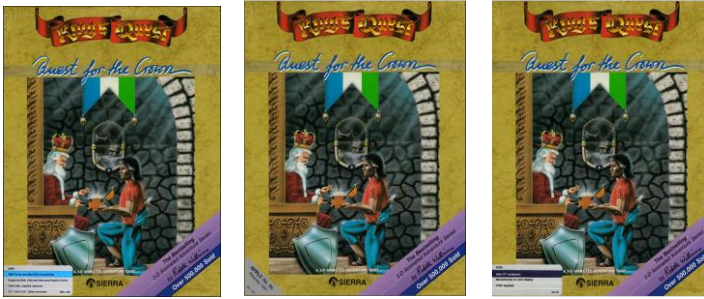


- The Black Cauldron for the IBM PC/Tandy 1000, Apple][, Atari ST, and Amiga (re-release)⁴³³

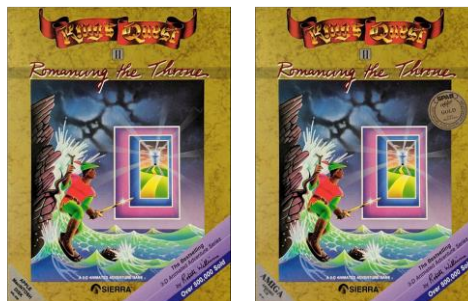
⁴³² Computer Entertainer Vol. 6, No. 7, pg. 14; Sierra Newsletter Vol. 1, No. 1, pg. 1; Sierra Newsletter Vol. 1, No. 2, pg. 1; Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf

⁴³³ We're Out to Make Software History 1987 catalog, pg. 11

c. October 1987 (cont)-



- King's Quest: Quest for the Crown for the IBM PC/Tandy 1000 (256K), Apple II, Atari ST, Mac, and Commodore Amiga (re-release)⁴³⁴

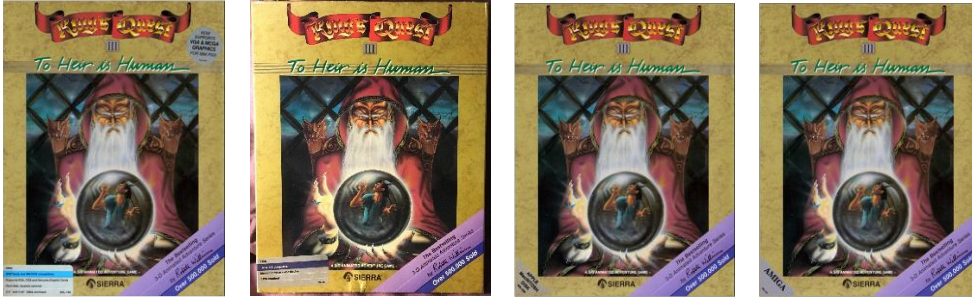


- King's Quest II: Romancing the Throne for the IBM PC/Tandy 1000 (256K), Apple II, Atari ST, Mac, and Commodore Amiga (re-release)⁴³⁵

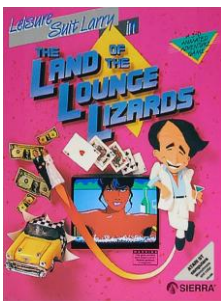
⁴³⁴ We're Out to Make Software History 1987 catalog, pg. 6

⁴³⁵ We're Out to Make Software History 1987 catalog, pg. 6

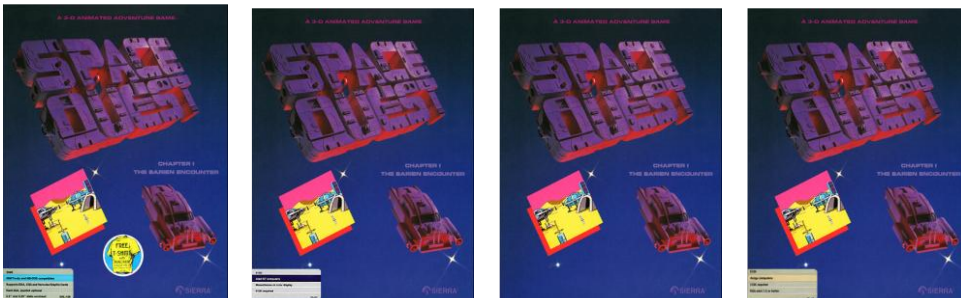
c. October 1987 (cont)-



- King's Quest III: To Heir is Human for the IBM PC/Tandy 1000, Atari ST, Mac, and Commodore Amiga (re-release)⁴³⁶



- Leisure Suit Larry in the Land of the Lounge Lizards (ported by an unknown developer for the Atari ST)⁴³⁷



- Space Quest Chapter I: The Sarien Encounter for the IBM PC/Tandy 1000, Atari ST, Mac, and Commodore Amiga (re-release)⁴³⁸

⁴³⁶ We're Out to Make Software History 1987 catalog, pg. 6

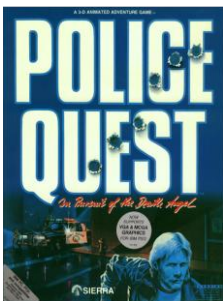
⁴³⁷ Analog Computing, October 1987, pg. 88; Sierra New Release Schedule and Catalog, Sierra BBS, January 14, 1988

⁴³⁸ Sierra Newsletter Vol. 1, No. 2, pg. 5; We're Out to Make Software History 1987 catalog, pg. 7; this box initially shipped with a misprint on the back, as the Half-Dome was accidentally flipped in the picture featuring the Two Guys from Andromeda

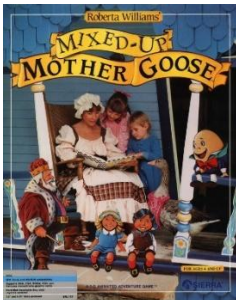
c. November 1987-



- Thexder (ported by Synergistic Software for the Apple IIgs and the Tandy Color Computer 3)⁴³⁹



- Police Quest in Pursuit of the Death Angel (designed by Jim Walls for the IBM PC/Tandy 1000)⁴⁴⁰



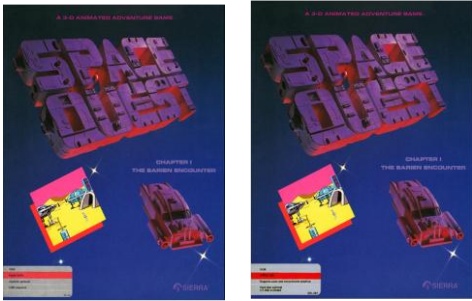
- Roberta Williams' Mixed-Up Mother Goose (designed by Roberta Williams for the IBM PC/Tandy 1000)⁴⁴¹

⁴³⁹ Computer Entainer Vol. 6, No. 8, pg. 14; Radio Shack 1988 Catalog, pg. 165

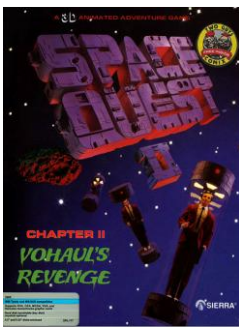
⁴⁴⁰ Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf; I am not sure why Sierra released a 5.25" floppy version of this game when by November they were already shipping dual disk versions of other software, but the single disk version obviously exists, so there must have been some logic behind both of these releases

⁴⁴¹ Sierra Newsletter Vol. 1, No. 2, pg. 8; Computer Entainer Vol. 6, No. 10, pg. 14; Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf

c. November 1987 (cont)-



- Space Quest Chapter I: The Sarien Encounter (ported by an unknown developer for the Apple II and Apple IIgs)⁴⁴²



- Space Quest II – Chapter II: Vohaul's Revenge (developed by Scott Murphy and Mark Crowe for the IBM PC/Tandy 1000)⁴⁴³



- Sierra starts selling Helicopter Flight School T-shirts⁴⁴⁴

⁴⁴² Computer Entainer Vol. 6, No. 9, pg. 14

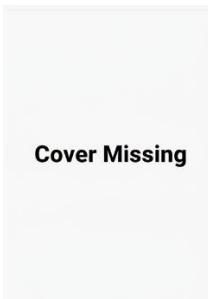
⁴⁴³ Computer Entainer Vol. 6, No. 9, pg. 8; Sierra Standard Stock Report, 1989 - https://www.sierragamers.com/wp-content/uploads/2019/12/1989_xx_Sierra_On-Line_Standard_OTC_Stock_Report.pdf

⁴⁴⁴ Sierra Newsletter Vol. 1, No. 2, pg. 20; Family & Home Office Computing Vol. 6, No. 2, pg. 30

c. November 1987 (cont)-

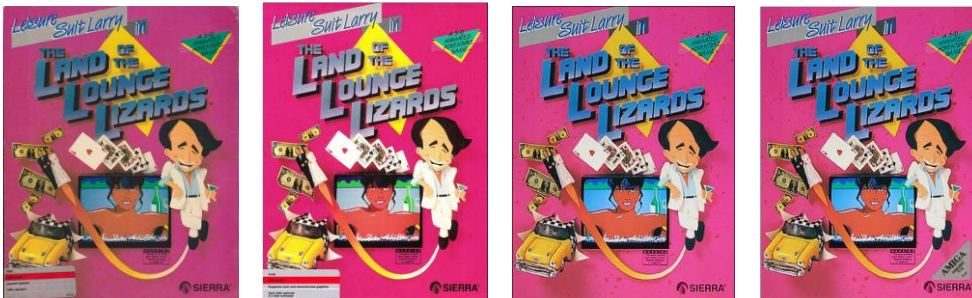


- Sierra begins offering free Sierra logo T-shirts with purchases of \$35 or more⁴⁴⁵



- Sierra begins selling packages of blank 5.25" and 3.25" floppy disks for boot disk purposes⁴⁴⁶

c. December 1987-



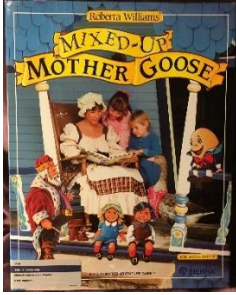
- Leisure Suit Larry in the Land of the Lounge Lizards (ported by Carlos Escobar for the Apple II and Apple IIgs; by Mark Langbehn for the Mac; and by an unknown developer for the Commodore Amiga; the Amiga version was distributed by Electronic Arts)⁴⁴⁷

⁴⁴⁵ Sierra Newsletter Vol. 1, No. 2, pg. 6

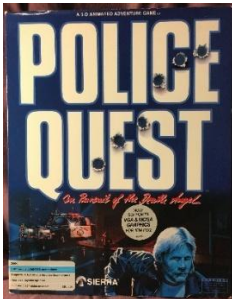
⁴⁴⁶ Sierra Newsletter Vol. 1, No. 2, pg. 19

⁴⁴⁷ Computer Entertainer Vol. 6, No. 10, pg. 14; Compute's Apple Applications, April 1988, pg. 27; MacWorld, December 1987, pg. 142; Ahoy, December 1987, pg. 14; Sierra New Release Schedule and Catalog, Sierra BBS, January 14, 1988

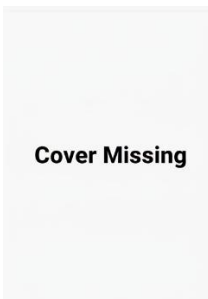
c. December 1987 (cont)-



- Mixed-Up Mother Goose (ported by an unknown developer for the Atari ST)⁴⁴⁸



- Police Quest: In Pursuit of the Death Angel for the IBM PC/Tandy 1000 (dual disk) (re-release)⁴⁴⁹



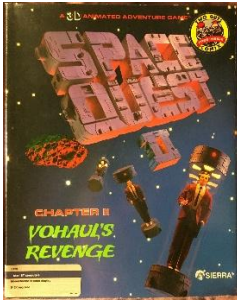
- Sierra Championship Boxing (updated 348K version for the Tandy 1000)⁴⁵⁰

⁴⁴⁸ Sierra New Release Schedule and Catalog, Sierra BBS, January 14, 1988

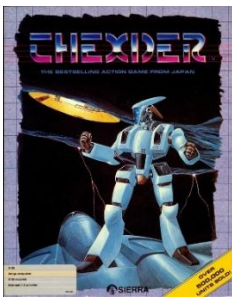
⁴⁴⁹ Computer Entertainer Vol. 6, No. 9, pg. 8; Computer Entertainer Vol. 6, No. 10, pg. 14; Computer Gaming World, Number 43, pg. 7

⁴⁵⁰ 1988 Tandy Computer Catalog & Software Reference Guide, pg. 83; Sierra New Release Schedule and Catalog, Sierra BBS, January 14, 1988 – The Sierra BBS form specifically notes that the Tandy 1000 requires 384K, which is different from the 128K version that was previously released for the IBM PC/PCjr. This software is not shown on any Tandy/Radio Shack catalog prior to the 1988 catalog, which released in late 1987; therefore, it is placed here until a better date is found

c. December 1987 (cont)-



- Space Quest II – Chapter II: Vohaul's Revenge (ported by an unknown developer for the Atari ST)⁴⁵¹



- Thexder (ported by Synergistic Software for the Commodore Amiga)⁴⁵²

⁴⁵¹ Sierra New Release Schedule and Catalog, Sierra BBS, January 14, 1988

⁴⁵² Computer Entertainer Vol. 6, No. 10, pg. 14