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VOLUME 1, ISSUE 4

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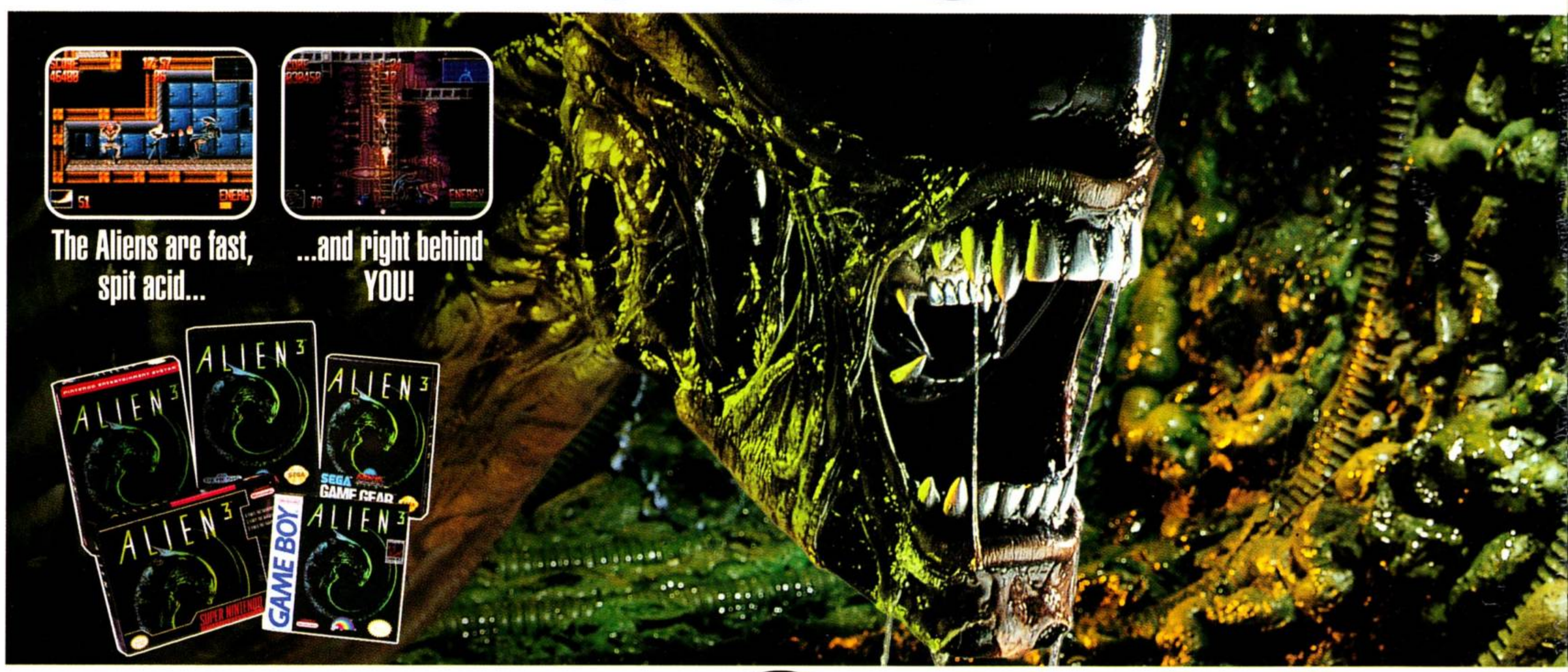
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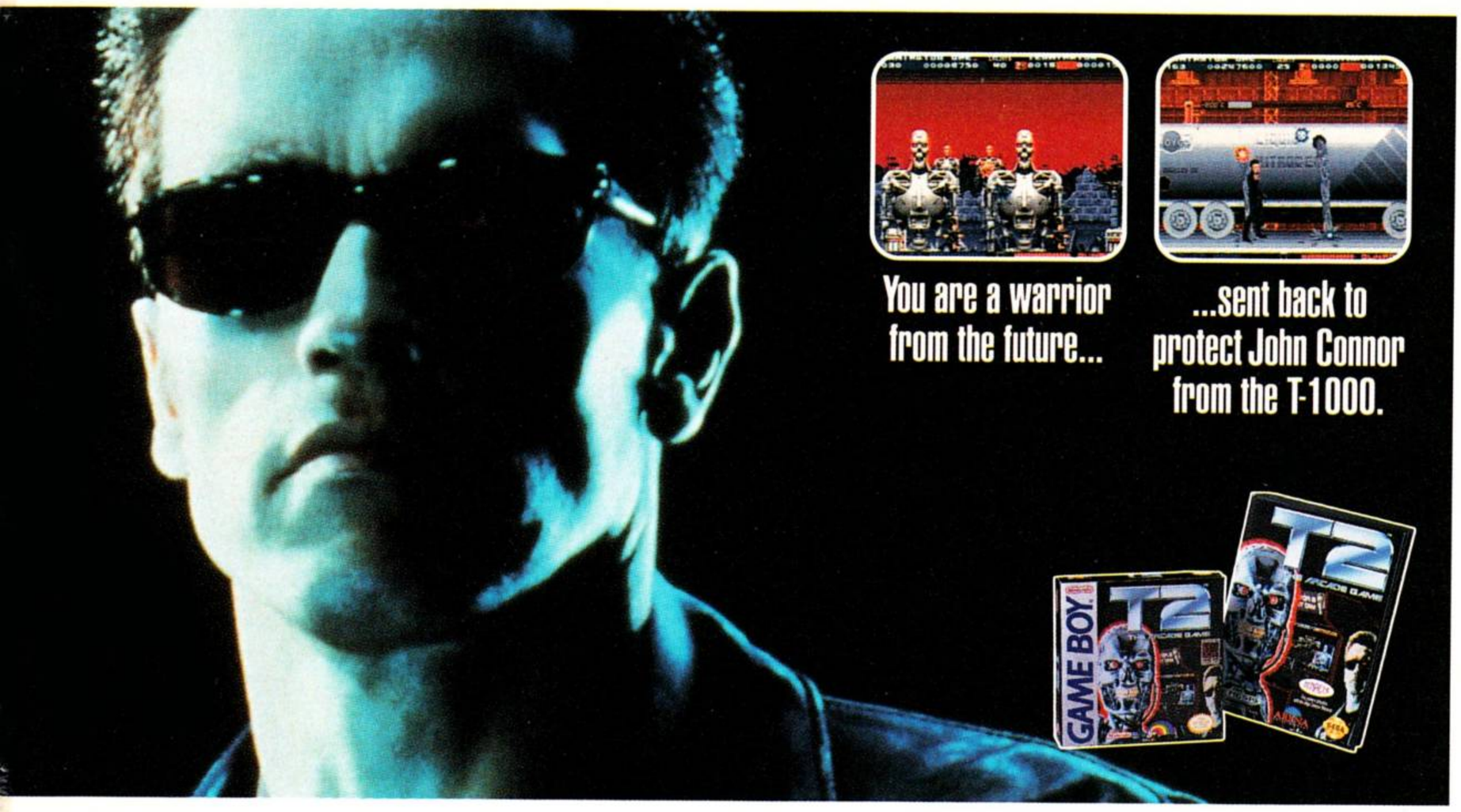
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THE UGLY!







THE BAD



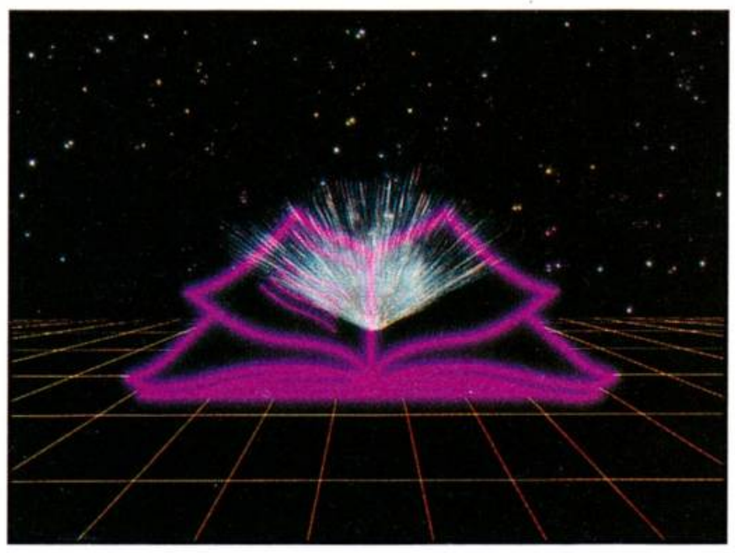
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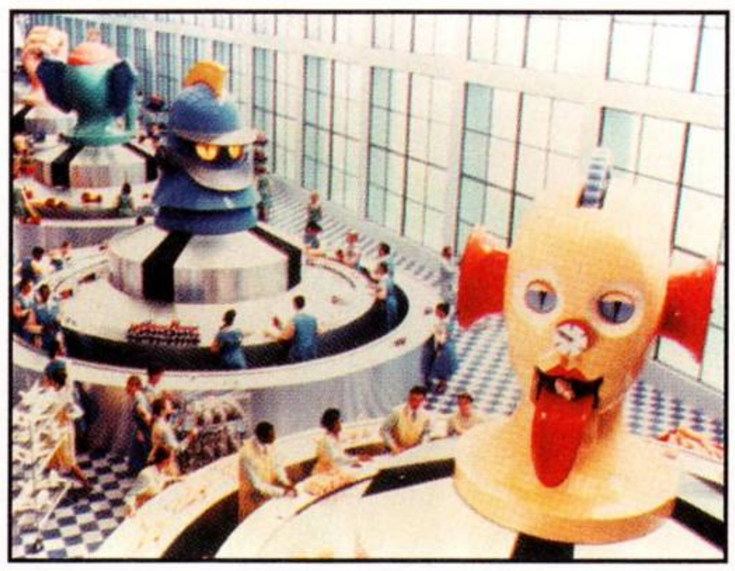
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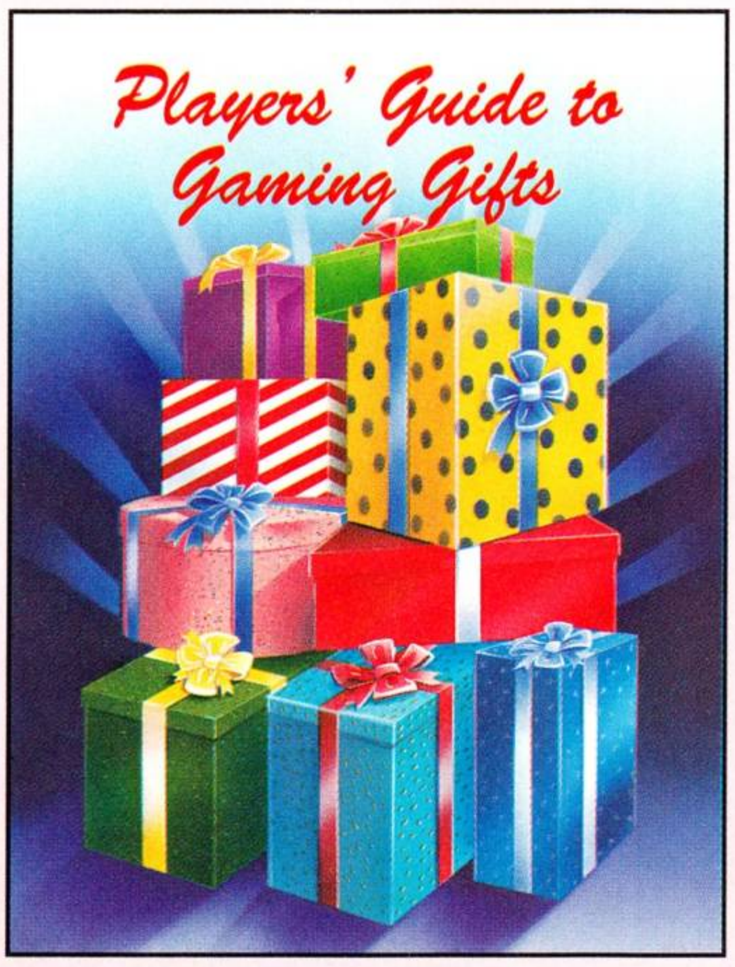


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About the art— We at EG would like to thank the following artists for their contributions to this issue:
Jeff Mangiat — Cover art - Mario and Link © 1992 Nintendo of America: Sonic and Tails © 1992 Sega of America: Mega Man, Chun Li, and Ryu © 1992 Capcom: Battletoads © 1992 Tradewest: Leisure Suit Larry © 1992 Sierra On-Line.
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David M. Davis — Gaming On-Line logo
Ed Renfro — National Fan Club
Cliff Spohn — EG Interview
Mark Watts — EG Award of Excellence and Players' Guide to Gifts
And Special Thanks to Electronic Arts for use of graphics from LHX Attack Chopper for our Helicopter Simulator article.
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Screen shots shown are from the Super NES version of the game.

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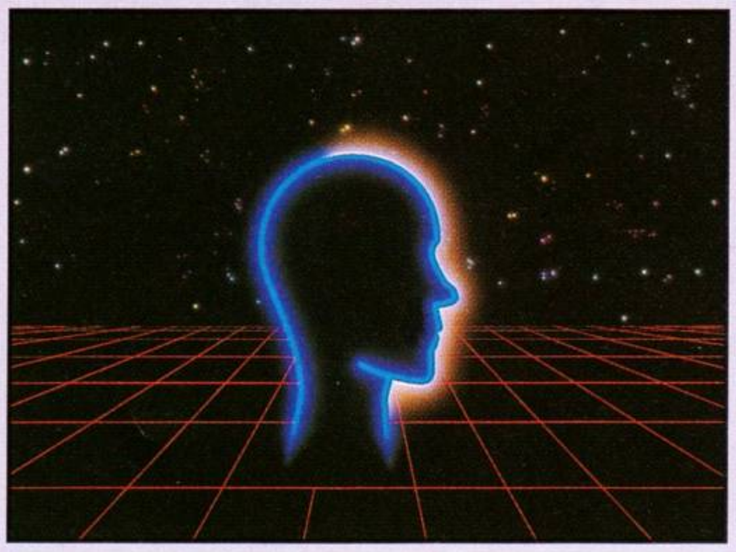
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POWER ON!

A Look Ahead Is Better Than None

Predictions are as much a part of celebrating the new year as noisemakers and champagne. From supermarket tabloid psychics to Sunday morning T.V., people are taking a sneak peek at things to come. Prophecy is a tricky business. I've learned a few tricks in my 12 years as an electronic gaming magazine editor. The vaguer the forecast, the more likely it is to come true. The further in the future it's set, the less chance anyone can say "I told you so." (Nostradamus is now well beyond the reach of carping critics.) Seers walk the line between exciting long shots and surefire ones that put the audience to sleep.

Focusing my crystal ball on the next 12 months, here are some of the things we can expect in 1993. At the sacrifice of some mystery, I'm also including an indication of how I arrived at each prediction.

• The SNES will become the number one selling 16-Bit system. Smart marketing and solid software has closed the gap. Nintendo should be able to retake the top spot it lost when the Genesis captured gamers' fancy.

• More video game cartridges will be released in 1993 than in the year just ended. Licensed and unlicensed third-party publishing is on the upswing, and strong hardware sales should send it through the roof by Christmas '93.

• 16-Bit multimedia games won't replace ROM carts in the U.S. It will take great software to get families to pop for an expensive peripheral, and I don't believe there'll be enough good titles to pry open those wallets.

• The first multimedia game hit (100,000+ copies) will appear. This may take cross-system publishing, but the CD audience is expanding fast. Introduction of 32-Bit game consoles in the last quarter would cinch this forecast.

• Cartridge prices will drop, but it won't be across the board. "Top shelf" games will cost about the same, but look for more titles at low and medium price points. The tag on hits will stay high, because publishers don't feel "must have" titles are price-sensitive, and probably see marketing advantages in keeping ROM cart prices up to make CD software look like a bargain.

• Despite the appeal of the basic concept, "black box" systems will still be looking to make a breakthrough at the end of 1993. The Tandy VIS system, also offered under the Zenith label, may have the best shot, but lack of enough entertainment software limits the market for such appliance machines.

• The divorce between audio and video CD will be well on the way. The limitations that the audio standard imposes on multimedia entertainment are too confining to suit most hardware and software manufacturers, and alternative formats will be enlisting heavy industry support by the second half of 1993.

• Fandom will continue to boom, led by the ever-improving crop of regular fanzines. NAEGE *(see story in this issue)* will foster a lot of fan activity. The first national convention won't turn from dream to reality in 1993, but expect serious discussion of this mammoth project by next Christmas.

It's always nice to end on a surefire, guaranteed-to-please prediction. Here's mine: You'll find out whether all these other prognostications are pipe dreams or the real thing right here in the pages of **Electronic Games** magazine!

— Arnie Katz

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JANUARY, 1993

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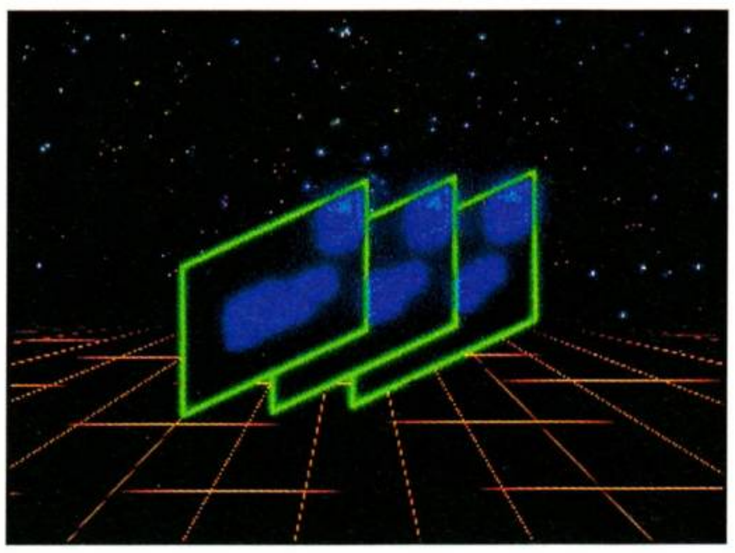
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FEEDBACK

Letters From Our Readers

A Gaming Pioneer Comes Home

I was thrilled to see your magazine on the newsstand. I was even more pleased to discover that you are geared toward the older gamers. I don't buy the vast majority of the gaming magazines, because they make you feel guilty if you're past puberty. *Electronic Gaming Monthly* and *Computer Game Review* do a great job of covering video games and computer games respectively, but I've also been looking for a magazine that reports on the industry as a whole. It appears that my search is over. Judging from your first issue, I have a lot to look forward to. Thanks for the great first issue and keep up the good work.

Chris Wu, Pensacola, FL

Thanks, Chris. It's always a thrill to hear from old readers like yourself.

The Family that Plays Together...

I'm 51 years old and compete against my son, daughter and their spouses on SNES and Genesis. My subscription card is in the mail. Your goal and philosophy (Power On! A New Beginning...) puts you right on top of my reading list.

Arthur M. Smith, Chanute, KS

Isn't it great how games cut across all ages? They are truly an all-family experience.

Some Good Ideas

I loved the first issue of your magazine! Finally, a magazine for the older game player! Please continue to keep the same amount of reading material in your magazine. I am so tired of the kiddie gaming magazines filled with comics and pictures.

I think it would be better if you could print your subscription coupons and other coupons or forms to send in on the back page of advertising - something we wouldn't miss or ruin by cutting out the coupon.

I enjoyed the Kunkel Report on joysticks. I too learned to play video games on the Atari 2600. Maybe that is why I had so much trouble trying to learn the Nintendo control pads. I adapted, but I prefer the pistol grip joysticks. Do you know if there are any pistol grip joysticks planned for release for the SNES?

Mrs. Martha Guilliams, Barberton, OH

Thanks for the good suggestion; we'll pass it along to our art department. Be sure to check Ross Chamberlain's article in December's Players' Guide for information on the latest controllers.

More History!

I did not quite know what to expect when I picked up the first issue of **EG**. I have been a die-hard gamer for just over ten years (I'm 19). As I thumbed through **EG**, I was delighted at the quality.

I have one suggestion. How about a detailed history of video games, with pictures of early 80's games (arcade and home)? There are millions of kids out there who do not believe the planet Earth existed before 1985. Besides, all of us codgers would love a trip down memory lane, since a lot of us have sold our old systems. Anyway, I hope **EG** sticks around for ten more years, cause this time the road ahead is paved with silicon, and there ain't no crash in sight!

Cypher-D-Snark, Kingman, AZ

*Well, Cypher-old-buddy, we sure hope you get your wish: we hope **EG** lasts forever! And thank you for your suggestion about the history article, it goes right along with our interests, and we will surely keep it in mind.*

Wants Game Design Info

I'm 14 and I've played video games since I was 2 years old, so I became interested in video game magazines.

I do have some suggestions to make, though. You need a letter section to tell people the steps of designing a video game, and where to send it to see if any businesses are interested.

Bob Petty, Russell Springs, KY

How's this for service? Ask for a letter column and here it is! And, an article about game design is also a good idea. We'll try to do just that.

About that Ad...

I saw the subscription page which showed issue 1, but as my eyes strolled down further, another **EG** cover was shown with "Players' Guide to Role Playing" on top, with the issue number Vol. 1, Issue 1! Was this mag a prototype turned down in favor of the released first issue?

Josh Bay, Fremont, NE

That's a keen observation, Josh, and a good question. Actually, that was a prototype done for the potential advertisers before EG started. But there's nothing to buy; all the interior pages were blank!

Keep those letters coming to:
Feedback, c/o Electronic Games, 330 South Decatur, #152, Las Vegas, NV 89107

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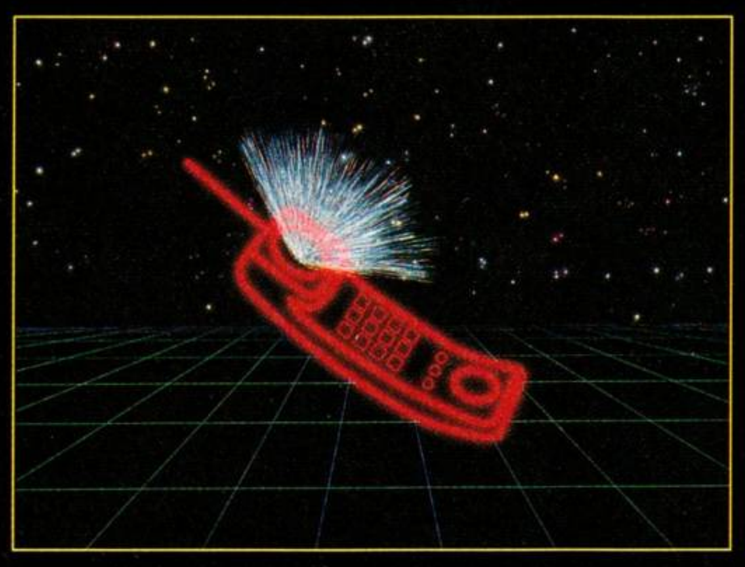


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EG HOTLINE

Compiled by: Joyce Worley

Apple Introduces New Macs

There are new Macintosh computers growing on the Apple tree. Apple introduced its Macintosh Performa line, a series of computers for first-time buyers. They come in three varieties, and each includes pre-loaded applications to make it easy for new computerists to get started.

The Performa 200 is a black & white, based on the Mac Classic II. Performa 400 is based on the Mac LC II, with a 256 color display. Both come with 4 MB of RAM and 80 MB hard disk drives. The Performa 600, a new design with a 32MHz 68030 microprocessor and color display, comes with 4 or 5 MB of RAM, and a 160 MB hard disk. There's also an optional CD for the 600. All three models include an enhanced version of System 7.



Prices range from about $1250 for the 200 to $2500 for the 600 with CD-ROM. It will be easier than ever to find them, since they'll be sold in Sears, Montgomery Ward, Silo, Office Depot, OfficeMax, Staples, and other retail stores.

Sega CD Debuts on Big Screen

There were games over Times Square when Sega did its roll-out of the new Sega CD in New York City (see associated story elsewhere in this issue). Cory Fox, a ten-year-old from Long Island, NY, manned the controller to demonstrate **Sewer Shark** on CD.

New Yorkers on their way to work were treated to the sights and sounds of fast-action gaming on the world's largest TV, the 750 square foot Sony JumboTron, as Cory described the action on *Good Morning America.*



MLSA Expands to Non-Sports

Long a stats-sport game maker, MicroLeague moved into the non-sports arena with **Laser Squad,** a space-based tactical war game. This new direction follows an alliance with Krisalis Software Ltd. of England, which resulted in a name change from MicroLeague Sports Assn. to MicroLeague Interactive Software.

President Neil Swartz called the game "an exciting entry into a new market for us," but pointed out, "We're not so much getting out of our sports programming background as we are building on it." The company also introduced **Ultimate Cards**, which provides 12 computer opponents for Whist, Spades, Crazy 8's, Hearts, Gin Rummy, or Oh Hell!

A third non-sports title is **Revelation**, which asks the gamer to figure out combinations to crack safes.

Far from giving up the roar of the crowd, the company also premiered **MicroLeague Action Sports Soccer**, an action/arcade approach to stat play, produced in conjunction with Krisalis. **MicroLeague Football 2**, an update of its classic coaching simulation game, also came out.

Spud Speller Spiels for Wordtris

And the word was not "potatoe."

Twelve-year-old William Figueroa signed with Spectrum Holobyte as the national spokesperson for **Wordtris**, the word game in the **Tetris** family. Figueroa gained fame last summer when he corrected Vice President Dan Quayle on the spelling of *potato.*



Wordtris, which he will help promote as an action game with an educational twist, is available for the Super NES, Game Boy, Macintosh and DOS systems.

EA, ESPN Settle Fight

Electronic Arts and ESPN, the cable network, have settled their differences over the EASN logo that resulted in suits and countersuits last fall (**EG** December 1992, p.12). ESPN had claimed trademark infringement, and EA filed counter claims including one to restrain ESPN from using its marks in the interactive entertainment business. Following the settlement, Electronic Arts renamed its sports oriented video game line as *EA Sports* and will advertise the games on ESPN.

Stan McKee, Electronic Arts senior vice president and CFO, said, "We're pleased to come to a swift and satisfactory solution of these legal issues." ESPN's executive vice president, network marketing and general counsel stated, "We look forward to exploring other mutually beneficial opportunities with EA."

Street Fighter II Clobbers Pirate

The pirates don't have a chance when they come up against **Street Fighter II Champion Edition.** A HIIIsboro, NJ retailer, Steven Law of Cointek US, has been arrested for copyright violation. He was accused of making and selling illegal copies of Capcom's hit coin-op.

The counterfeit boards were confiscated in Maryland.

The FBI arrested Mr. Law in September 1992, and the case has not yet gone to trial.

According to a statement from Mr. Law's attorney, he is innocent, since (according to Mr. Law) Capcom's copyrights are unsecured.



Nintendo Brings Starlight To Kids

Nintendo joined with the Starlight Foundation to help brighten the days for hospitalized kids, with a donation of $525,000 to finance Nintendo Fun Centers for 68 hospitals nationwide. The Fun Centers, trolleys with a TV monitor, SNES, library of games, and VCR, provide entertainment for patients at bedside.

Actress Emma Samms, founder of Starlight, officially launched the program, with a presentation of Nintendo Fun Centers to the pediatrics ward at L.A. County+ USC. On hand for the ceremonies, along with numerous actors, medical personnel and Nintendo officials, were Mario and Yoshi costumed characters. Emma Samms explained why she thinks the program is important: "This donation will bring video game entertainment to more than 6,500 hospitalized children each month... [Nintendo's] donation will help so many of these children forget about the pain of treatment or surgery and allow them to cope with the long days in a hospital room."



Phil Rogers, VP of Operations for Nintendo, expressed pleasure at the gift, "Our business is to entertain children, and this donation ensures that hospitalized kids can play games just as if they were leading normal lives."

Happy Birthday, Pac-Man

Pac-Man had a birthday! 1992 marks ten years since the yellow chomper's wocka-wocka was first heard throughout the land.

Born in Japan to proud parent company Namco, **Pac-Man** first saw the light as a coin-op in the Island Nation. The maze-chase game became the first mammoth hit of the arcade era, partly because it was the first game with wide appeal to women players.

At the peak of **Pac-Man** fever, players put over 50 million quarters per week into coin-op slots, to guide the bright yellow smile-profile through eating dots, collecting energizers, and avoiding Blinky, Pinky, Inky and Clyde until they turned an edible blue.

Pac-Man spawned a host of maze-chase rip-offs, and even managed an entire family of his own: **Ms. Pac-Man, Baby Pac-Man,** and other variants like **Pac Land**.

But to him goes the honor: **EG** salutes **Pac-Man**, and Namco, the company that gave him life. Happy birthday!

Games Fly High

FlightLink, a digital in-flight computer communications system currently being tested on USAir 757s and soon to be on some Continental Airlines' MD-80 aircraft, lets travelers use phone and fax services, get stock quotations, and play video games in the air. So far, the games offered are fairly primitive, such as tic-tac-toe and a version of Othello.

The FlightLink system puts an LCD screen above the food tray at each passenger's seat, with a telephone handset beneath the armrest. Buttons and a credit card reader on the handset allow passengers to select and pay for specific services.

The system is a development of In-FLight Phone Corp., the brainchild of John D. Goeken, a pioneer in the high-tech communications field. Goeken was a founder of MCI Communications and the FTD Mercury Network of Florist Transworld Delivery Association.

Additional information and entertainment services are planned, including digital broadcast reception, access to connecting gate information, express car rental and hotel check-in. As far as games are concerned, color screens with improved resolution are expected, and negotiations are under way with game creators. Goeken promises the number of games will be increased to 200.



A Look To The East...

by Marc Camron

Trends

In the early 1980s, the Atari 2600 was the system of choice for anyone who wanted to play video games at home. There were other machines (ColecoVision, Matel's Intelivision, and even other systems from Atari), but none remained as popular as the 2600.

Later, trends shifted to the Nintendo 8-Bit system. This followed a period of decline in the video game industry. The public wanted more out of their home systems, and companies had a problem delivering.

Now, the trends have shifted again; this time to 16-Bit systems, namely the SNES and the Genesis. The public is still demanding more from their games, but now the companies are in a position to deliver. Bigger games are being designed all the time, some on cartridge and now on CD. There are innovations being made in graphics, sound, and user interface.

At their trade show in Tokyo, Nintendo announced a new 3-D graphics chip for their Super Nintendo. This chip, based on the highly publisized RISC technology, will allow programmers to create such effects as texture mapping, shading and a real-time 3-D perspective. Games utilizing this chip should be available in Japan in early 1993.

There has also been a step taken in user interface, with the **SNES Mouse**. This product is currently available in both the United States and in Japan. While only a few projects have been announced for the U.S. market, Japan is preparing quite a few mouse games including **Sim Ant** and **Populous 2**.

Another mouse game that marks another breakthrough for the SNES is **Royal Conquest**. This game, from Jaleco, is the first to offer full Dolby Surround sound. It will be made available in the U.S. under the name **King Arthur's World**.

It is advances like these in home gaming that keep the hobby alive. Can "virtual reality" be far behind?

Sony/Nintendo Hatch CD Plans

Sony and Nintendo caught many people by surprise with the announcement of a game console which Sony plans to release next August. The machine combines a SNES with a CD-ROM drive, and accepts both SNES cartridges and CD software.

Nintendo plans to make a CD attachment for the SNES, which will be fully compatible with the Sony system. It's also slated for August launch.

Nintendo is also working with Philips to establish a format to make SNES-CD-ROM software compatible with Philips CD-I equipment. This will be welcome, in light of the many CD titles already made by Philips.





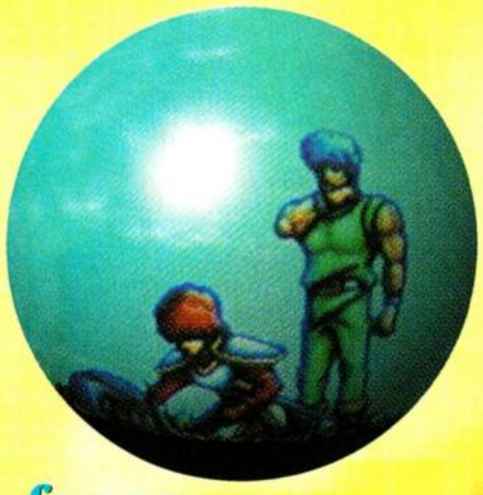


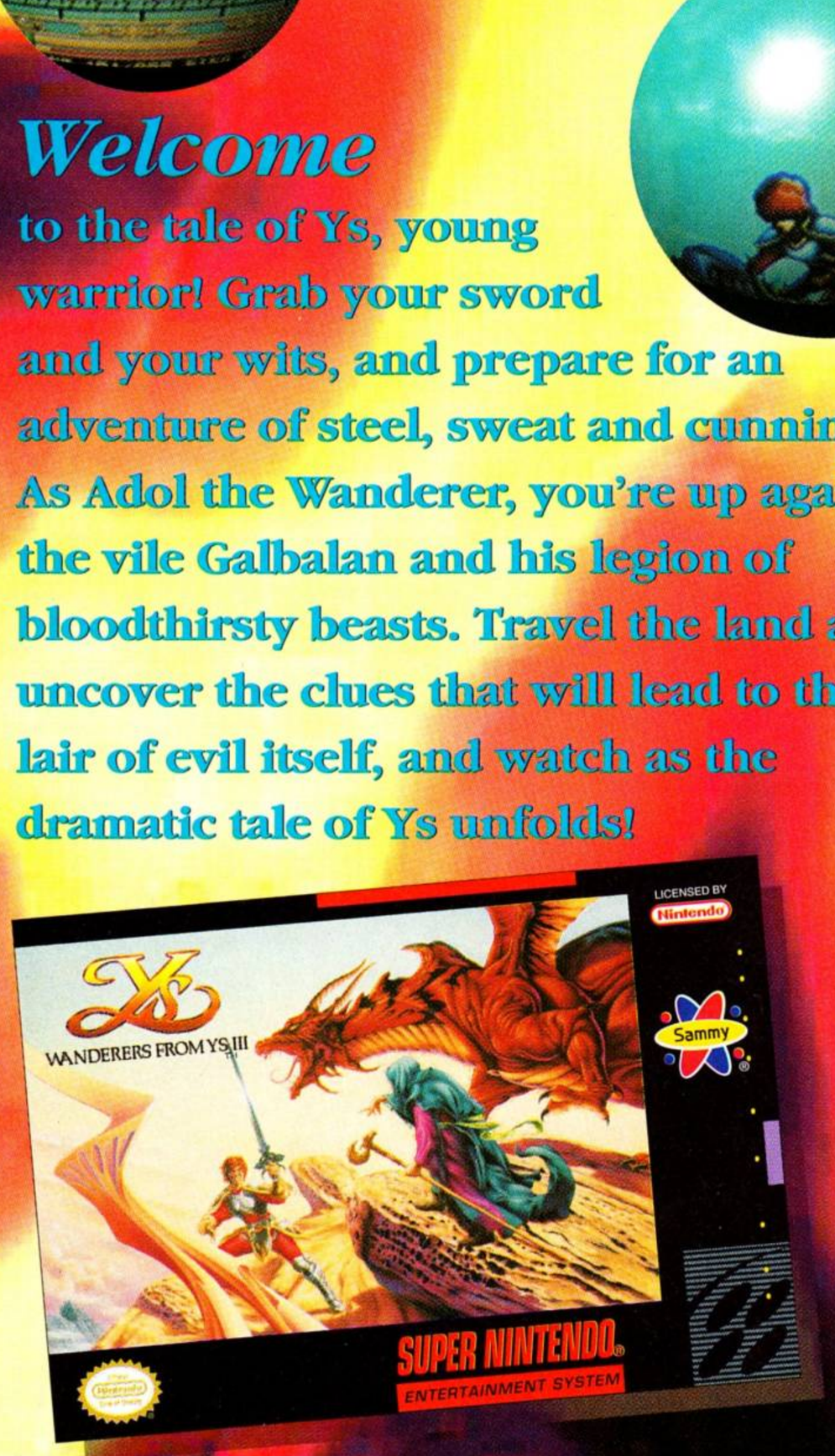
Discover Ys

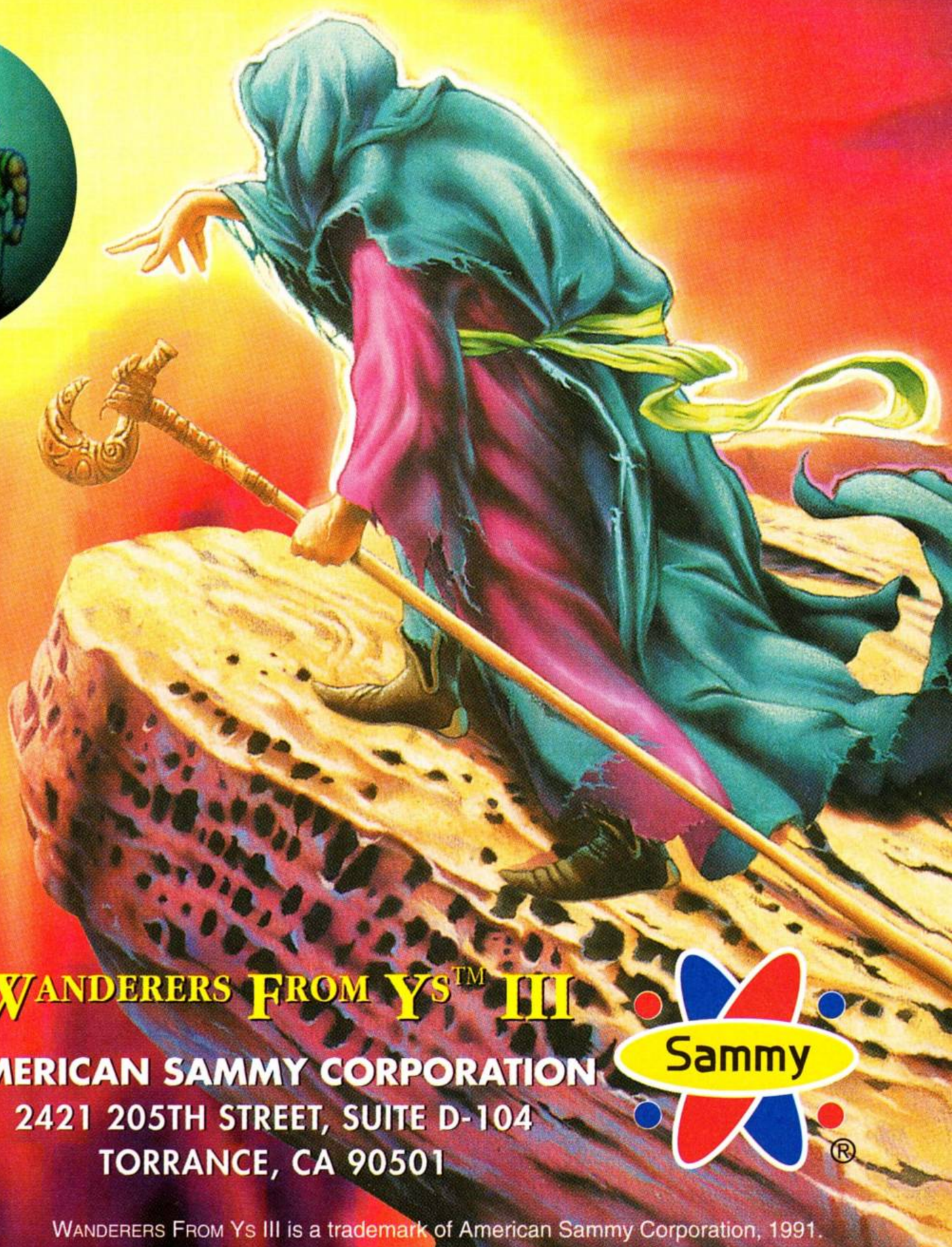


Welcome

to the tale of Ys, young warrior! Grab your sword and your wits, and prepare for an adventure of steel, sweat and cunning! As Adol the Wanderer, you're up against the vile Galbalan and his legion of bloodthirsty beasts. Travel the land and uncover the clues that will lead to the lair of evil itself, and watch as the dramatic tale of Ys unfolds!







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Crystal Ball

This month, Strategic Simulations, Inc. gave us an advance look at some of the role-players scheduled for 1993.

Veil of Darkness, created by Event Horizon (who also developed **The Summoning**), casts the player as a downed cargo pilot in Transylvania, in a horror-fantasy that pits the gamer against the resident vampire. It features overhead views and animated cinematic sequences. It's said to be "the scariest, but easiest-playing Gothic horror story" ever done, and is scheduled for March completion.

Eye of the Beholder III: Assault on Myth Drannor is the finale to this epic. This one is being developed in-house, and SSI promises more detailed graphics, a more complex plot, and three times the cinematics as the previous games in the series. It's over 50% larger than **Eye II**, due in April.

The Grey Isles (expansion disk) adds 17 more levels to **AD&D: Dark Sun.** Later in '93, **AD&D: Dark Sun II** continues the story with new art and system upgrades.

Science fiction and horror fans won't be forgotten. **M** and **M II** are RPGs set on alien worlds. **Sky Realms of Jorune** is a vast, non-linear science fantasy world with real-time combat and action.

Scheduled for April, **Forgotten Realms Unlimited Adventures: Build Your Own Fantasy Role-playing Epic** promises to be the biggest design kit ever. The name says it all; there's a library of characters, monsters, and art on disk, so players can create their own scenario for and then emulate in their own design. Definitely a winner!

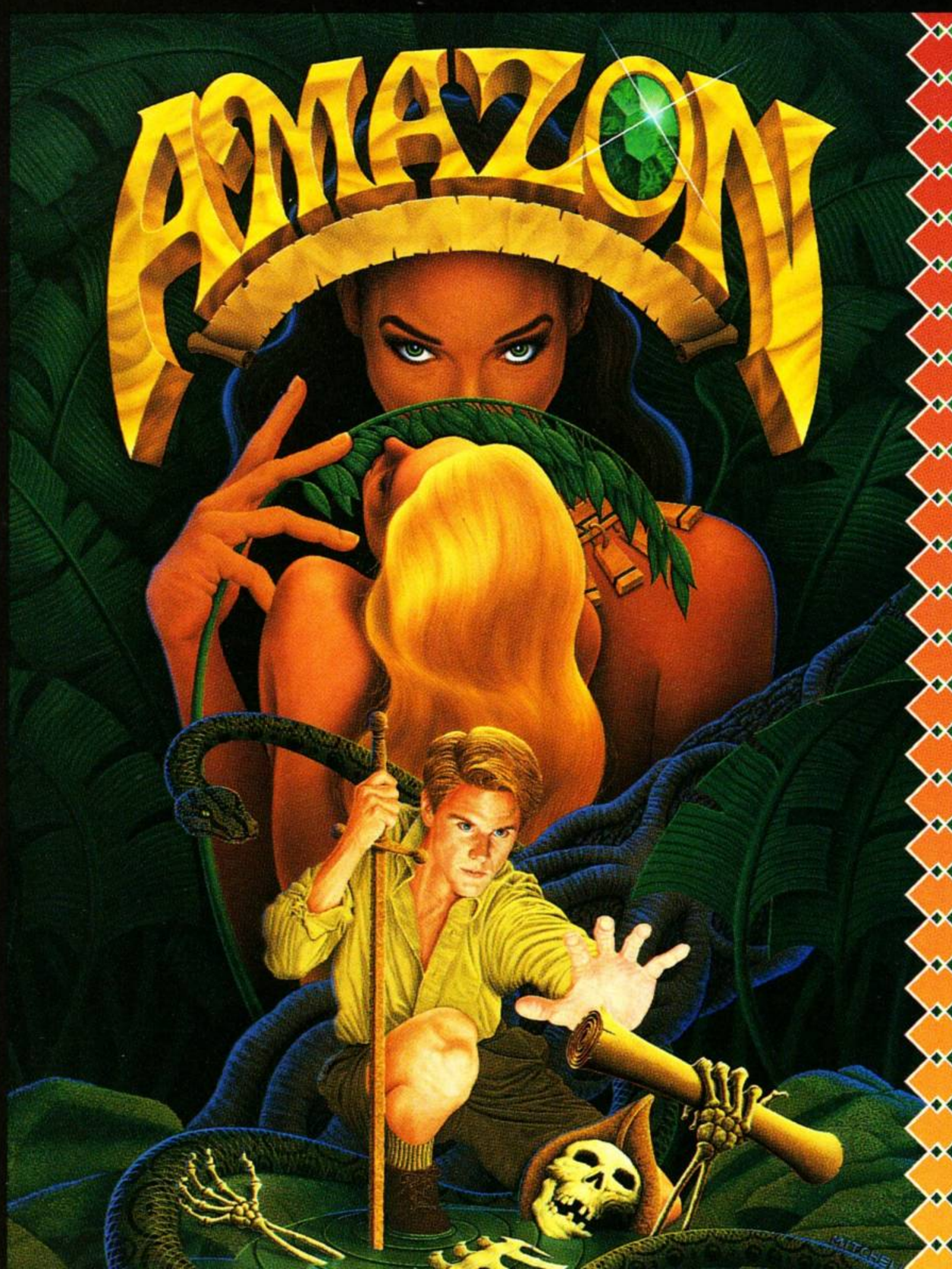
Sega/Accolade War Continues

We spoke too soon when we said it was over. Sega filed for a rehearing of their copyright infringement case against Accolade, after the appellate court lifted the injunction that had prevented Accolade from marketing their Genesis-compatible line of video games. At that time, the court said that an opinion would follow.

The court acknowledged that copying software code in order to create compatible, commercial products is an undefined area of law.

Sega spokesmen indicate the company plans to "vigorously pursue" the case, which means Ballistic's future is still in doubt.

Accolade Chairman Al Miller opined, "Neither copyrights nor trademarks are intended to provide a 'lock-out' device to prevent... compatible software for any computer-based system, including the Genesis video game system."



A time when the world seemed more fantastic: and anything was possible!

Journey back in time to the year 1957 on an expedition to the dark heart of the Amazon Basin. A desparate, crazed message sends you on a perilous search through a land where legends come to life, danger hides behind every corner, and incredible treasures wait to be discovered.

AMAZON is designed in the style of the serials of the 1940's and 50's such as Flash Gordon, The Lost City, and Rocketman.

These serials were made up of intriguing, fast paced episodes which placed the hero in unbelievable peril. AMAZON contains 14 exciting episodes filled with plot twists, mysterious characters and heart stopping cliff-hangers. You haven't had this much fun since the drive-in days!



Metal monsters seek your destruction!*

Galoob Uncorks SNES Genie

Galoob rushed out a SNES version of the Game Genie, just in time for limited quantity sales during the holiday season. Packed with the video game enhancer is a handbook containing sets of codes for over fifty games, ranging from **Act Raiser** and **Addams Family** to **Xardion** and **Ys-Wanderers from Ys III**, plus a free offer of fifty more sets of codes when available from Galoob.

Up to five effects codes can be entered at a time to select added lives, starting levels and resources, or, for masters, to start out with fewer lives and heavier difficulties to overcome.

Bobcat Challenges Hedgehog

Bubsy in: Claws Encounters of the Furred Kind (Accolade/Genesis & SNES) will give a certain hedgehog a furry fight when it hits the market in March. It features the same kind of high action and great graphics that kept **Sonic** rolling to record sales, and a catty sense of humor guaranteed to make gamers meow with delight.

Bubsy Bobcat has to stop Earth's latest band of invaders, the Woolies from the planet Rayon, who've come to steal our yarnballs.

The furmeister traverses a monster-sized universe, recovering yarnballs and destroying Woolies, while avoiding a large variety of enemies as he travels through five worlds and fifteen chapters before he reaches the final boss.

The graphics are outstanding, and the game world is huge. Bubsy can do over 40 animated actions, speak, and display many expressions and mannerisms. He flips, floats through water slides, flies, and explores each world while collecting yarnballs.

The production team is headed by Senior Producer John (**Cosmic Osmo/Mech Warrior**) Skeel and designer Mike Berlyn. Lead programmer for the Genesis version is Mike Schwartz, and Scott Williamson on the SNES version. Has Sonic met his furry Match?





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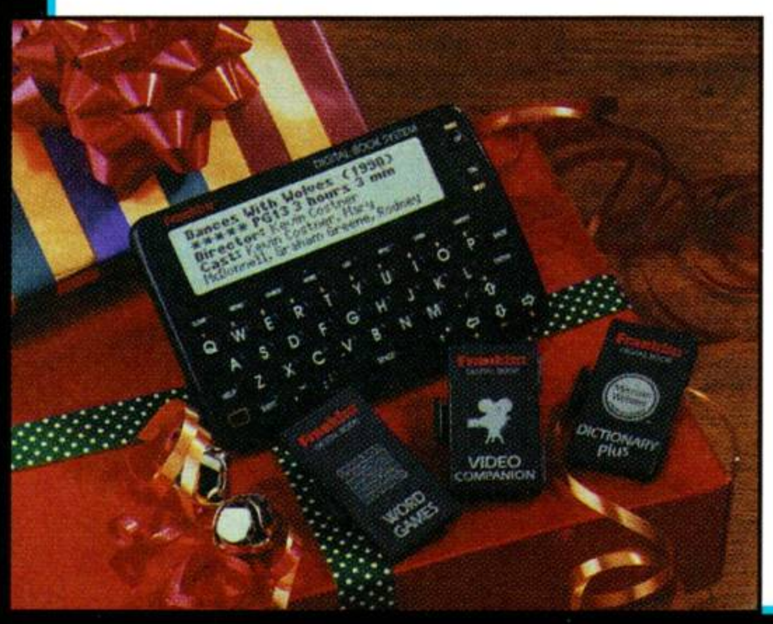
Gasp in disbelief at the lost tribe of Amazon women!*

*Actual Amazon VGA screens.

Digital Books Write New Chapter

The Digital Book System is a pocket-calculator size device that accepts two ROM chips, each with up to 45 megabytes of data, and can cross-reference their data. Two Digital Books are packed with the system and sold at a combined price of $199.95: *Merriam Webster Dictionary Plus* (including *Merriam-Webster Collegiate Thesaurus* and Spell *Corrector)* and *Word Games*, a collection of ten interactive word games.

Weighing in at 4.6 ounces, including lithium batteries (for up to 60 hours of running life) and the two chips, the Digital Book Systems will initially be sold through the chain of Tandy's Radio Shack stores.



The Force Flips Out

R2D2 jumps to action as the *Star Wars* trilogy takes on a new format in Data East's pinball, available in early December. The player joins Luke Skywalker and the Rebel Alliance in collecting tri-ball and double jackpots to destroy the Empire's Death Star. All to the original themes from *Star Wars, The Empire Strikes Back* and *Return of the Jedi* are represented.



EG Readers' Popularity Poll

January 1993

Favorite Video Games:
1. *Street Fighter II/* Capcom
2. *Legend of Zelda-Link/* Nintendo
3. *Sonic the Hedgehog/* Sega

Favorite Computer Games
1. *Wing Commander II/* Origin
2. *Ultima 7/* Origin
3. *Leisure Suit Larry-Caribbean/* Sierra

Favorite Coin-Op Games
1. *Street Fighter II/* Capcom
2. *X-Men/* Konami
3. *Terminator-2/* Midway

High-End CD Shines In Boston

The CD-ROM Exposition & Conference, held September 29 through October 2 in Boston, stressed high-end products, such as systems for writing to CD-ROM and specialized, fixed databases, but there were a few morsels for entertainment fans.

Sony introduced its **Electronic Book Authoring System** for its fantastic Data Discman; New Media Schoolhouse showed **Talking Classic Tales**, which includes five illustrated electronic fairy tales.

Young Minds, Inc., impressed game-seekers with an as-yet-untitled baseball game featuring full-motion video, real players and stats. Although the baseball game suffered slightly from compression lags, its graphics are absolutely breathtaking, the closest thing yet to watching a game on TV!

Behind the Headlines With Joyce Worley

High Fiber Diet

The September ruling on fiberoptic delivery of electronic media may be the single most important event in the history of our hobby since the invention of **Space War** in the MIT computer labs.

The Federal Communications Commission ruled that fiberoptic cable networks can connect to local phone services, and download electronic media. Now, IBM and Apple are rumored to be considering joint ventures with cable companies, looking to provide interactive entertainment. Numerous software manufacturers are also looking at the possibilities inherent in such home-delivery systems.

It will take a few years, but eventually games will be downloaded into homes, much as cable TV is delivered to the home viewer. The end user will have a piece of gaming equipment attached to the television, and select from a list of available software, just as we now choose a movie from the pay-per-view menu.

Will this make home software obsolete? Not in the near future. Every movie is not available on channel, and so will the lists of games available be limited. Nonetheless, fiberoptics seems likely to hold the future of home gaming. And, as such, it should bring about a bonanza of games. The mass market serviced by such systems will provide game companies the kind of volume needed to increase game development and reduce cost to the end user.

Game delivery via fiberoptic networks should produce the environment to promote bigger, more intricate interactive entertainments at cheaper prices than could ever be possible in today's gaming economy. It may take a more than a decade — but I sincerely believe it will happen.

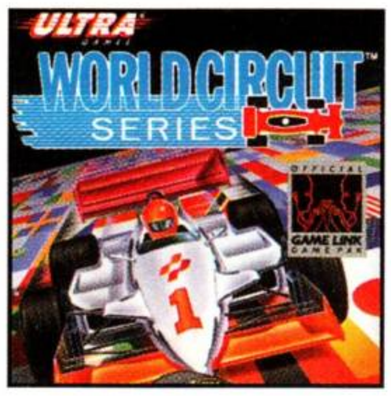
Digispeech Launches External PC Audio

Now it's not necessary to open your computer to install quality sound. Digispeech's external audio system for DOS systems, due out early in 1993, plugs into the PC's parallel port and is said to be compatible with major industry sound sources, including Sound Blaster audio standards and Windows multimedia extensions.

The Port-Able Sound unit runs on AC or DC power, includes a built-in microphone and speaker, and features FM-synthesis and DSP (digital signal processing) capability. Suggested retail price is $189.95.

Sweeps Winners See Big Games

Three lucky sports fans each won trips for two to top events in Konami's Triple Sweeps promotion for Game Boy titles. Greg Pierce, 11, of Hudson, NH, who purchased **Blades of Steel** and sent nning entry, will see a professional hockey playoff game; Stanley Weeks, 48, of Bainbridge, WA, picked up **World Circuit Series** and will join the spectators





at the Indy 500; and Karen Parks, 30, of Harahan, LA, won a trip to a pro basketball playoff game with her entry from **Double Dribble.**

Until they get to view their prizes, they'll be experiencing them on their Game Boys!



Interplay Signs King of Clay

Cineplay Interactive, a division of Will Vinton Studios, has signed with Interplay Productions (Santa Ana, CA) software publishers for two years' exclusive distribution of new products. Cineplay was founded by game designer Kellyn "**Defender of the Crown**" Beck and Claymation creator Will Vinton.

Interplay founder and president Brian Fargo said, "Our companies are an ideal match. As we get more involved with clay animation, we could not have asked for a better partner...We have valuable expertise to offer Cineplay as they get more involved in computer animation."

Top Coin-Ops: Aug.'92

Figures courtesy of Replay Magazine, based on an earnings-opinion poll of operators.

Best Upright Videos

1. *Mortal Kombat*, Williams
2. *Street fighter II:CE*, Capcom
3. *Terminator 2,* Midway
4. *Double Axle,* Taito
5. *Sunset Riders,* Konami
6. *Space Gun,* Taito
7. *Steel Gunner,* Namco
8. *Turbo Out Run*, Sega
9. *Captain America*, Data East
10. *S.C.I.*, Taito

Best Deluxe Videos

1. *X-Men*, Konami
2. *Race Drivin',* Atari
3. *Final Lap 2*, Namco
4. *Steel Talons,* Atari
5. *Mad Dog*, Betson/ALG
6. *Hard Drivin',* Atari
7. *Road Riot*, Atari
8. *Final Lap*, Atari
9. *Rad Mobile,* Sega
10. *Galaxy Force*, Sega

Best Coin-Op Software

1. *World Heroes*, SNK
2. *Street Fighter II,* Capcom
3. *Aero Fighters*, McO'River
4. *Wrestlefest,* Technos
5. *Total Carnage*, Midway
6. *Raiden*, Fabtek
7. *King of Monsters 2,* SNK
8. *Atomic Punk 2*, Irem
9. *Fatal Fury,* SNK
10. *Steel Gunner 2,* Namco

Best Pinball Machines

1. *Addams Family*, Midway
2. *Terminator 2*, Williams
3. *Lethal Weapon 3*, Data East
4. *Getaway*, Williams
5. *Fun House*, Williams
6. *Hook*, Data East
7. *The Machine*, Williams
8. *Black Rose*, Midway
9. *Hurricane*, Williams
10. *Super Mario Bros.*, Gott./Prem.

Top PC Games:Aug.'92

The list of top-selling computer software was compiled by PC Research of Washington, DC., based on sales data received from Software Etc., Electronics Boutique, Babbages and Waldensoftware.

TOP MS-DOS Games

1. *Links,* Access
2. *Civilization,* MicroProse
3. *Aces of the Pacific,* Sierra
4. *Indiana Jones: Fate of Atlantis,* LucasArts
5. *Quest for Glory I,* Sierra
6. *Legend of Kyrandia,* Virgin
7. *F117A Stealth Fighter 2.0,* MicroProse
8. *Powermonger,* Electronic Arts
9. *Gunship 2000,* MicroProse
10. *Darklands,* MicroProse

Top MS-DOS Education Games

1. *Where in the World is Carmen Sandiego,* Brøderbund
2. *Mavis Beacon Teaches Typing,* Software Toolworks
3. *Where in the USA is Carmen Sandiego,* Broderbund
4. *New Math Blaster Plus,* Davidson
5. *Your Personal Trainer for the S.A.T.,* Davidson

INTRODUCING... GAMING'S NATIONAL FAN CLUB

Inside the First Fan-run Club for Gamers

by Arnie Katz

Electronic Gaming Fandom is on the rise! After months of burning phone lines and burdening mail carriers, the world's leading video and computer gamers have formed a group to promote the interests and activities of electronic gaming fans.

"There are two main reasons why we've decided to form the National Association of Electronic Gaming Enthusiasts," explains Edward Finkler, the dynamic and youthful president of the new organization. "The first is to foster greater communication among electronic gaming fans, including those who are already publishing fanzines. Right now, there are large segments of the fan community that are separate from each other, and I want to bring those elements together so that everyone is more aware of the activity that's taking place in fandom today. It can be a starting point for many electronic gamers who would like to contact fandom."

Among the activities planned by the club are two bimonthly magazines which members will receive free. The **NAEGE Journal** will be the club magazine. Besides information about the group's activities, the **NAEGE Journal** will carry fanzine listings, thought-provoking essays, listings of forthcoming games and new releases, international gaming reports, and many other articles and features of interest to video and computer gaming enthusiasts. The first issue will be ready to ship in January, so new members can expect to get something for their dues as soon as they join.

"The other publication is called **Gamer's Forum**," explains Finkler. "It will be a running discussion of important gaming topics." Knowing how seriously many gamers take their interest, this should be a lively bimonthly publication.

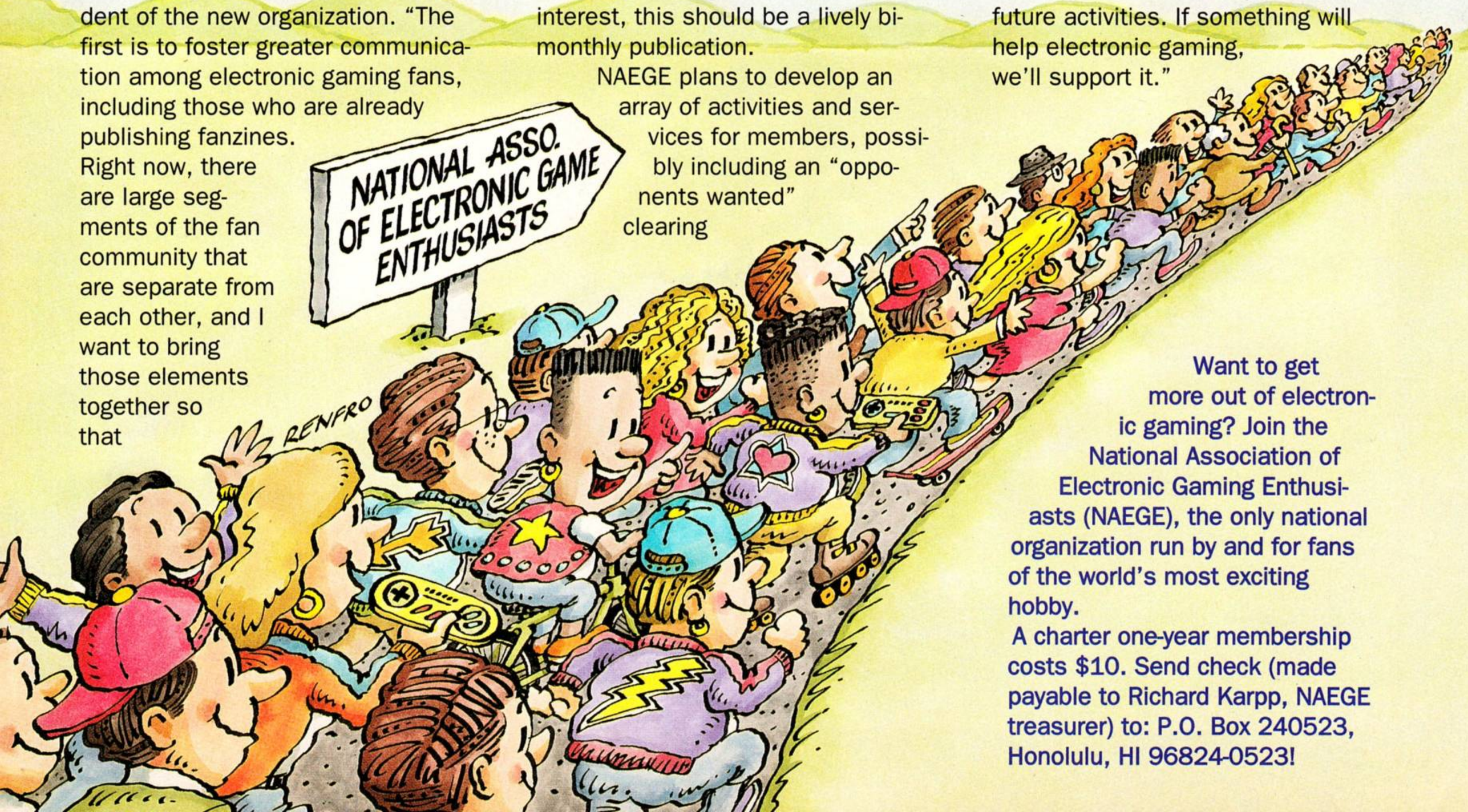
NAEGE plans to develop an array of activities and services for members, possibly including an "opponents wanted" clearing house and an amateur press association. The club can already offer members four free publications: a membership roster; **The Cheater's Compendium** (an anthology of video game Easter eggs), a directory of fanzines, and a classic systems checklist.

"The other reason is to promote the interests of the gaming public to the industry," he continued. "NAEGE will allow gamers to have more of a voice with the industry, and it will give game companies a way to connect with fanzines."

Besides a president, NAEGE has a council of five directors who will act as the group's legislature. Although the founders of the group will fill these posts on an interim basis, NAEGE will be strictly democratic, and the membership will elect their successors.

"One thing I feel very strongly about is doing a national gaming convention for fans," Finkler states. "It probably won't happen immediately, but NAEGE will work toward a position in which it can sponsor and support a convention.

"NAEGE has to crawl before it can walk," Finkler admits. "First, we must get the organization going. Once we are functioning, I promise that we will listen to any ideas for future activities. If something will help electronic gaming, we'll support it."



Want to get more out of electronic gaming? Join the National Association of Electronic Gaming Enthusiasts (NAEGE), the only national organization run by and for fans of the world's most exciting hobby.

A charter one-year membership costs $10. Send check (made payable to Richard Karpp, NAEGE treasurer) to: P.O. Box 240523, Honolulu, HI 96824-0523!

FEEL THE HEAT!

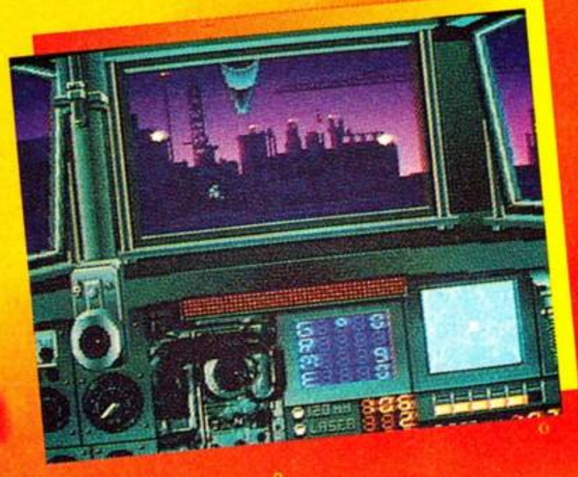






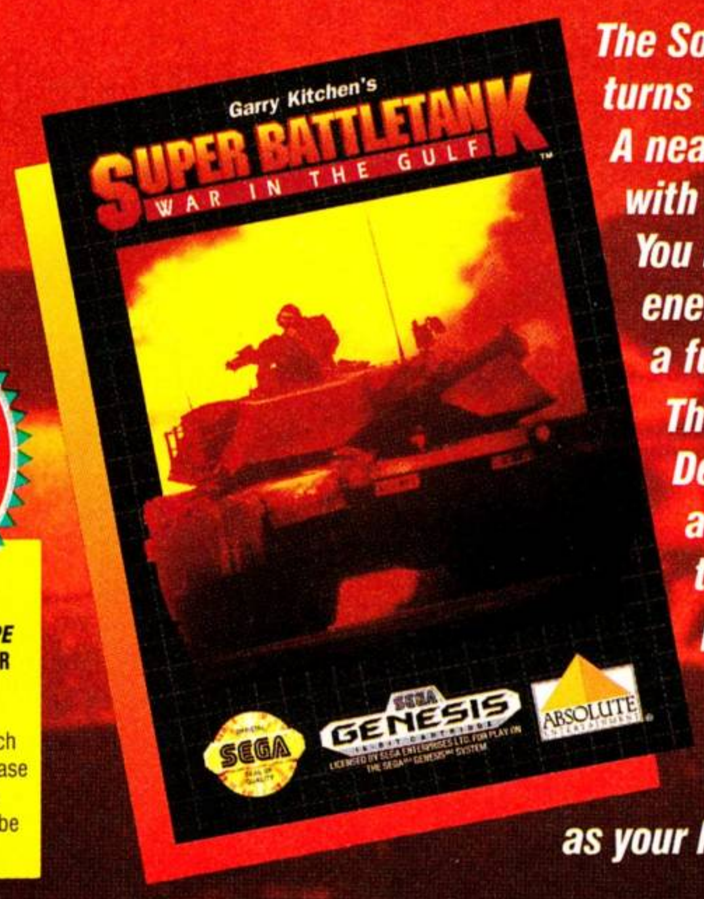






The Soviet-made T-72 tank turns toward you and fires. A near miss—its shell bursts with awesome force. You return fire and the enemy explodes in a furious blaze.

This is Operation Desert Storm. You are the commander of the M1A1 Abrams battletank—the most powerful ground assault vehicle ever built. It's up to you to search for and destroy heavily-armed enemy tanks, helicopters, SCUD launchers, and strongholds before they blow you off the map. The combat is intense, loud, and lethal. And you only have to go as far as your living room and your Super Nintendo™ or Genesis™ system to feel it.





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Designed by Garry Kitchen and Alex DeMeo.
Genesis program by Mark Morris.

SEGA GENESIS 16-BIT CARTRIDGE
Actual Genesis screens may vary.

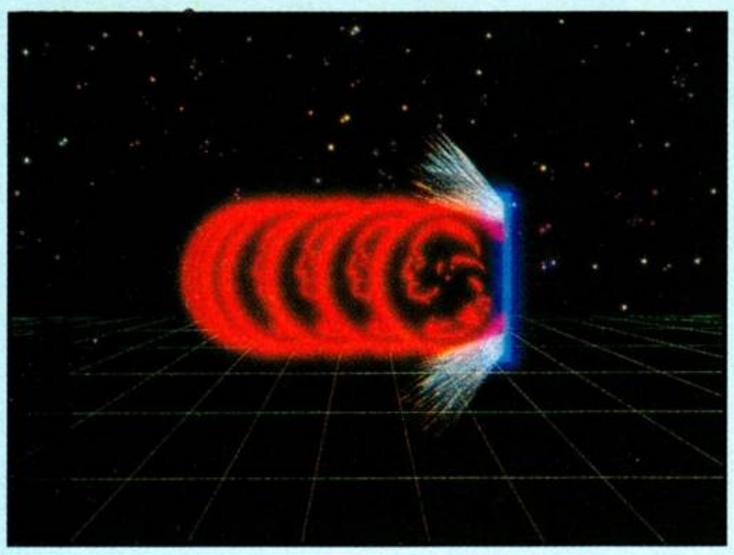
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INSERT COIN HERE

SHOW STOPPIN' & FINGER POPPIN'

by Jay Carter

They came from around the world, more than 8,000 strong, to view the latest and greatest, the best and brightest from over 200 companies each helping to shape the future of coin-operated amusement entertainment. The occasion was the 1992 AMOA Expo (The Amusement & Music Operators Association's International Exposition), one of two annual industry trade shows where the inside movers and shakers actually move and shake.

An event that travels from one venue to another, this time the festivities were staged at the Opryland Hotel in Nashville, Tennessee, Those in attendance were filled with anticipation, a little apprehension, and a great amount of interest. There was the realization of the fact that this is one leisure time field that appears more than ready to continue its explosive global growth and increased popularity.

Apart from looking ahead at what the future will hold for game players everywhere, the industry also took this opportunity to look back and honor those efforts that had not only been the most successful, but also deeply influenced the business over the past year. Coming as no surprise, the best video game for 1992 was Capcom's **Street Fighter II Championship Edition**, while pinball honors for best of the year went to Bally's **The Addams Family**.

In addition, operators during the Expo's proceedings voted on the much-heralded Best Game of AMOA 1992, awarding Konami with the honor for their all-new digitized graphics in **Lethal Enforcers**. Undoubtedly created to capitalize on the popularity of Midway's **Terminator 2** gun game, this two-player effort has added appeal and interest due to the fact that it features company personnel on-screen as part of the cast of characters. The player portrays a law enforcement officer out to take on criminals in a variety of settings. The first assignment is a bank robbery already in progress: get the bad guys and protect the innocent! Of course, some of the gang has to get away for a high speed car chase down a crowded city street.

The action then moves to Chinatown with scenes including subway turnstiles, a station platform and a moving elevated train, for encounters against some surly ninjas and a very dangerous goon squad. Survive all this and advance to Metro Airport (which looks suspiciously like Chicago's O'Hare) where a hijacking must be stopped. But the fun doesn't end there; more awaits with drug dealers and a dockside duel. Finally, there's a chemical plant with more hidden enemies, toxic explosions and a chance to try out night vision equipment before an AH-64 Apache helicopter blows the roof off all the action.

In between stages, players can hone their marksmanship at a shooting range where statistical accuracy advances them up in rank from patrolman to commander. The weapon is an easy-to-handle six-shooter (reminiscent of Nintendo's old favorites, **Duck Hunt** and **Hogan's Alley**), although power-ups along the way award magnum bullets, an M-16 rifle equipped to fire three-round bursts, a grenade launcher and a 12-gauge shotgun. One important fact to remember is that there's limited ammo at any given time during the game. Reloading is accomplished by aiming anywhere off the screen and pulling the trigger before you can get back into the fray.



Other highlights from the AMOA Expo, especially for the millions of **Street Fighter** fans out there, was the announcement by Capcom of an official TURBO upgrade for **SF2 Championship Edition**. Game play is faster, that's f-a-s-t-e-r, to really put skills to the test. There're also new secret moves and combinations that should make this favorite an even more challenging experience.

Not to be outdone in attracting martial arts enthusiasts, SNK has released a two-player, head-to-head street fighting game that uses 102 megabytes of computer memory (nearly twice the megs of any previous Neo•Geo game). **Art Of Fighting** takes advantage of this increased power to deliver oversized, detailed characters and action that zooms in and out for a constantly changing perspective of the conflict on-screen.

Whether the backdrop is a dimly-lit piano bar, restaurant or a once peaceful Japanese dwelling, **Art Of Fighting** uses a tried and true formula of different stages (eight in all) and bonus rounds



(three) to get through a best two-of-three match, as players attempt to move up the winner's ladder. There are eight characters to choose from, including the legendary acrobat clown, Lee Pai Long; the champion of the dark side, Mickey Rogers; madman John Crawley or Ryuhaku Todo, master of ancient Japanese fighting arts.

Controls are via an eight-way joystick and four action buttons, although there is also an added ability of recovering a special 'spirit' power. This is not a simple task since there's an 'art' to keep your distance from an oncoming adversary and replenish your strength. New storyline with new characters, new secret moves and new strategies: **Art Of Fighting** has all this and much more.

Segueing away from fighting games and offering its own one-two punch is Sega's remarkable **Virtua Racing** simulators in both a single-player deluxe cockpit or linkable twin sit-down models that bring the latest in computer graphics technology to life. Based primarily on a 32-Bit CPU, the sense of visual realism displayed is dynamically enhanced by power that processes 180,000 polygon images per minute.

Those fortunate enough to have a local game room with the **Virtua Racing DLX** model will discover the comfort of an almost plush driver's seat that will have you feeling G-Forces. These are courtesy of Sega's High Response Drive System that pulls you over to the side of the cockpit when you hook into a turn, and makes you feel the force of the tires pulling at the steering wheel.

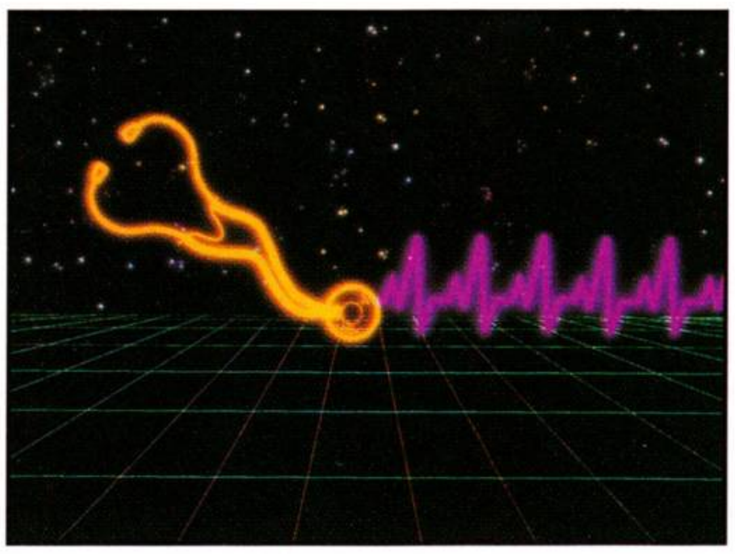
The 32-inch wide vision monitor is a sight to behold, with three different courses—beginner (The Big Forest), medium (The Bay Bridge) or expert (The Acropolis). There's a butterfly shifter along with accelerator and brake pedals and the option to test your mettle in a manual or automatic powered Formula race car.

Whether competing solo or in a Twin Type cabinet that can allow from two to eight racers to compete head-to-head, players can choose one of four different viewing perspectives that range from above the race course to a dramatic, heart-thumping first person driver's view. Basic game play is a five-lap race, during which the operator must pass a series of checkpoints in order to earn bonus time and the opportunity to race for the checkered flag.

Without a doubt, the graphics are what makes this game so appealing. The incredible speed of graphics reproduction and the smooth-flowing feel of actual racing bring the gamer into a entirely new environment. The first-person perspective allows the most intense view of the racing action. You'll see cars splinter apart after impacting an obstacle, and the pavement will speed by at an amazing rate! This is definitely not a simple game–it requires great hand-eye coordination.

Also speeding to game locations is a follow-up to one of the most popular driving games in recent history, **Final Lap**. Namco unveiled the original only a couple of years ago and then introduced a sequel that is now followed by **Final Lap 3**. Once again putting the emphasis on driving technique as well as speed, the linkable (up to 8 players) sit-down twin models or the upright versions provide an adrenaline-pumping Formula One racing experience. This time the circuit focuses on a tour of Europe, including France, Spain, England and San Marino. Each track features its own not-so-subtle challenges, from the high speed straightaways of England to the precision hairpin curves of San Marino.

From fighting to driving and everything in between, the world of coin-operated amusement games continues to forge ahead resulting in a new crop of games that should keep each of us reaching into our pockets for more change. And the best only gets better as we get ready to embark on a new year of thrills. Next time we'll take a closer look at a broad variety of attractions highlighted by Atari's innovative **Space Lords**, Irem's stylish **Skins Game** golf challenge, a two-player novelty machine from Data East called **Lizard Command**, pinball and much, much more news. Until then, keep playing and experience the latest in gaming!



GAME DOCTOR

EG's Answer Man Speaks

by The Game Doctor

Back again, crew, with more questions and answers from the wide world of interactive electronic gaming. We have the usual impressive array of questions this month, so let's get on with the show...

Q: I come to you near the point of complete frustration, Game Doctor. I've been playing video games since the mid-80s and have a nice collection of older games and magazines. I am attempting to put together a complete list of all the video game systems that were ever released and I have come across several references to systems known as AdventureVision and UltraVision. I know these systems existed, as friends of mine tell me they remember seeing ads for them, but for the life of me I can't find anyone who actually owned or even saw one. Got any info, pleeeeeease?

The Game Maven
Broadway, PA

A: *Sure do, Maven. The problem you're having, however, is probably related to the fact that neither of these machines were, strictly speaking, video game systems (i.e., they did not hook up to a home TV set), and one of them was never even released.*

AdventureVision was a tabletop system from Entex that offered a 6,000 dot matrix display, with two joysticks each boasting four action buttons. It was priced at less than a hundred dollars and came packed with ***Defender****. Although the system was released along with subsequent software (including an adaptation of the Stern coin-op,* ***Turtles****), it disappeared into the sunset pretty quickly.*

The Ultravision was a somewhat different story. Also a stand-alone system, it was advertised as a combination high-end arcade machine (complete with headphones and two joysticks), color TV and home computer (an optional Master Keyboard was scheduled for subsequent release). The two games which were supposed to initially support the system were ***Condor Attack*** *and* ***Karate****. For whatever reason, however, this system never actually made it to the market. As a matter of fact, the Doc was present at the press conference where the system was scheduled to be unveiled. The system never showed, however, leaving a flustered and embarrassed P.R. woman holding the bag.*

Both systems are circa 1982, if that helps. And while we're taxing the Doctor's already uncertain memory, here's a real stumper...

Q: I went to this place that has this club of gamers, and I was told that they have a lot of things that no one else has. This includes over 30 titles for the ColecoVision Super Game Module and a full color Vectrex! I saw one game that they had running on an old computer in a very dark room that I have never seen before. It is a sequel to an old game that I used to play on my Atari called **Nexar**, which was put out by SpectraVision in 1982. The box features a big, white train-like spaceship that rides on a green highway destroying these chemical factories and enemy fighters. There is also a small, white vehicle that resembles a high-tech sports car that rides beside it. The main character of this game is a cute little mouse-clown.

I am left in total shock over all that I have witnessed. Please help!

Michael Anderson III
North Metro, GA

A: *Let's get this over right now: I can't imagine what game this could be, and neither could my half dozen or so primary game consultants. I am, therefore, calling upon the collective memory of Video Gamedom Assembled.*

Here's what I was *able to determine: the VCS game you refer to is* ***The Challenge of Nexar****, published by SpectraVision. It appeared in 1983, but was based on a 1982 computer program published by Sirius Software and developed by David Lubar, a famous name from gaming's past. After an exhaustive search of software published by Sirius during that year, the only other major science-fiction release I could find was* ***Repton****, which does not sound like the game you described.*

Anyone who can supply the answer to this stumper earns themselves a Game Doctor Prize Packet!

Q: There are many different companies that make cleaners for the SNES and SNES carts. Many of these are not licensed by Nintendo. Will these possibly harm my software?

Kris Johnson
Rockwell, NC

A: *As long as cartridge cleaners have been around, I have yet to hear any complaints from readers as to adverse effects. I'm less sure about*

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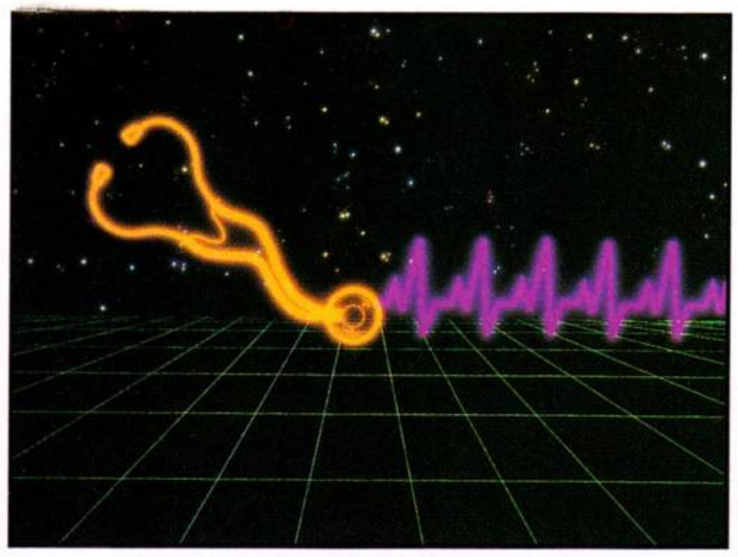
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GAME DOCTOR

cleaners designed for use on the actual hardware, but since the main thrust of these cleaning systems seems to be eliminating the gunk that builds up on the metal contact plates, I don't see how they could in any way harm hardware or software. After all, video games, especially NES software, have a tendency to accumulate impurities after extensive play, a problem which is especially acute on frequently rented cartridges. When the dirt buildup on the metal contacts becomes thick enough, it literally blocks contact and does not allow the game to run smoothly, if at all.

You may want to patronize game cleaner manufacturers with a history of stability. Doc's, for example, (a company in no way related to yours truly) has been around for years and has a line of quality products.

Q: You guys said that **Wing Commander** by Origin is going to be released on the SNES. I have **Wing Commander** for my 33mhz IBM and it runs at a fairly good clip. Yet the SNES only runs at 3.58mhz. Won't it run tremendously slow?

Doug Trueman
Calgary, Alberta CANADA

A: *Once again, we see how fruitless it can be to compare absolute specs on two totally different systems. Software Toolworks' SNES version of* ***Wing Commander*** *runs at pretty much the same speed it ran on the Doc's old 386/33 (with a Turbo feature that took the speed up to over 50mhz). Yet, as you point out, the SNES runs at under 4mhz. Why are the speeds comparable?*

Several reasons, actually. The major advantage the SNES holds over the PC in this regard is its ability to use sprites, on-screen characters and objects which can be easily manipulated. On the other hand, PCs, which were not designed primarily to play games, require that the entire screen (or major portions thereof) be regularly re-drawn. Because of the time it takes to do this, the PC requires a much greater speed to accomplish what the SNES can do at a much slower rate.

Remember, as Doctor S.M., one of my most gifted consultants, pointed out, we're dealing with different brains here. And, just as no two human brains are exactly alike, no two computer and/or video game systems work in exactly the same way. Simply comparing specs, the way the hardware companies too often do, is frequently deceptive.

Q: I wanted to ask your opinion on something. I'm really into what goes on in the electronics business and I got to thinking about the renting of SNES and Genesis carts at [stores like] the Blockbuster chain. My opinion is that, with prices being higher for the 16-Bit games, if the companies do not release a big sequel to a popular game or license a hit coin-op, they will not sell as many copies.

Obviously, I have thought this through and was wanting to know your opinion on this and what could happen in the future to sales.

Jay Graham
Pennsauken, NJ

A: *Okay, Jay, that's a fair question. But the first thing you must realize is that the actual number of copies of video game software sold to rental outlets is relatively small potatoes compared to overall sales numbers. Thousands of stores around the country are renting out video games to one degree or another, and when a major new title (let's say* ***Sonic 2****) comes along, the average store will pick up anywhere from 2-6 copies. On a game that is not a hot sequel, doesn't feature Mario, and has no strong license to hype it, the standard order is probably one or two copies. So we're probably talking about 25-35 thousand copies on the titles that are purchased, with only the obvious potential mega-hits likely to get broad-based orders.*

The reason rental outlets purchase so few video games is twofold: one, there are considerably fewer video game machines than there are VCRs. This is augmented by the variety of game machines in use. While there used to be two types of VCRs, that has been pretty much narrowed to one: the VHS format. There are currently three major video game systems, with several less popular and handheld ones. The system with the largest following is the NES, and its popularity is starting to wane.

Then there's a secondary problem. Even if the rental stores can sell dated video games at bargain rates, it is common for frequently-rented cartridges to be in less than exemplary condition. The unscrupulous consumer could take that used, battered game, walk to a software outlet, and exchange it for a new copy.

The area where rental games have a more profound impact than in sales is in the way they allow gamers to try a game out for a night or two at a couple of bucks a pop, giving them an inexpensive look at a game they would otherwise be forced to spend $50-$60 to purchase. If players are turned off to bad games, they avoid purchasing them. This is very good for the gaming industry. After all, how many $50 turkeys would you buy before deciding that video games are just too expensive and stale?

I would also hope that this ability to play a game before the point of purchase will lead to a decrease in popularity of the generic side-shooting, meet-the-boss contests which already glut software shelves.

And that about brings this month's office visit to a close. Thanks for stopping by, and remember to send all questions, comments and corrections to:

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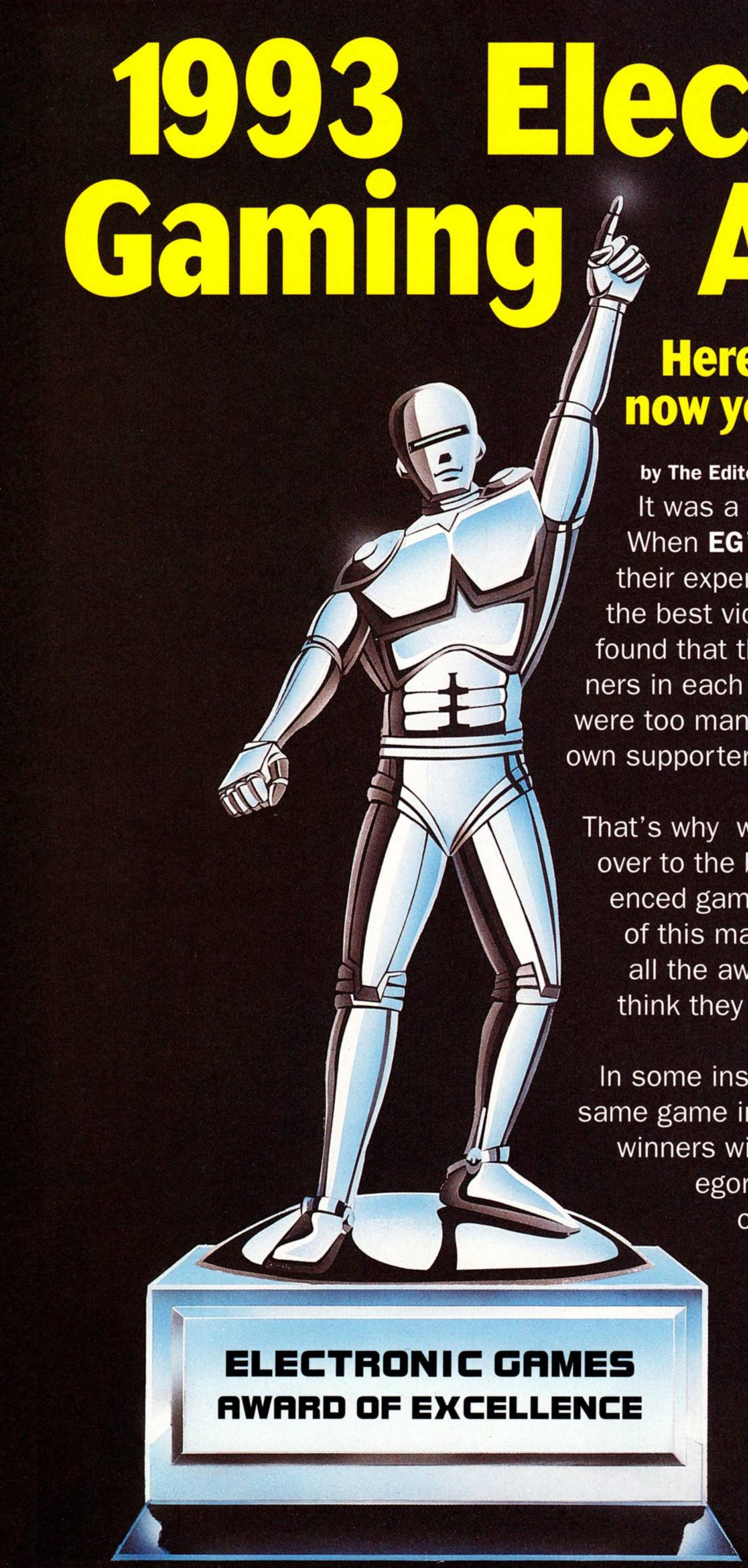
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1993 Electronic Gaming Awards

Here are the nominees – now you pick the winners!



by The Editors of Electronic Games

It was a great year for electronic gaming. When **EG**'s editors and writers pooled their experience to produce this salute to the best video and computer funware, we found that the original plan to just pick winners in each category was inadequate. There were too many excellent games, each with its own supporters within the staff.

That's why we're turning the final decisions over to the best-informed and most experienced gamers in the nation — the readers of this magazine. This article introduces all the award candidates and tells why *we* think they merit such prizes.

In some instances, we've nominated the same game in more than one category. Actual winners will receive awards in only one category, so that we can honor as many of these excellent titles as possible.

Now it's your turn. Just fill out the ballot, return it to **Electronic Games** by the deadline, and then check out the March issue of **EG** to find out how your favorites fared in the overall voting.

Video Game of the Year

During the 1950s and 1960s, the motion picture industry's slogan was "Movies are better than ever!" Thanks to 16-Bit consoles, that line would work just as well for today's video games. Not only does the hardware, augmented by sophisticated ROMs, give designers and developers more scope for their creations, but experience enables them to more fully utilize the systems' extensive capabilities.



Street Fighter II, the first 16 Meg game, is the one to beat for game of the year.

NHLPA Hockey '93 (Electronic Arts/Genesis). Hockey is fourth among team sports, but this compelling simulation could turn anyone into a rink rat. The incredible realism of the skaters as they swoop up and down the vertical playfield is unsurpassed.

Sonic the Hedgehog 2 (Sega/Genesis). Bigger, faster, and better is definitely the name of this game. The addition of Tails allows the sequel to offer split-screen, simultaneous two-player action.

Street Fighter II (Capcom/SNES). There's more to this combat masterpiece than big sales numbers. Great audiovisual effects and frenetic action make this one of the most successful sequels of all time.

Computer Games of the Year

When test pilots extend the capabilities of an aircraft, it's called pushing the envelope. That's what most leading publishers do these days. The reason: designers and developers can hardly wait to get to the next level of hardware. There are even computer titles that are obviously trial runs for multimedia games. The programs in this category are not only the best of the year, but perhaps the best of all time.

Aces of the Pacific (Dynamix/MS-DOS). This air combat classic builds on the **Red Baron** game system to make the planes of World War II's Pacific Theater take wing again. When a flight simulator combines authenticity, playability, and audiovisual brilliance, a Game of the Year nomination is the inevitable result.

Civilization (MicroProse/MS-DOS). Sid Meier was primarily known for flight simulators. Then came **Railroad Tycoon**. In 1992, Meier tried his hand at a world building game with equally spectacular results. The player takes control of a civilization and attempts to help it survive and thrive through the centuries.

Indiana Jones and the Fate of Atlantis (LucasArts/MS-DOS). Seldom has an adventure based on a license been truer to its inspiration, yet so original. Designer Hal Banwood spins a well-told tale of a Nazi spy who steals the contents of a statue which Indiana Jones has discovered in a museum warehouse. Beautiful artwork depicts over 200 locations.

SimLife (Maxis/MS-DOS). This "god game" starts with the creation of a complete ecosystem and its lifeforms. Then the computerist must modify the climate, manipulate the beings genetically and control the evolution of the planet. This open-ended simulation teaches some valuable lessons as it seizes the player's total attention.

Spear of Destiny (Id Software/MS-DOS). Despite the odds, it's still possible for a tiny company to hit the software heights. This first-person castle crawl has superb action, impressively somber graphics, and an animation speed of 30 frames per second for the smoothest play-action ever seen on a game of this type.



Aces of the Pacific is one of the best-selling flight simulators of all time.

Wing Commander II (Origin Systems/MS-DOS). This outer space adventure combines high-impact dramatic scenes with thrilling first-person ship-to-ship combat. Especially when played using the add-on voice disk, **Wing Commander II** is like becoming a character in a big-budget space opera movie.

Multimedia Games of the Year

It's true that there's a lot of shovelware, but originals are much more common on CD than just a year ago. This category, which may be new to many of our readers, includes multimedia games for personal computers, "black box" systems, and video game set-ups.

Dragon Slayer (TTI/TurboGrafx Super CD). The same design team that produced **Book of Y's** gets the credit for this tour de force. It clearly demonstrates how far multimedia has come in a very short time, because **Dragon Slayer** is just about everything the earlier title was not. This mammoth quest game is meticulously detailed and incorporates highly involved game play.



Dragon Slayer is an Epic Role Playing adventure for the Turbo Super CD-ROM.

Night Trap (Sega/Sega CD). Full-motion video adds horrifying realism to this invasion by vampires from space. The player must prevent the blood drinkers from feasting on a house party full of beautiful young women. Dealing with rapid-fire threats is sure to keep the would-be protector hopping.

Loom (LucasArts/PC-CD). When is shovelware not shovelware? When the publisher orders an entirely new set of graphics, rewrites the music score, and adds wall-to-wall speech to the skeleton of an outstanding computer adventure. A great innovation is the "hot spot" interface in which any object the cursor touches appears in a special window.

Portable Game of the Year

Gaming on the go continues to gain wide acceptance among many players of all ages. It is rare to get on an airplane and not discover at least one or two passengers fervently trying to conquer the next level with one of the three major hand-held systems. **EG**'s excellent "Portable Game of the Year" lineup well



1993 Electronic Gaming Awards

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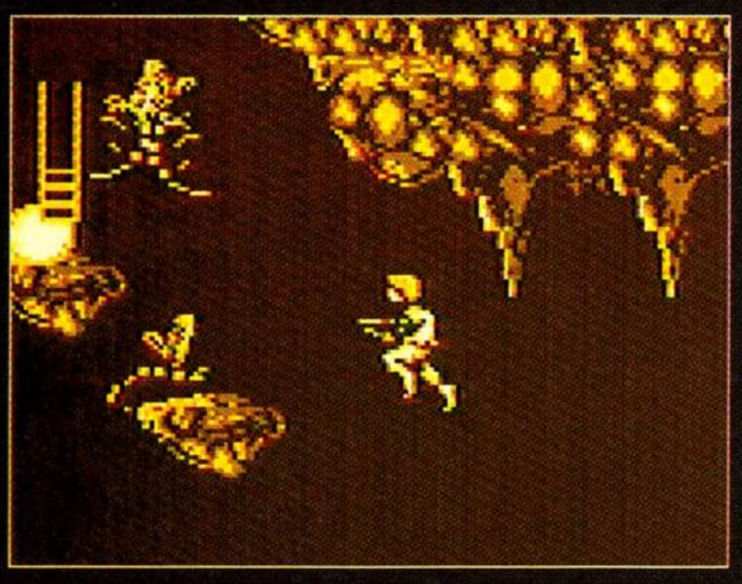
represents the diversity of subject and implementation possible on these tiny fun machines.

Caesar's Palace (Virgin/Game Boy). Fantastically detailed, angled topdown graphics present the player-character as he moves through the fabled Caesar's Palace casino in Las Vegas. Instead of monsters and aliens, the gamer encounters slot machines, blackjack, poker and other games of chance.

Rampart (Atari/Lynx). Take a classic action-strategy arcade game, shrink it down to Lynx size and you're frequently left with very little in the way of graphics and play action. In this case, the developers rate a pat on the back for preserving the game's appeal and tossing in some sterling graphics.

Shinobi (Sega/Game Gear). **Shinobi** fans should do double backflips over this fantastic, side-scrolling action game. The player must rescue four color-coded ninjas, each the possessor of a special power. Once the player assembles the quartet and heads into the final scenario, the challenge of picking the right ninja to handle each situation makes this game even more compelling.

Star Wars (Capcom/Game Boy). It may not be original, but Capcom really stretched itself on this one, combining the basic elements of the three films into a series of mini-arcade games. The cart employs a variety of viewpoints, including side-scrolling, jumping/shooting, topdown and even a cockpit-style perspective.



Fifteen years after the movie was first seen, Star Wars is making a comeback.

Best Action Video Game

Real-time excitement is still the cornerstone of video gaming, but 16-Bit has broadened the scope of this category. Twitch games, which depend on sheer, blinding reflex speed, are still a staple of the field, but the 16-Bit carts feature a much wider variety of action and often require some quick thinking, too.

Axelay (Konami/SNES). Despite its "one-starfighter-against-the-horde" plotline, this is a truly original shoot-'em-up. It introduces a brand new pseudo 3-D viewpoint, created with the power of the SNES' Mode 7, that provides players with a completely novel play experience.



Look no further than Space MegaForce for the hottest SNES shooting action.

Space MegaForce (Toho/SNES). Incredible audiovisuals make this an exceptional blast bonanza. The illustrations, the animation of the weapons, and the magnificent bosses are three examples of the breathtaking graphics in this scalding shooter. The alternative rock musical score is another big plus, and the digitized explosions are like a physical force.

Street Fighter II (Capcom/SNES). See entry under "Video Game of the Year" category.

Super Mario Kart (Nintendo/SNES). Some cynics may have thought "what a farfetched use of the 'Mario' license!" when they first spied it in the store, but booting this rambunctious racing game was a surefire mind-changer. Despite the "cute game" graphics, the multi-level racing action is a guaranteed fan-pleaser.

Teenage Mutant Ninja Turtles IV: Turtles in Time (Konami/SNES). If these awards included a "Best Sequel" category, this translation of the popular coin-op would've been a serious contender for the honor. Excellent use of the SNES' "Mode 7" to create striking visual effects.

Best Action/Action-Strategy Computer Game

Video games are synonymous with action, but real-time thrills are also an important element of entertainment software. There's often a leavening of strategy, because computerists like to exercise their brains as well as their fingers. But the cathartic value of an unrestrained shooter can't be dismissed.



Domark adds some new twists to an old classic with Super Space Invaders.

Agony (Psygnosis/Amiga, Atari ST). Who says computer software can't have the visceral appeal of topflight video games? Psygnosis has been disproving that statement for years. **Agony** is the latest case in point. The smooth scrolling and fluid animated graphics compare favorably with 16-Bit side scrollers.

Aquaventura (Psygnosis/Amiga, MS-DOS). Those who think only video games have contests fit to challenge action aces should try this nautical shooter. The player can save the survivors of an alien invasion of earth by using the semi-aquatic craft to destroy enemy bases. Each level includes a first-person 3-D sequence.

Hunter (Activision/Amiga). Seventeen vehicles are available in a campaign to free the islands of the Archipelago from Mainland domination. The player blazes through a huge polygon-fill landscape,

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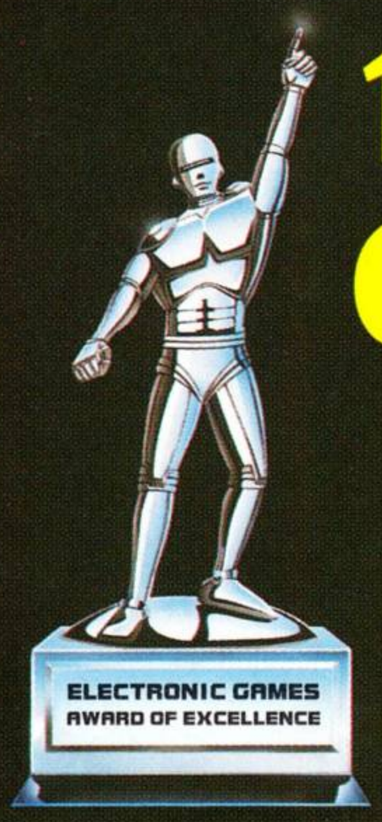
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displayed in pseudo-first-person, to complete single missions, major offenses, or a full campaign scenario.

Spear of Destiny (Id Software/MS-DOS). See entry in the "Best Computer Game of the Year" category.

Super Space Invaders (Domark/MS-DOS). Gamers have cried for re-publication of the classics, and this update of **Space Invaders** certainly fulfills player expectations. The aliens are trickier than the ones gamers faced in 1978, especially when they break out of their order at the higher skill levels.

Best Adventure/RPG Computer Game

Home computing has come a long, long way since the crude adventures patterned on the mainframe text classic **Colossal Cave**. The parser-driven puzzle quests are now part of gaming history, replaced by icon-, menu- and controller-driven games with eye-blasting sonic and visual effects. The development of more intuitive interfaces makes it possible to create adventures and roleplaying games with the rich texture of a novel or movie.

Black Crypt (Electronic Arts/Amiga, MS-DOS). This 20-level dungeon crawl combines cutting edge art and sound with combat-oriented roleplaying elements in a vast subterranean labyrinth.



Darklands is a different sort of RPG, offering an alternate to Germany's past.

Monsters leap to life in vivid animation, backed with pulse-quickening sound, instead of just taking up space in the display window.

The Dagger of Amon Ra (Sierra On-Line/MS-DOS, Amiga). Bruce Balfour continued the exploits of Laura Bow in an adventure set in 1926 New York City. This time, she's on the trail of a missing relic and a remorseless murderer. Illustrations with a tinge of art deco dovetail perfectly with deft story-telling.

Darklands (MicroProse/MS-DOS). Medieval Germany provides the backdrop for this ambitious dark fantasy adventure. The grimly realistic artwork creates an ambience in which supernatural elements seem plausible. Sumptuously cut scenes also enhance this remarkable roleplaying game.

Indiana Jones and the Fate of Atlantis (LucasArts/MS-DOS). See the entry in the "Computer Game of the Year" category.

Ultima VII (Origin Systems/MS-DOS). The start of a new storyline has invigorated Lord British's chronicle. The new control system is close to transparent. This allows the armchair adventurer to concentrate on the menace of the Black Guardian. The graphics are the best so far in the series.

Best Adventure/RPG Video Game

Finding games for this category would've been a quest in itself as recently as 1990, but video gamers have become enthusiastic adventurers in the last two years. The games themselves have quickly gone from slightly more strategy-intensive action quests to game-worlds of fair depth and complexity.

Equinox (Sony/SNES). In this sequel to the eight-bit **Solstice**, the player becomes a wizard who must venture through increasingly challenging puzzle dungeons. The unusual graphics make splendid use of mode 7.

Dragon Warrior 4 (Enix America/NES). Creative ideas like letting a character buy



Equinox offers action, adventure, and problem solving for the advanced gamer.

a weapons shop soften the effect of the generic material. The game unfolds in five chapters. A different character stars in each of the first four, and then all of them combine for the big finish.

Final Fantasy Mystic Quest (Square Soft/SNES). The third **Final Fantasy** role-playing adventure elaborates the game-system, graphics and sound of **Final Fantasy II** to spin a yarn about ridding the Focus Tower of a plague of monsters. The player must unlock four doors that guard the crystals of the Earth. The menu-based command scheme helps the player handle weapons, armor, and important objects.

Best Sports Video Game

When 16-Bit extended video gaming's demographic reach to include older players, one result was a tremendous increase in the quality and quantity of sports titles. The editors' toughest task



John Madden Football '93 will set the standard for all video gridiron contests.

in this category was winnowing the outstanding sports carts down to a manageable number of nominees.

Joe Montana NFL SportsTalk Football 3 (Sega/Genesis). This latest version has improved graphics and more natural play-by-play announcing. The play-section system is strictly "learn as you go," but that doesn't prevent this lively game from duplicating pro grid action.

John Madden Football '93 (Electronic Arts/Genesis). From the pregame scouting reports to analyst Madden's helpful hints, the latest revision upholds the high standards established by the first two entries in the series. An innovative play-option is "sudden death" mode.

NCAA Basketball (Nintendo/SNES). It shatters the mold of previous roundball simulations with mode 7 magic that keeps the up-and-down-the-court action continuous in this five-on-five contest. The on-the-court view makes **NCAA Basketball** an especially exciting and engrossing basketball simulation.

NHLPA Hockey '93 (Electronic Arts/Genesis). See the entry under the "Video Game of the Year" category.

Side Pocket (Data East/SNES). This enjoyable pocket billiards simulation features a beautiful table in direct overhead perspective, and the evocative sound effects work well with the realistic ball action.

Best Sports Computer Game

After a couple of incredible new product years, the pace of sports game introductions slowed in 1992. Just because there were fewer debuting titles doesn't mean there was any decline in quality, though. To the contrary, this year's nominees are as good or better than the cream of the 1991 crop.



The programmers at MLSA hit another home run with MicroLeague Baseball 4.

4-D Boxing (Electronic Arts/MS-DOS). Distinctive Software introduced its TruMotion technology in this unusual ring simulation. The slickly animated three-dimensional polygon graphics may surprise first-timers, but the pugilistic action is championship caliber.

John Madden II (Electronic Arts/MS-DOS). The original **John Madden** grid program for PCs was a mess. The totally revamped sequel snatches victory from the jaws of defeat. Monday morning quarterbacks control every aspect of the pro game. The "from the end zone" view makes it clear what the well-animated players are doing on the vertically scrolling gridiron, and even a relative newcomer will have no trouble giving orders to the offense and defense. Gridiron gusto is alive and well.

MicroLeague Baseball 4 (MLSA/MS-DOS). The world's best statistical replay baseball simulation keeps getting better. This version cleans up the algorithms a little, but the major changes are in the audiovisual effects. The graphics are 256-color VGA and include full-motion digitized sequences and fully detailed representations of stadiums.

MicroLeague Football II (MLSA/MS-DOS). The top publisher in the stat baseball field has taken some time coming up to the same high standard in football, but this extensive revision scores a touchdown and converts the extra point. Jim Nangano's revamped interface keeps the details from overwhelming the player-coaches.

World Circuit (MicroProse/Amiga, MS-DOS). Formula One racing is beautifully simulated in this exciting game that lets computerists test their driving skill on all 16 grand prix tracks. The graphics utilize both polygon fill and bit mapping to precisely mimic every detail of the actual courses.

Best Strategy Computer Game

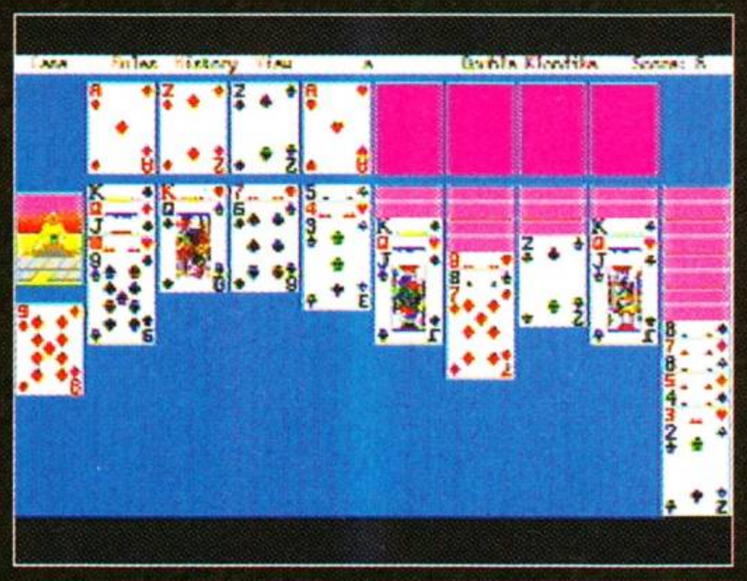
Cartridges outsell floppies five- or ten-to-one, but the computer is still supreme when it comes to braingames. Time is a factor in the vast majority of video games, but those who want to immerse themselves in contemplative strategy inevitably turn to computer software to get the special kind of mental stimulation that only a top-of-the-line strategy game can provide.

Civilization (MicroProse/MS-DOS). See entry in the "Computer Game of the Year" category.

The Lost Admiral (Quantum Quality Productions/MS-DOS). The first game from a new publisher successfully bucked the trend toward progressively more detailed tactical war games with a sweeping strategy contest of naval supremacy. It's great against a human opponent or the outstanding computerized foe.

SimAnt (Maxis/MS-DOS). After building cities in **SimCity** and planets in **SimEarth**, players were ready for this ingenious excursion into the minuscule domain of the humble ants. This is much more than an electronic ant farm; players defend the ant colony and struggle against the forces of nature, the incursions of mankind, and the menace of the ferocious red ants.

Solitaire's Journey (Quantum Quality Products/MS-DOS). This imaginative program is a dream come true for those who enjoy a quiet game of solitaire. It includes 105 one-player card contests,



Even an outwardly simple card game can require much thought and strategy.

arranged in tournaments, tours, and quests. The clever settings provide excellent visual diversion.

Theatre of War (Three-Sixty Software/MS-DOS). The designers crossed the strategic war game with chess. **Theatre of War** presents a streamlined battle with troops based in the Middle Ages, World War I, or the contemporary era. One or two players fight these real-time skirmishes on a playfield, shown in angled overhead, that combines elements of the chess board and a terrain map.

Best Action-Strategy/ Strategy Video Game

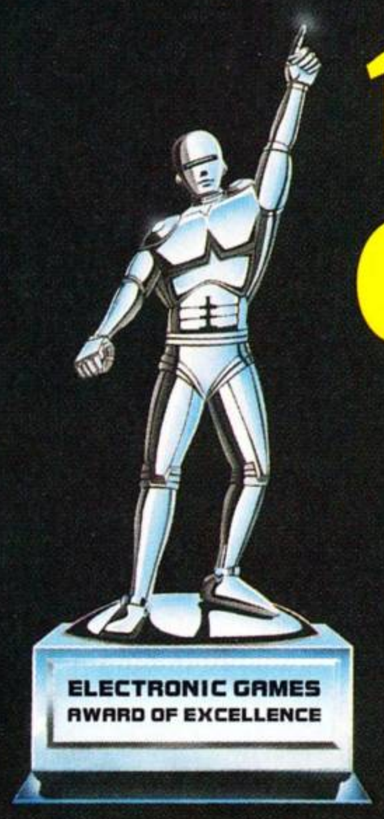
The large number of worthy award candidates in this category proves that video gaming has moved to a new level of sophistication. Though there are few outright braingames of note for video game systems, the action-strategy format has found a ready audience among more mature and experienced players.



Desert Strike returns players to the Gulf for a shot at personally winning the war.

1993 Electronic Gaming Awards

Here are the nominees – now you pick the winners!



Crue Ball (Electronic Arts/Genesis). A lot of thought went into the layout of the playfields in this video pinball game. The mutating tables are a fine blend of lightning action, tantalizing play features, and that dash of flipper skill that separates champion silverballers from mere pretenders. Even the Pinball Wizard would be challenged by this video flipper-fest.

Desert Strike (Electronic Arts/Genesis). The Mother of All Mideast War Games boasts some of the most intense military combat action ever seen in an electronic game, yet this is more than a mindless blast-a-thon.



Rampart is a build-and-conquer strategy contest designed for one or two players.

Monopoly (Parker Brothers/Genesis, SNES). This electrified edition should please the purists while delighting those who prefer their games with crisp animation and music-to-make-money-by sound. One to eight can play a standard game or one of 12 variations. No more looking for lost paper money and scattered playing pieces.

Rampart (Electronic Arts/SNES). The latest reworking of this durable game outfits it with a new set of special features without upsetting the delicate balance of its much-admired game play. Among the new elements are the optional three-quarter perspective and customized difficulty parameters.

Wordtris (Spectrum HoloByte/SNES). Just when satirists were inventing a parlor game in which contestants guess the next bizarre transmutation of the classic **Tetris**, Spectrum HoloByte came up with a truly inspired switch on the falling blocks formula. This time, the object is to manipulate falling letters to form words, the longer the better.

Best Electronic Game Graphics

Those who worship at the altar of play action are fond of saying "You can't play the graphics." That's true, but it neglects the pivotal role of the visuals in establishing player involvement and creating the encompassing play environment that yields the most satisfying games. Eye-popping graphics can't turn a bad game into a good one, but it can lift a strong program to classic status.

Darkseed (CyberDreams/MS-DOS). The renowned H.R. Giger provided the artwork for this clever trans-dimensional adventure. The look of the game subtly transforms when the plot carries the player from our world to the dark-tinged world on the other side.

Hook (Sony ImageSoft/SNES). Brilliant graphics highlight this action contest based on the popular film. The fine backgrounds, crisp figure animation, and multiple perspectives give this charming side scrolling, jump-and-hack action contest a



Some of the finest game graphics can be found in Hook, by Sony Imagesoft.

unified visual appearance like no other game on the market.

Links 360 Pro (Access/MS-DOS). Talk about realism! Golfing enthusiasts and game players alike will admire and enjoy this breakthrough game. Smooth game play and incredible graphics add to the playability. Ads for this excellent gold simulation compare actual scenes with the depictions in the game, and only the most eagle-eyed are likely to spot differences.

Sonic the Hedgehog 2 (Sega/Genesis). See entry in the "Game of the Year" category.

Ultima Underworld: The Stygian Abyss (Origin Systems/MS-DOS). Most game people believe that first-person perspective is the ideal way to present a fantasy roleplaying adventure, but it has taken awhile for implementation to catch up with aspiration. **Ultima Underworld**'s new technology makes movement flow naturally and monsters more menacing.

Best Electronic Game Sound

Audio used to be the stepchild of video and computer gaming. What a difference a few years make! Extensive



Willie Beamish offers excellent sound and wonderful voice characterization.

speech and multi-layered musical scores make the on-screen images seem more solid and enhance the drama of crucial game situations.

Loom (LucasArts/PC-CD). See the entry in the "Multimedia Game of the Year" category.

Space MegaForce (Toho/SNES). See the entry in the "Best Action Video Game" category.

Willy Beamish (Sierra On-Line/Sega CD). This game, quite entertaining as a floppy, is especially notable for its audio as a multi-media adventure game. The light-hearted, lilting melodies are just right for this tale of the nine-year-old Willy Beamish. The upbeat score also provides the perfect background to the game's visual humor.

Ultima® VII

PART TWO



SERPENT ISLE™







SERPENT ISLE FEATURES:

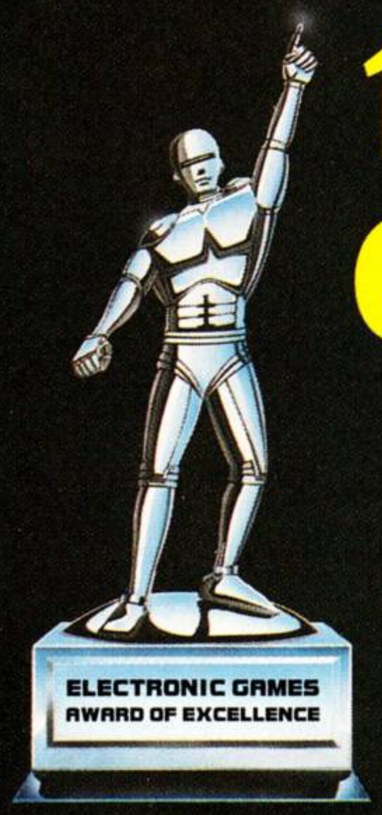
- An original story line continuing the *Ultima VII* adventure, but no previous *Ultima* experience is necessary. *Serpent Isle* is a stand alone game.
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1993 Electronic Gaming Awards

Here are the nominees – now you pick the winners!

Most Humorous Electronic Game

Even those who take their gaming seriously enjoy a dash of lighthearted fun. Putting laughs into video and computer games is no easy task. About the only thing harder is making players recoil from the screen in fright. Here are 1992's best at finding electronic gamers' funny bones.



Bart's Nightmare takes players into the world of our favorite underachiever.

Bart's Nightmare (Acclaim/NES). Sculptured Software successfully brings the humor of *The Simpsons* prime-time cartoon series to the interactive screen in a multi-phase action adventure. When Bart falls asleep while doing his homework, he dreams that a gust of wind sweeps his term paper into a series of wild and wacky dream worlds.

Greendog: Beached Surfer Dude (Sega/Genesis). This send-up of fantasy adventures sends the player, as a waterlogged beach bum, on a quest to find a powerful artifact: the Surfboard of the Ancients. Well-animated figure work and clever sound effects enhance the fun in this moderately challenging action adventure.

Death Valley Rally (Sunsoft/SNES). Beep-beep! You're the irrepressible Road Runner in this madcap interactive Looney Tune. Wile E. Coyote is hot on the speedster's tail as they race from level to level in this solitaire action contest. At the end of each level, the Coyote has one of his screw-loose traps.



Cartoon or reality? It is up to you to decide when playing Death Valley Rally.

Willy Beamish (Sierra On-Line/MS-DOS). Those who found Sierra's best-known humorous adventures (**Space Quest, Leisure Suit Larry**) a bit heavy-handed got a very pleasant surprise when this amusing title hit the stores. Sight gags and sly bits of kid humor are plentiful in this charming game. **Willy Beamish** shows humorists don't need a sledgehammer.

Best Science Fiction or Fantasy Electronic Game

Fads in game subject matter come and go, but science fiction and fantasy are the perennial popular choice. The year just ended was no exception, so there's a superb group of candidates for this particular prize.



Looking for a fantasy role-playing game? Kyrandia is possibly the best one ever.

The Legend of Kyrandia (Westwood Studios/MS-DOS). The group behind **Eye of the Beholder**, the finest adventure of 1991, have created a new system that blends roleplaying with a puzzle quest. The player's on-screen surrogate journeys through more than 100 gorgeously rendered scenes to vanquish the mad jester Malcolm.

Super Star Wars (JVC-LucasArts/SNES). It isn't easy to put a new spin on the best-known series of science fiction movies, but this multi-phase thriller pulls off the trick in fine style. The gamer plays action sequences that follow a new plotline, but everything comes together for the assault against the dreaded Death Star!

Wing Commander II (Origin Systems/MS-DOS). See entry in the "Computer Game of the Year" category.

Best Fanzine

In its third year, fandom arrived as a significant component of electronic gaming. That's why **Electronic Games** has decided to recognize the contributions of gaming fanzines with an annual award.

Computer Gaming Update, edited by Danny Han and Terrence Yee (P.O. Box 240523. Honolulu, HI 96824-0523/$2 per copy). This attractive fanzine concentrates on computer software and features the most intelligently written news analysis section in fandom.

Digital Press, edited by Joe Santulli (29 Cupsaw Ave., Ringwood, NJ 07456-2818/$1.25 per issue). The highlight of the year was the electronic gaming scavenger hunt, but **Digital Press** delivers well-written reviews and authoritative articles issue after issue.

Mindstorm, edited by Aaron Buckner (9474 Fallston Ct., Blue Ash, OH 45242/$1 per issue). Aaron leads a top cast of contributors in this wide ranging fanzine. The accent is definitely on video games, but **Mindstorm** also provides intelligent discussion of fandom itself and even ventures into other fields of pop culture.

Paradox, edited by Chris Johnston, Jason Whitman, and Justin Schuh (316 E. 11th Ave., Naperville, IL 60563/$1 per issue). The editorial troika is exploring new territory for electronic gaming fandom by producing a fanzine largely devoted to discussions of the hobby itself. Exceptionally well-written and more attractive than ever, **Paradox** is enjoyable reading for any gamer.

The 1993 Electronic Games Awards
Official Ballot

Vote for one item only in each category, and please do not vote in any categories with which you are unfamiliar. Please vote only once, and send your ballot to **Electronic Games Awards, 330 S. Decatur, #152, Las Vegas, NV 89107.**

Photocopies or handwritten ballots will be accepted, so you don't have to tear up your copy of **EG**.

Deadline: January 20, 1993.

Video Game of the Year
- **NHLPA Hockey '93** (Electronic Arts) _____
- **Sonic the Hedgehog 2** (Sega) _____
- **Street Fighter II** (Capcom) _____

Computer Game of the Year
- **Aces of the Pacific** (Dynamix) _____
- **Civilization** (MicroProse) _____
- **Indiana Jones - Fate of Atlantis** (LucasArts) _____
- **SimLife** (Maxis) _____
- **Spear of Destiny** (Id Software) _____
- **Wing Commander II** (Origin Systems) _____

Multimedia Game of the Year
- **Dragon Slayer** (TTI) _____
- **Night Trap** (Sega) _____
- **Loom** (LucasArts) _____

Portable Game of the Year
- **Caesar's Palace** (Virgin) _____
- **Rampart** (Atari) _____
- **Shinobi** (Sega) _____
- **Star Wars** (Capcom) _____

Best Action Video Game
- **Axelay** (Konami) _____
- **Space MegaForce** (Toho) _____
- **Street Fighter II** (Capcom) _____
- **Super Mario Kart** (Nintendo) _____
- **Teenage Mutant Ninja Turtles IV: Turtles in Time** (Konami) _____

Best Action/Action Strategy Computer Game
- **Agony** (Psygnosis) _____
- **Aquaventura** (Psygnosis) _____
- **Hunter** (Activision) _____
- **Spear of Destiny** (Id Software) _____
- **Super Space Invaders** (Domark) _____

Best Adventure/RPG Computer Game
- **Black Crypt** (Electronic Arts) _____
- **The Dagger of Amon Ra** (Sierra On-Line) _____
- **Darklands** (MicroProse) _____
- **Indiana Jones & the Fate of Atlantis** (LucasArts) _____
- **Ultima VII** (Origin Systems) _____

Best Adventure/RPG Video Game
- **Equinox** (Sony) _____
- **Dragon Warrior 4** (Enix America) _____
- **Final Fantasy Mystic Quest** (Square Soft) _____

Best Sports Video Game
- **Joe Montana NFL Sportstalk Football 3** (Sega) _____
- **John Madden Football '93** (Electronic Arts) _____
- **NCAA Basketball** (Nintendo) _____
- **NHLPA Hockey '93** (Electronic Arts) _____
- **Side Pocket** (Data East) _____

Best Sports Computer Game
- **4-D Boxing** (Electronic Arts) _____
- **John Madden II** (Electronic Arts) _____
- **MicroLeague Baseball 4** (MLSA) _____
- **MicroLeague Football II** (MLSA) _____
- **World Circuit** (MicroProse) _____

Best Strategy Computer Game
- **Civilization** (MicroProse) _____
- **The Lost Admiral** (Quantum Quality Prod. _____
- **SimAnt** (Maxis) _____
- **Solitaire's Journey** (Quantum Quality Products) _____
- **Theatre of War** (Three-Sixty Software) _____

Best Action Strategy/Strategy Video Game
- **Crue Ball** (Electronic Arts) _____
- **Desert Strike** (Electronic Arts) _____
- **Monopoly** (Parker Brothers) _____
- **Rampart** (Electronic Arts) _____
- **Wordtris** (Spectrum HoloByte) _____

Best Electronic Game Graphics
- **Darkseed** (CyberDreams) _____
- **Hook** (Sony ImageSoft) _____
- **Links 360 Pro** (Access) _____
- **Sonic the Hedgehog 2** (Sega) _____
- **Ultima Underworld** (Origin) _____

Best Electronic Game Sound
- **Loom** (LucasArts) _____
- **Space MegaForce** (Toho) _____
- **Willy Beamish** (Sierra On-Line) _____

Most Humorous Electronic Game
- **Bart's Nightmare** (Acclaim) _____
- **Greendog: Beached Surfer Dude** (Sega) _____
- **Death Valley Rally** (Sunsoft) _____
- **Willy Beamish** (Sierra On-Line) _____

Best Science Fiction or Fantasy Electronic Game
- **Betrayal at Krondar** (Dynamix) _____
- **The Legend of Kyrandia** (Westwood Studios) _____
- **Super Star Wars** (JVC-Lucas Arts) _____
- **Wing Commander II** (Origin Systems) _____

Best Fanzine
- **Computer Gaming Update** _____
- **Digital Press** _____
- **Mindstorm** _____
- **Paradox** _____

Hit! Fly! Shoot! Ride!

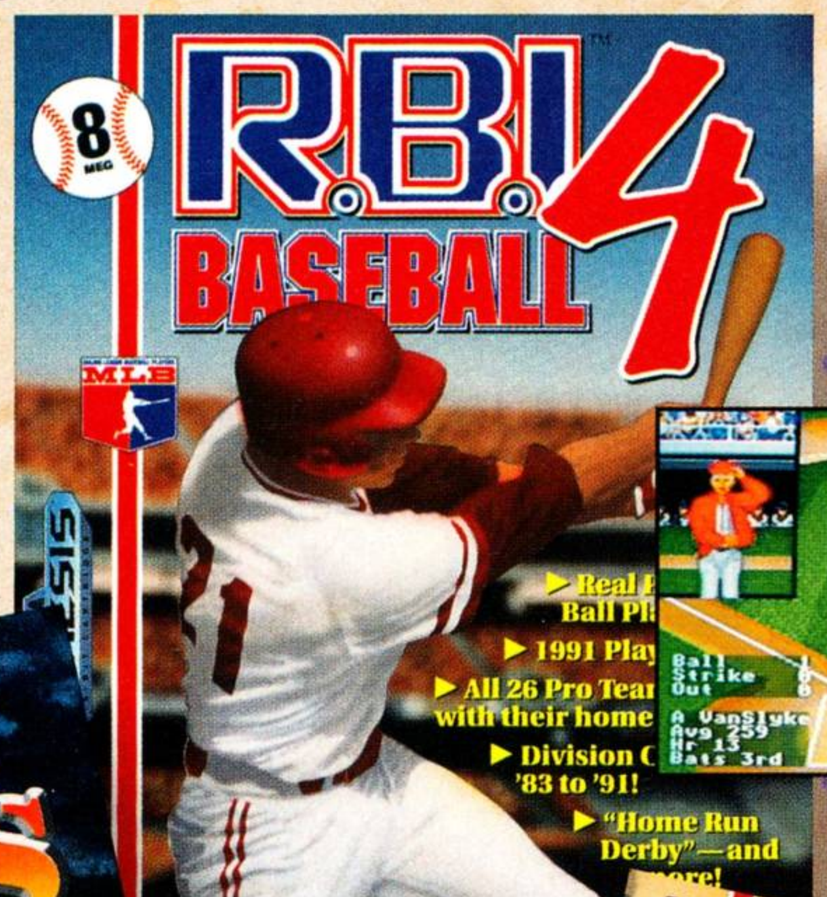
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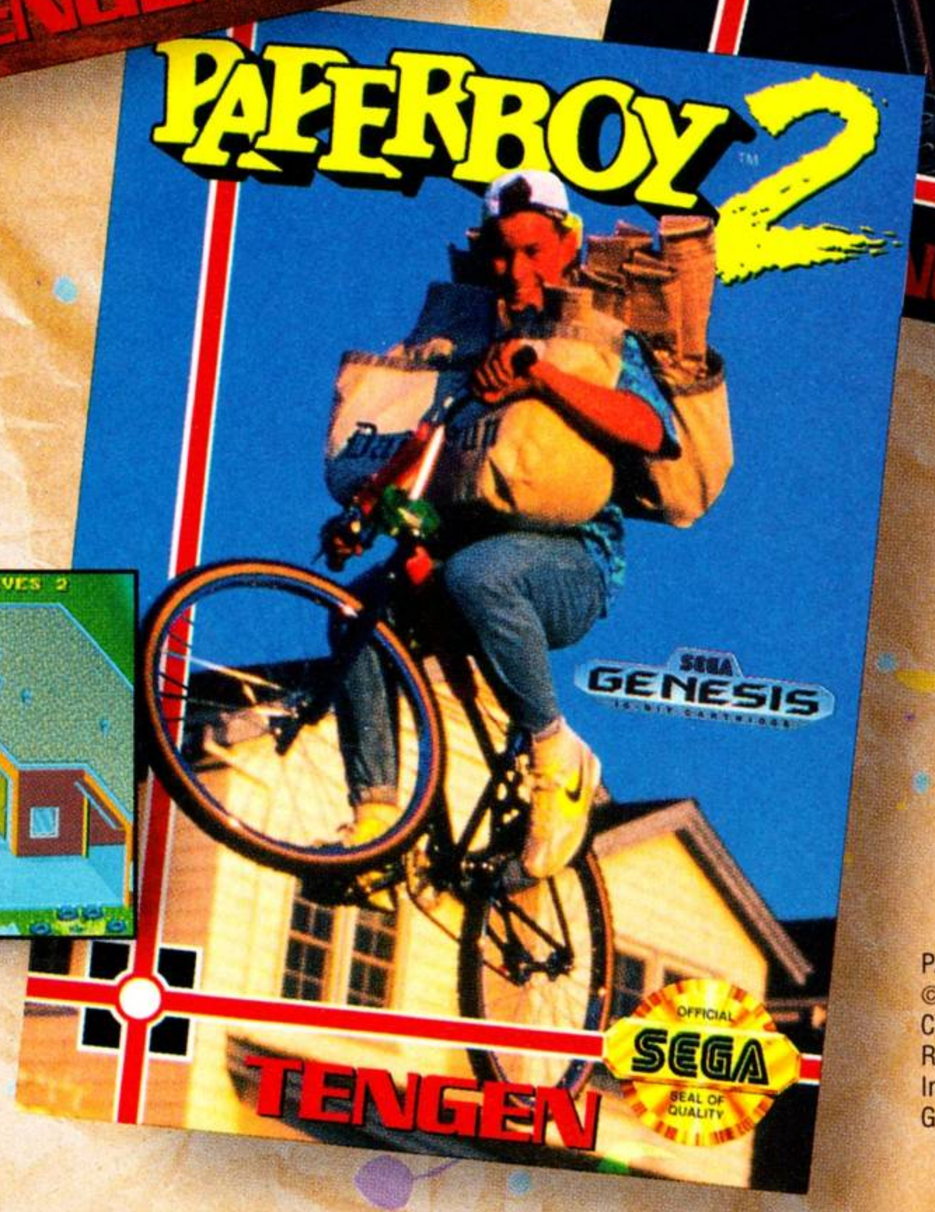
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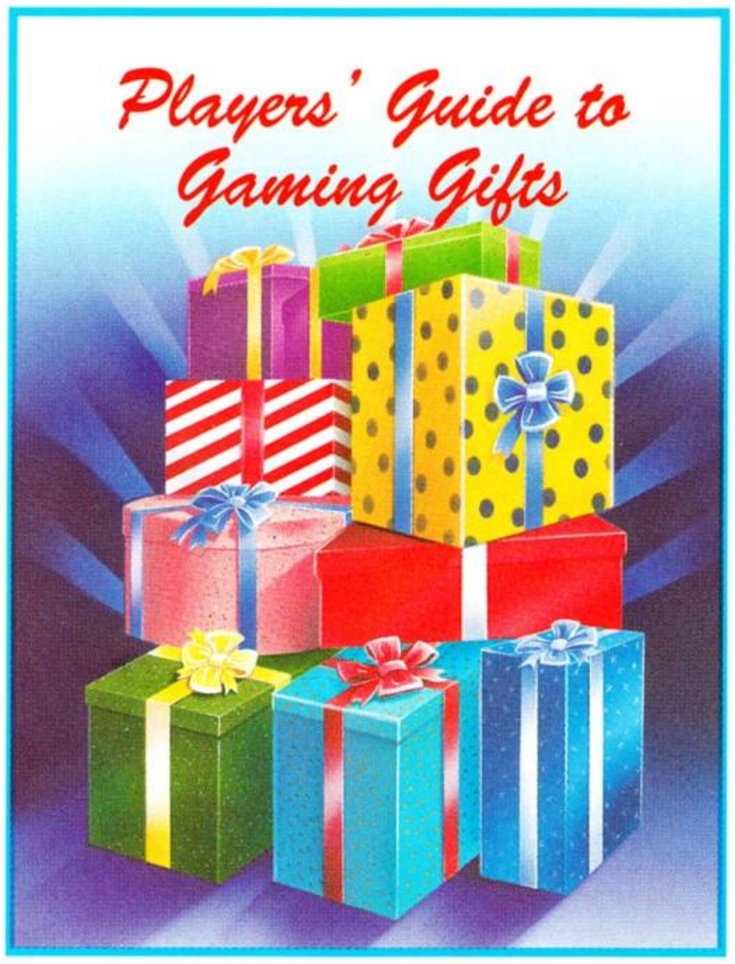
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Players' Guide to Gaming Gifts





Gaming Gifts

by Joyce Worley, Ross Chamberlain & The EG Staff

It's the holiday season and time to think of gift giving and getting. The staff of **Electronic Games** has compiled a catalog of some of the best, most interesting and helpful high-tech gadgets we've seen. Some help you play better; others help you work more efficiently. All are guaranteed to excite any lucky person who finds one or more of these items under the tree. These all should be at your computer retailer, but we've listed phone numbers in case they're hard to find.

Gaming On The Go

To keep your expensive portable equipment safe, the following items are worth consideration.

ASCIIware's **Game Gear Carry All** for $19.95, **Portable Carry All** for the Game Boy, at $9.95, or the **Portable Carry All Deluxe**, also for Game Boy, at $14.95, will hold and complement the game unit. They're all from ASCII Entertainment Software, Inc. (415-570-6200).



The Game Keeper will organize even the messiest Game Boy collection.

The **Pro Pouch+** is an all-purpose carry case for most hand held game units, retailing for $19.99, by NAKI International (310-657-2247).

The **Light Boy Game Keeper** is a durable hardshell case designed by Vic Tokai, Inc. (310-326-8880), to hold both the Game Boy and Light Boy, plus six game cartridges, ear phones, the game link, and the Nintendo rechargeable battery pack. It costs $27.99.



Lighting The Screen

These gadgets help cut the squint of the LCD screen.

NAKI's **Brite Beam** adjustable magnifier and light, for the Game Boy, lists at $19.99.

NightSight, Tengen's light and screen magnifier for the Game Boy, at $19.99, can be powered by 2 AA batteries or the company's AC adapter (408-473-9400).

The **Light Boy**, by Vic Tokai, uses replaceable bulbs to give the Game Boy bilateral lighting and cuts surface refraction. The rugged original unit retails for $24.95; a mini-pack version is going for under $20.

The **Handy Kit** has everything needed to enhance the Game Boy, including replaceable lights, an adjustable magnifier, a sound amplifier with speakers, and a thumb joystick with a contoured fire button. It's $39.95 from STD Entertainment (USA), Inc. (410-785-5661).

Keep Them Playing

To keep from running out of juice, NAKI's 12 hour **Action-Pak Plus** snaps into a Game Boy battery housing. The $19.99 unit includes an AC Adapter/Charger and can be charged up to 500 times, for 6,000 hours of playtime.

The Game Gear player can get 3000 hours of battery life with NAKI's **Game Gear Turbo Twins** 6 hour rechargeable battery, for $39.99.

Tengen's **Tranz Power** car cigarette lighter adapter allows for juice on the highway for $12.95.

Tengen's **Power Clip** ($24.95) is a rechargeable battery pack that clips directly into the Nintendo Game Boy battery compartment.

for Any Occasion

Keep Them Working Right

Video games may become erratic and quirky if cartridge contacts get worn or dirty, so the NAKI **Eliminator** uses a 3M strip to clean the contacts. System specific units plug into cartridge slots of Nintendo, Game Boy, Genesis or TurboGrafx, and all retail for $11.99.

Hard-playing gamers who are rough on their video game systems might need one of these Tengen repair kits: the **Pad Repair Kit** for Genesis controller; **Pad Repairz Kit** for NES controller; or **Boy Repairz Kit** for Game Boy (prices vary).

Staying In Control

Original-equipment controllers are okay, but watch that avid gamer's eyes light up when one of these is unwrapped.



Cure video game thumb with the revolutionary Turbo Touch 360°.

Video gamers tired of thumb fatigue and erratic directional control will welcome the **Turbo Touch 360** from Triax Controls, Inc. (800-858-7429). Its application of the touch sensitive capacitance plate, used for 20 years in elevators, is said to be a breakthrough on a par with the switch from vacuum tubes to transistors. It's available for the Sega Genesis ($34.95), the Super Nintendo ($34.95) and NES ($24.95).

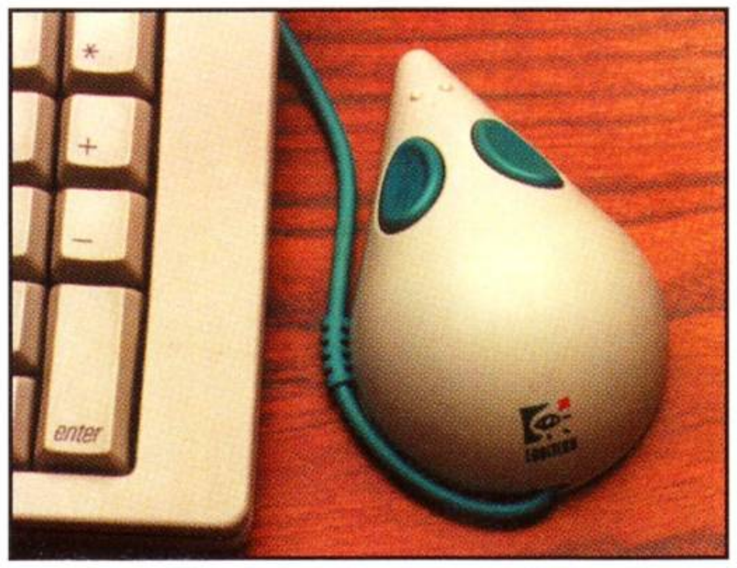
The **Triton Game Master** programmable controller models store favorite combination moves with which to combat the opposition. There are also turbo moves, acceleration, repeat, and an auto pilot mode that allows preprogrammed combinations to continue hands-free during regular play. Made by Triton Toys, Inc. (408-268-5527), it's available for the Genesis, SNES or NES.

Hunters and would-be Rambos in the living rooms of America might like the feel of Sega's **Menacer**, a modular target shooter for Genesis. It's composed of three interlocking units, the firing module, a stock, and a binocular scope which, with an on-or-off visible screen cursor, allows a variety of play options. A cartridge with six games is packed with it, for $59.99. It comes from Sega of America, Inc. (415-508-2800).

Similarly inclined Super Nintendo players can get the Super NES **SuperScope 6,** essentially a shoulder pack and rifle-like unit using infra red technology to aim at the screen. Nintendo of America, Inc. (800-255-3700), packages it with a cartridge containing six games: three varieties of **Blastris** and three of **BattleClash**. It retails for $59.95.

For youngsters and whimsical adults with PCs or Macintosh systems, Logitech's **Kidz Mouse** is designed for smaller hands. Its cute, rodent- shaped design houses a fully functional two-button mouse. Included in the suggested $79 retail price is a tutorial and an educational program, **Dinosaur Discovery Kit** by First Byte Software. It's available from Logitech Inc. (510-795-8500).

TurboGrafx-16 owners who dislike all the controller switching involved when more than two play will find that Turbo Technologies, Inc. (800-366-0136) has met their problem with **Turbo-Tap**, which permits up to five Turbo Pad controllers to be attached to the TurboGrafx-16 game unit simultaneously.



The Kidz Mouse is just for fun and built especially for little hands.

The **Video Game Super Chair** is the ultimate control device for serious gamers. The player sits in the padded chair with his feet on the leg rest. Body movements control on-screen action. Fire and select buttons are in the handle grips. It's $149.95 with carrying case, from Games 2000 (619-369-7400).

For the multimedia fan with the new CDTV multimedia interactive system, the next step might be to record combined visuals from the CDTV and a video camera, tape or even live TV signals. This can be done with the **Video Genlock Card**, $249.99 from Commodore Business Machines, Inc. (215-431-9100).



The Menacer is Sega's latest attempt at a light gun peripheral.



Some Dedicated Fun

Something old, something new applies in more ways than one to each of these slightly different approaches to electronic entertainment.

Love classic video games? TeleGames USA's **Personal Arcade**, $29.95, is said to be compatible with over 90 ColecoVision games. TeleGames (214-227-7694) has the old games, too.

The **Chesster Challenger** will not only give the family chess fiend a serious game, but it also senses moves and discusses its play, for $249. German and French speaking models are also available from Fidelity Electronics (305-597-1500).

Portable Smarts

We live in the age of the information revolution. One of the handiest reminders of this is the electronic book that puts lots of information right at your fingertips.

For that baseball fan who knows almost everything, the hand-held **Big League Baseball Electronic Encyclopedia** holds over a million baseball stats, including 620,000 batting and 270,000 pitching statistics, with personal data on any player in the history of the National or American Leagues. The shirt-pocket marvel comes from Franklin Electronic Publishers, Inc. (609-261-4800), for $99.95.

The crossword puzzler who can't seem to track down that elusive word need only consult Franklin's **Crosswords Puzzle Solver**, a 1.8 oz. pocket-size package that holds 250,000 words and phrases, including proper nouns, for $59.95.

For the secretary (or boss), Franklin also produces the **Spelling Ace Plus**, a 7-oz. electronic book that can check and correct 100,000 words, including 20,000 legal and business related terms, for $59.95. And, for the visually or physically challenged, the $500 **Language Master Special Edition** is a fully speaking electronic dictionary, thesaurus, spelling corrector and English language resource.



Boom Box turns your IBM into a musical monster machine.

Planning a trip? The pocket-size **Berlitz Interpreter** from Selectronics translates between English, French, Italian, German and Spanish. It can interpret 12,500 words and 300 travel phrases per language, and includes an exchange calculator for three currencies. This



The Miracle Keyboard is for those serious about learning how to play.

$79.95 unit and other Selectronics products are marketed by Vi-Tel Electronics (201-440-8700).

Selectronics also makes a credit-card-size **26 Language Translator** that holds 1000 words each, for $59.95. Colorful national flag icons are used to select among languages.

Music For Your Ears

The whole family can rock around the Christmas tree in style with one of these high-tech musical devices.

Boom Box lets IBM and Amiga users make music using a bank of different instrument sounds, drums, bass and synth patterns, then record their creations to play back. It's a snap to use, with many extra features like echo, remix, samples, turntable scratches, and lots more. Order it for $59.95 from Dr. T's Music Software (617-455-1454).

Software Toolworks' **Miracle** keyboard is the ultimate musical add-on, since it replicates 128 instruments, contains its own stereo sound system, and is MIDI compatible. It also features **The Miracle Piano Teaching System**, for beginners or adepts who need to brush up. The **Miracle** can track a classroom full of students, now available for Macintosh ($499.95), IBM, Amiga, Super Nintendo and

Turn Up the Volume

Genesis ($479.95), and Nintendo ($379.95) from Software Toolworks (415-883-3000).

Sound Ideas for Gift Giving

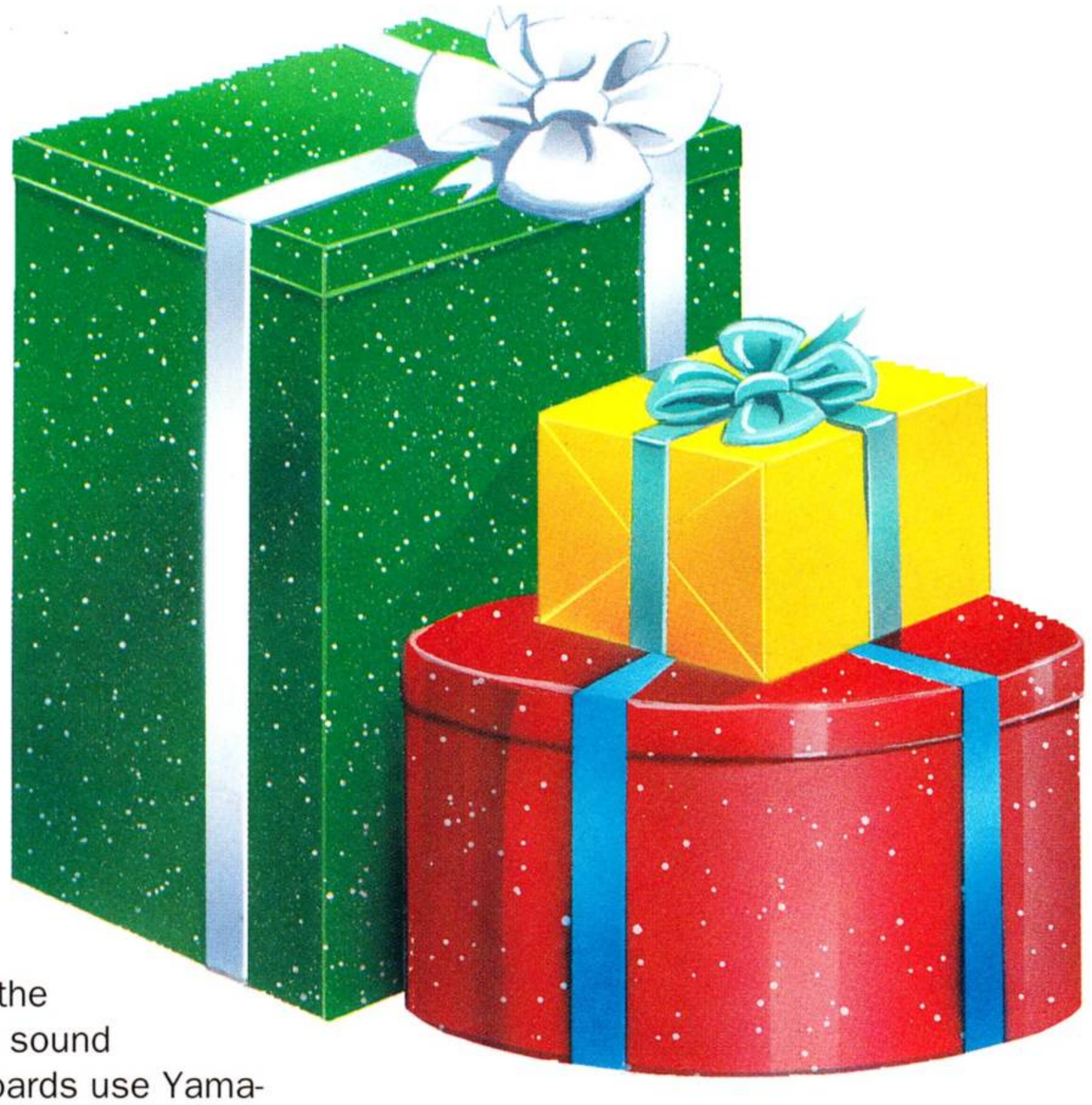
A computer gamer without enhanced sound is missing out on almost half the fun. Music, sound effects and even speech have become integral parts of the gaming process.

Ad Lib (418-529-9676) was the first company to make it big in the PC sound board market. The Ad Lib sound board quickly became the standard in the industry, until it was somewhat overshadowed by the speech synthesis offered by the Sound Blaster series. Ad Lib's light dimmed slightly a year or so ago when the vaunted **Ad Lib Gold** board was delayed. The good news, however, is that the long-awaited Gold, or SRP board, as it is now known, is available for a list price of $299.99. The original Ad Lib board is also still available for under $50.

Creative Labs (408-378-3838) is a prime mover in the PC sound sweepstakes with its **Sound Blaster** ($149.95) and the newer **Sound Blaster Pro** ($299.95). The Sound Blaster offers speech capabilities not found in the standard Ad Lib board. The Sound Blaster features 11-Voice FM music synthesis, a digitized voice channel and is fully Ad Lib compatible. The Pro offers an 8-bit digitized voice channel and 4-operator, 20-voice OPL-3 stereo FM music synthesizer. It also interfaces with Creative Labs' CD-ROM drive and Windows 3.1.

Omni Labs' (818-813-2630) **AudioMaster** has 24-voice polyphonic, multitimbral stereo synthesis, an on-board 68008 microprocessor, 384Kb RAM and multichannel PCM playback with independent volume controls. The package also includes some great software and retails at $299.

Media Vision (510-770-8600), whose **Thunder Board** was quite popular, now has the **Pro Audio Spectrum 16**, a 16-Bit version of the company's PAS-8 sound system. These boards use Yamaha's OPL-3 sound chip and offer the convenience of SCSI (Small Computer System Interface) compatibility, allowing the board to interface with CD-ROM, hard and optical drives. The PAS-16 lists at $349.





Game playing gloves make a great stocking stuffer for the enthusiast.

Another new entry to the sound board sweepstakes is the **Advanced Gravis UltraSound** (604-431-5020), a 16-Bit, 32-voice sound card that's a real bargain at $199.95.

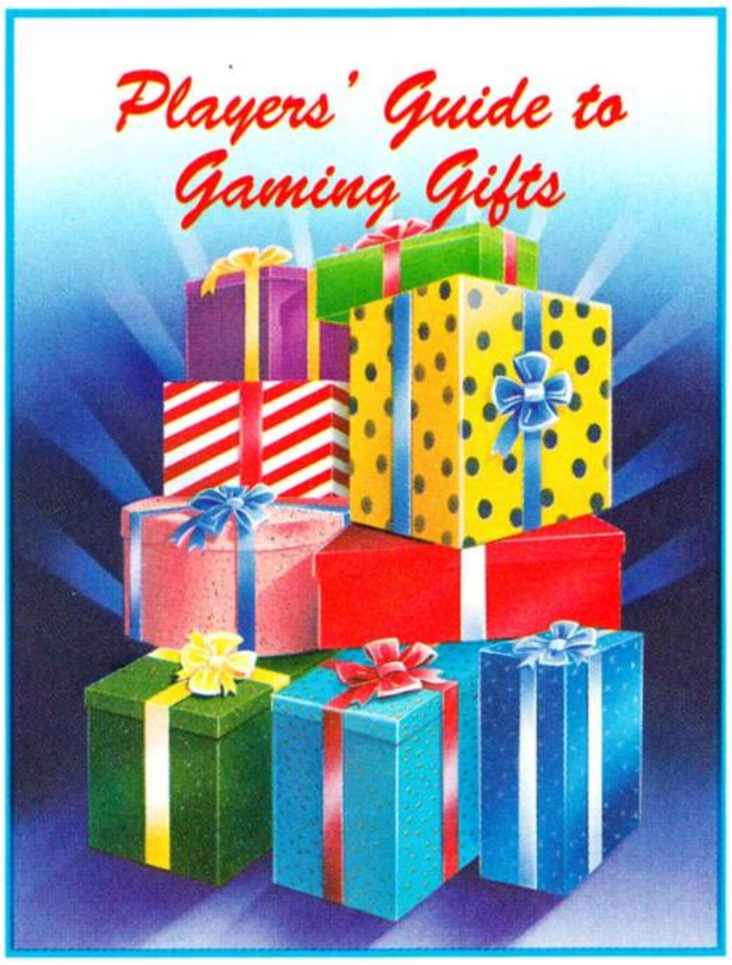
This board is also available in a bundle with **Chuck Yeager's Air Combat** (EA) for $219.95. The air combat software has been retooled to take maximum advantage of the UltraSound's unique capabilities.

Stocking Stuffers

Here are some little extras that any gamer would love to own. Check out these delightful items.

Few handle their video games with kid gloves, unless you count these gloves for kids: **Champion Video Game Gloves** are colorful gloves with a variety of popular license names and symbols, such as Superman, Batman, Sega, Sonic the Hedgehog, TurboGrafx and most recently, Home Alone 2. Retailing for $13.99, they're made with leather palms, a spandex back and a padded thumb for reduced fatigue, by Champion Glove Manufacturing (800-247-4537).

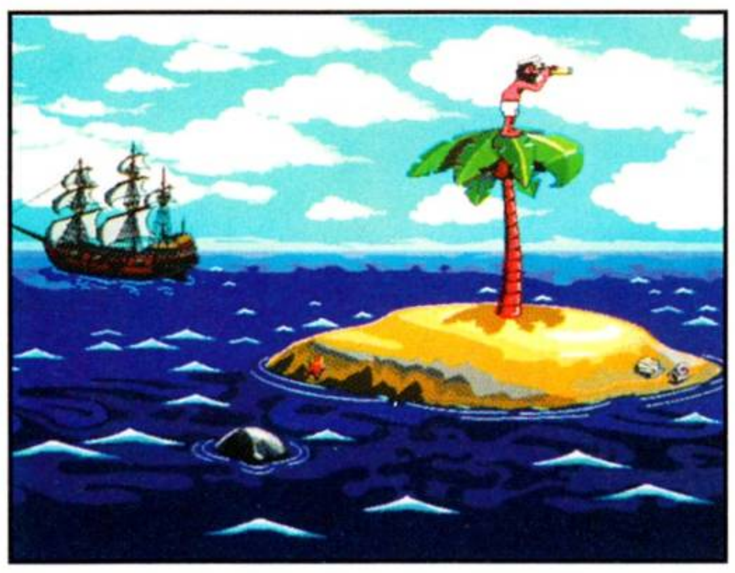
with Musical Gifts



Special Helpers

Here are some things to make your computing time more fun and more productive.

able; it makes even idle moments entertaining. Johnny tries to escape his desert island in a series of randomly generated sequences that unfold a story in full color, with as much animation as a typical adventure. It works with Windows 3.1, supports all major sound cards, and retails for $34.95 from Sierra.



Johnny Castaway is the answer to all those boring screen-savers.



Turn your television into a coloring book with the Video Painter.

Mario Teaches Typing works for all ages, but has definite kid appeal with the familiar plumber as on-screen tutor through games and drills that make learning fun. It's $39.95 for MS-DOS computers, from Interplay Productions (714-553-6655).

For The Newest Gamers

Get the kids off to a good start

Gifts for Education

Sound Explosion for Windows, from Programmer's Warehouse, (602-443-0580) adds sound effects to any Windows program. Over 500 effects (buzzers, clashes, bells, explosions, alarms, and many more prerecorded sounds) can customize computing, even without a soundboard. It adds a lot of pizzazz for only $49.95.

Screen Antics: Johnny Castaway is the greatest screensaver avail-



Sound Explostion provides hundreds of sounds for hours of enjoyment.

Be aware of the world with **MacGlobe 1.3** from Brøderbund Software (415-382-4400). The $59.95 package for the Macintosh has profiles of 208 countries, with detailed maps and data, including updates on 18 emerging nations in Eastern Europe.

If you can't type, you can't compute. Fortunately, there's no better typing tutor than the computer, and there's software to help learners better their skills.

Mavis Beacon Teaches Typing! is the best typing program available. It gives customized guidance through exercises and games, and even contains a resume writer. It's for all ages, available for most computer systems and even CD-ROM (which includes an invaluable dictation mode to help stenos pick up their speed). For children or adults, it's $39.95 - $49.95, depending on system, from Software Toolworks.



The IQ Unlimited is designed for the beginning computer user in mind.

as they play with some neat packages for the younger set. Some are equally helpful for adults who aren't ready to tackle full-sized computers.

Vtech's **IQ Unlimited Computer** was designed for kids, but is great for computer-shy adults, too. It hooks to a TV and contains a word processor, spreadsheet, database, graphs, BASIC, BASIC tutor, calculator, spell right, calendar, two edu-



King James, Revised Standard Version, and New International Version. Listing at $249 but generally available at $199, each contains both the Old and New Testaments. This device also features instant reference capability, a built-in search thesaurus, phonetic spelling corrector and a pronunciation guide, as well as a multiple bookmark function. This is a must-have for any serious bible scholar.

Selectronics has an expandable **Electronic Bible** in the New International Version, with both Old and New Testaments and all the footnotes found in the standard NIV, and full concordance capability for $299.95. Cartridges are available that provide features such as a daily devotional guide, Hebrew and Greek language aides, and an English spelling guide including definitions.

and Enlightenment

cational games and an art studio, for $200, from Video Technology Industries (708-215-9700). An **IQ Unlimited Printer** is available separately, or it connects to most Epson printers.



Texas Instruments gets kids off to the right start with their computer.

Vtech also has **Video Painter** for young artists. The laptop sketch pad plugs into the TV and lets you use pencil, crayon, bold line, lettering or paint mode, and many other features (including save to VCR tape), for $99. Extend your child's creativity!

Texas Instruments' **Talking Master Mouse Computer** introduces computing to children as young as 4 with 24 activities including math, preschool spelling, music and games, including word games. Large, colorful program cards fit into the monitor screen and an LCD display shows through a center window. With a suggested list price of $65, it's available from Texas Instruments (800-842-2737).

Heavenly Holidays

To honor the holiday season, whether celebrating Christmas or Chanukah, here are some reminders that even in this high-tech age there are some things that never get obsolete.

Franklin Electronic's **Electronic Holy Bible** is available in three of the most popular versions: the **The Interactive Old Testament** contains the King James Version of the Old Testament on CD-ROM, with dictionary, concordance, and many other components. Additional features include children's stories with illustrations, maps and geography, archaeological discoveries and political, cultural and economic histories of the bible lands. A comparison of theologies is also provided. It's costs $79.95 from Azeroth (206-392-9941).

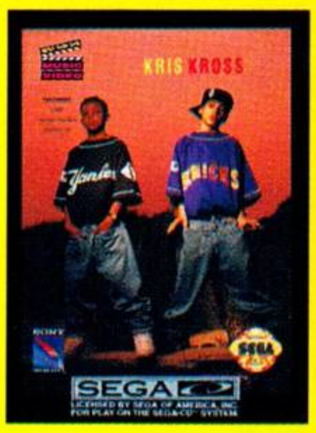
Davka's offering for this Chanukah will have the whole family smiling. **Jerusalem Stones** is a tumbling-block game, with Hebrew letters on the falling pieces. Background scenes depict beautiful sites in the ancient city. It works with Windows, and is available for $24.95 from Davka (312-465-4070).

All of the gifts presented in this section can be found at your local electronic or discount store.

UN



At Sony Imagesoft, we're revolutionizing the video gaming world with a totally unreal lineup of games for the Sega-CD. We're the first to put the power of music video creation in your hands with two music video games featuring smash music artists **Kris Kross** and **C+C Music Factory**. They'll blow you away with incredible CD sound, digitized live-action music video clips and the awesome power to direct, edit and produce your own music videos.



Sewer Shark, our action-shooter, takes you to a new realm of game play. Digital video of live actors and CD sound put you in the cockpit of this flight simulation shooter. Set in rat-infested sewers following a nuclear holocaust, you'll team up with ace sewer-jockey Ghost to transport supplies to human outposts. Your mission's clear: deliver the goods and fry the rats. Miss a turn and you're history. But make it all the way . . . and you're in Solar City, maxin' out to beaches, babes and awesome rays.

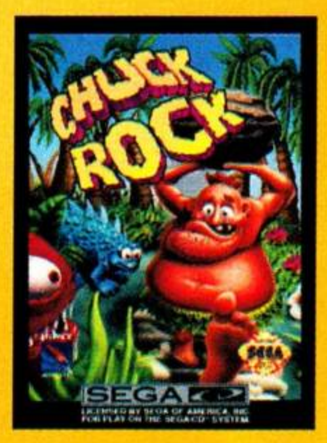


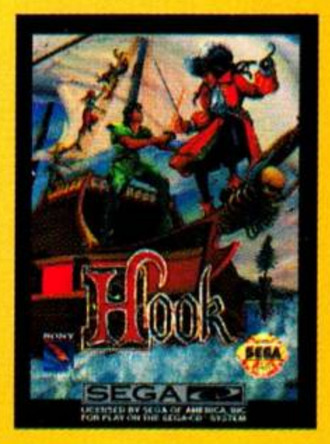
REAL!





We've also taken **Chuck Rock** and our own movie-based Hook and powered them up for the Sega-CD. With nine more levels than our 16-bit version, plus incredible new animation, Chuck Rock is definitely gonna kick butt and take names. And **Hook** for the Sega-CD, which features digitized scenes from the movie, never-before-seen computer graphics of Hook's ship, and CD-quality audio from the film soundtrack, takes our critically acclaimed 16-bit game to the next level. So if you're looking for a totally new, totally unreal video game experience, you found it. From Sony Imagesoft.





It's a whole new game.

SONY IMAGESOFT™

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FOR PLAY ON THE SEGA CD™ SYSTEM.

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UNREAL ACTION

UNREAL VIDEO

UNREAL POWER

UNREAL GAME DEPTH

UNREAL SPEED

UNREAL CONTROL

UNREAL MUSIC

UNREAL PEOPLE

Make Your Own MUSIC VIDEO

Hook

Terror Stalk

Playing With TOYS™

by Russ Ceccola

Games based on TV or movie characters and properties date back to the Atari 2600 with games like **E.T.** and **Raiders of the Lost Ark**. Such licensed games usually go in one of two directions: they either follow the plot of the movie directly, or just use the characters as dressing for a game that bears no resemblance to the spirit of the source. Games that take a licensed movie, TV program or character and actually expand on the original with creative and new game play are rare.

David Crane and Alex DeMeo, two designers at Absolute Entertainment with a good track record of successful licensed games, are involved in a joint effort based on some scenes from the Barry Levinson movie, *Toys.* **Toys** for the Super NES and Genesis game systems will reflect the fun of the movie and give players enough flexibility and challenge to enjoy the game repeatedly.

David Crane acted as creative director on **Toys** and Alex DeMeo was the technical director, responsible for the code and the translation of Crane's ideas to the 16-Bit game systems. In a recent interview, Crane described their approach to the project. "Whenever you have a movie license, the question is always how to make a game from it. If the movie is out, you can see it and get your ideas from the source. In our case, we only had a script and tried to design the game to match the look and feel of the visuals we were able to see and those we imagined.

"The game is a license and you want it to reflect the look, the characters and the feel of the movie, but it's up to us to make it a fun game," Crane remarked.

In **Toys**, the player controls Leslie, Robin Williams' character in the movie, as he defends the Zevo toy factory from a general who has taken over the factory and wants to manufacture war toys. There are multiple levels in the toy factory, with game play and layout of the rooms somewhat different on each. In every room, the player must pit his arsenal of toys against the general's war toys and take out the security camera. Rooms are rendered right from set stills, but **Toys** does not limit the player or require him to go through the rooms of a level in any specific order. Players have freedom to try any of them and the challenge increases as the game moves on, with additional war toys and good toys on the later levels.

Crane thought that the matchup of war toys and Leslie's toys could be an exciting basis for a game. He

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Photo: Sidney Baldwin © 1992 20th Century Fox



mentioned that "the inventory of good toys makes for interesting game play because you can experiment with the toys and their attributes in the battles throughout the factory. We created our own toys for the video game because we weren't sure what director Barry Levinson was going to use in the movie and because of the limitations of rendering on the video game machines. Objects had to follow certain size constraints and we needed to fit a number of toys on a game screen to have a fun battle."



Zevo Toys comes home with the Super NES game from Absolute.

Indeed, the idea of battling toys is something new to video games and holds great possibilities. Leslie's good toys are the type you might find in the preschool section of a toy store. The general's war toys might be tanks, jeeps or helicopters. This variety is what will make **Toys** different for each player.

As research aside from the normal gizmos and gadgets he buys, Crane admitted that he "took a field trip to a toy store during the design of **Toys**. At that point, I felt we didn't have enough bad toys in the game, so I tried to find some that we could pervert into bad toys. I also had to put myself in Leslie's shoes and think of what toys might be turned against me."

The mixture of toys and scenery from the film will bring to mind the battle scenes from the movie, yet allow the player to control all the action. This is the kind of game design Crane enjoys. He revealed that "I try to design my games so that, even though I might know how to get through them, there may be someone who can get better at them than me. I do that by designing alternate ways to complete challenges in the game."

Toys gives players many possibilities and methods to take out the war toys. Although some ways might be better than others, the discovery of the best matchups is half the fun of the game. You might be more skillful than Crane at **Toys**, but he still remains undefeated at his own SNES tennis game, **Amazing Tennis**.

Toys will be out in February or March, not too long after the movie is gone from theaters. The idea behind the game is unique and will more than likely become another success in the careers of Crane and DeMeo. The inventory of bad toys and good ones is not certain at this point, but there will be plenty of fun regardless of the final mixture.

Crane affirmed that "there's a lot of action, but also a cerebral element to the battles. We're proud of the overall concept and it will be different than anything you've seen before in a game. The game is going to be visually stunning and we hope to capture the whimsical and feel-good nature of the film." This is the mixture which all licensed games strive toward. If anyone can pull it off, Crane and DeMeo can.

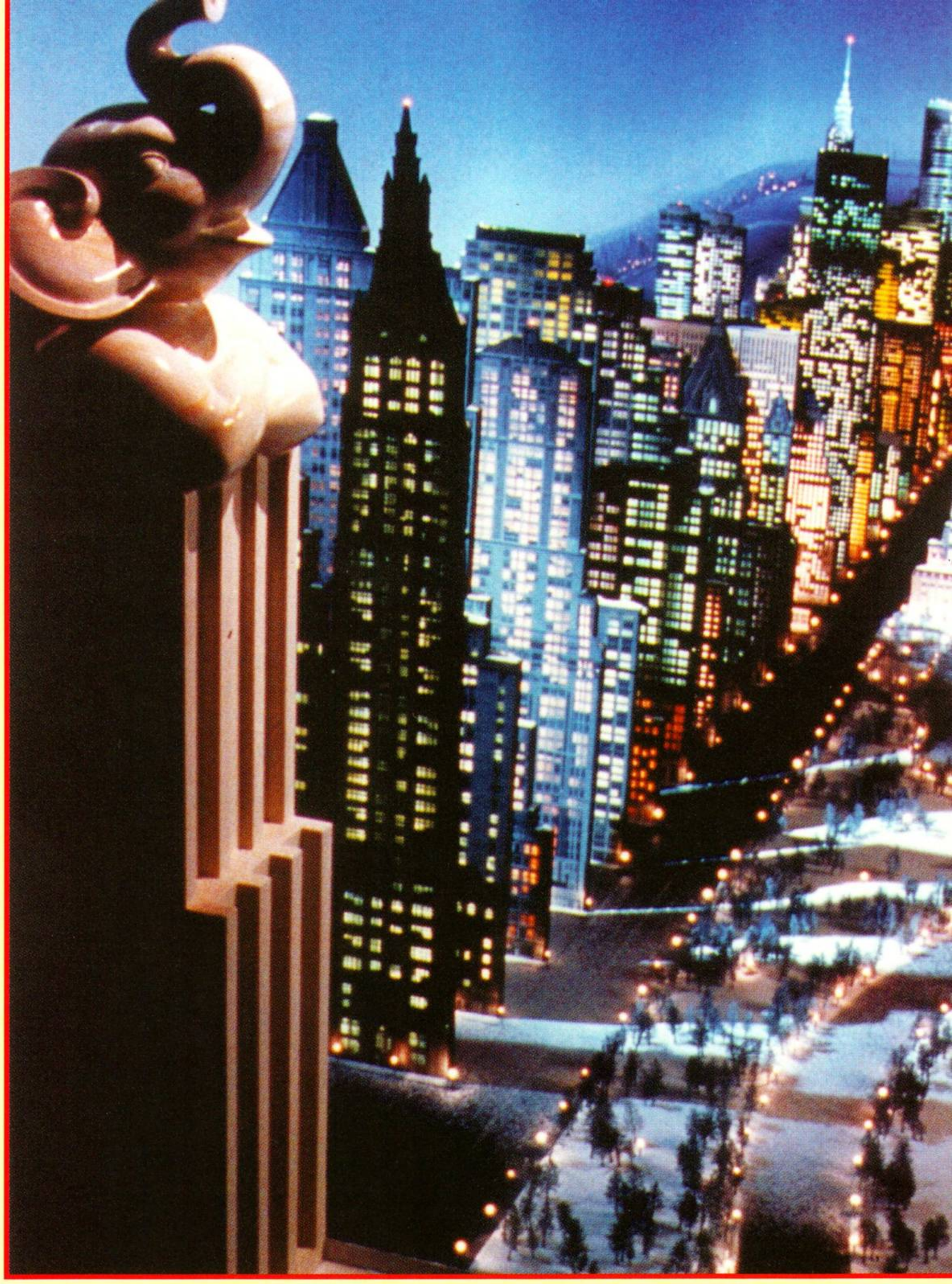


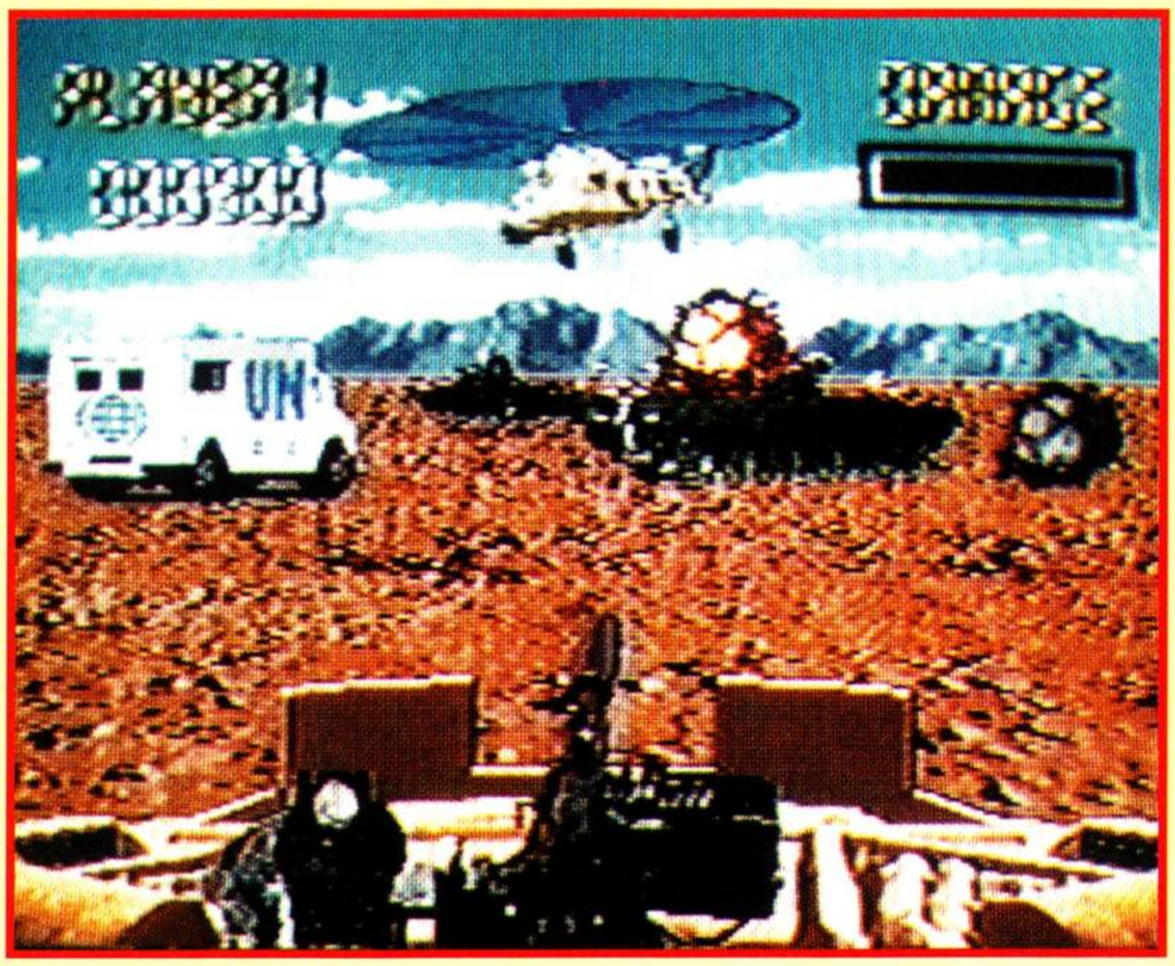
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The Game That Never Was

Many movies have featured arcade or video games in certain scenes. Atari's **Missile Command** appeared in *War Games*, with the film notably using the game's "GAME OVER" screen as its "The End" screen. In *Terminator 2,* the Robert Patrick Terminator chased John Connor through an arcade. The writers of the horrid *Freddy's Dead* included a dream sequence in which a victim imagined himself inside a video game. The list goes on and on.

Absolute Entertainment's designers, longtime contributors to the video game field since its beginnings in the late '70s, were contracted to produce a video game for the recent Barry Levinson film *Toys* that serves not as filler or background scenery, but as an integral part of the plot.



This is not only a landmark accomplishment for Absolute, but also for the video game industry, as the line between video games and movie visuals narrows, and the talents of game designers get put to use in other areas.

The game in question, **Tank Gunner**, is an upright coin-op video game played in an arcade by the general who takes over the Zevo factory.

Garry Kitchen and Barry Marx shared the design chores, and Alex DeMeo and Roger Booth worked on the technical aspects of the game. Jesse Kapili took care of the graphics and Mark Van Hecke contributed the sound effects in the segment.

Fox contacted Absolute because of their past relationship on games their designers did for other companies, like **The Simpsons** games for Acclaim and the **Home Alone** games for T.H.Q. They wanted to make sure that **Tank Gunner** turned out right because "the game is an integral part of the characterization of the general in the movie. You learn a lot about him by watching him play the game," Kitchen mentioned in a recent interview.

Although the segment of the film in which movie-goers see **Tank Gunner** only lasts a couple minutes and worked out to be roughly two pages in the script, a lot of work went into making it effective in the scene. Co-producer Charles Newirth acted as the design team's contact at Fox and relayed all the messages and comments from Levinson and others involved with the scene. Kitchen revealed that "we had the flexibility of making the game happen, but we had to please Levinson and Newirth and revise it to fit the game they visualized."

Tank Gunner was designed on the Super NES and placed in an upright cabinet for the arcade scene in a simulated "attract mode" (demo mode for an arcade machine as it



Tank Gunner was made for the movie, and its not in the stores.

waits for a player). Although the game was implemented on the Super NES, it has the look and feel of a real arcade game and incorporates "fast-action mayhem, with planes, tanks and helicopters coming from all directions; just the type of game a general might like," according to Kitchen. The **Tank Gunner** footage took two months to put together and "it was lot of work and a long road to get there. In fact, the game is a lot more complex than we anticipated from the start, and we pushed the limits of the SNES."

Tank Gunner might remind some people of **Super Battletank**, but it is unique to *Toys* and will not be translated to the home market as a commercial game.

Kitchen found the experience to be enlightening, especially about what goes on during the production of a film, and rewarding for those involved. It will be nice to see the name of a leading video game company in the credits of a major motion picture. Kitchen explained that "this segment is something we're proud of and is in our portfolio as a major accomplishment. We can now let people know that we have experience in this type of work and want to do more projects like it."

It is a testament to the experience and talent of the designers at Absolute to land a project like **Tank Gunner**. Perhaps their skills will be utilized in Hollywood again.

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Play Like A Champion!

"This is the most realistic tennis game I've ever played!"

Jimmy Connors

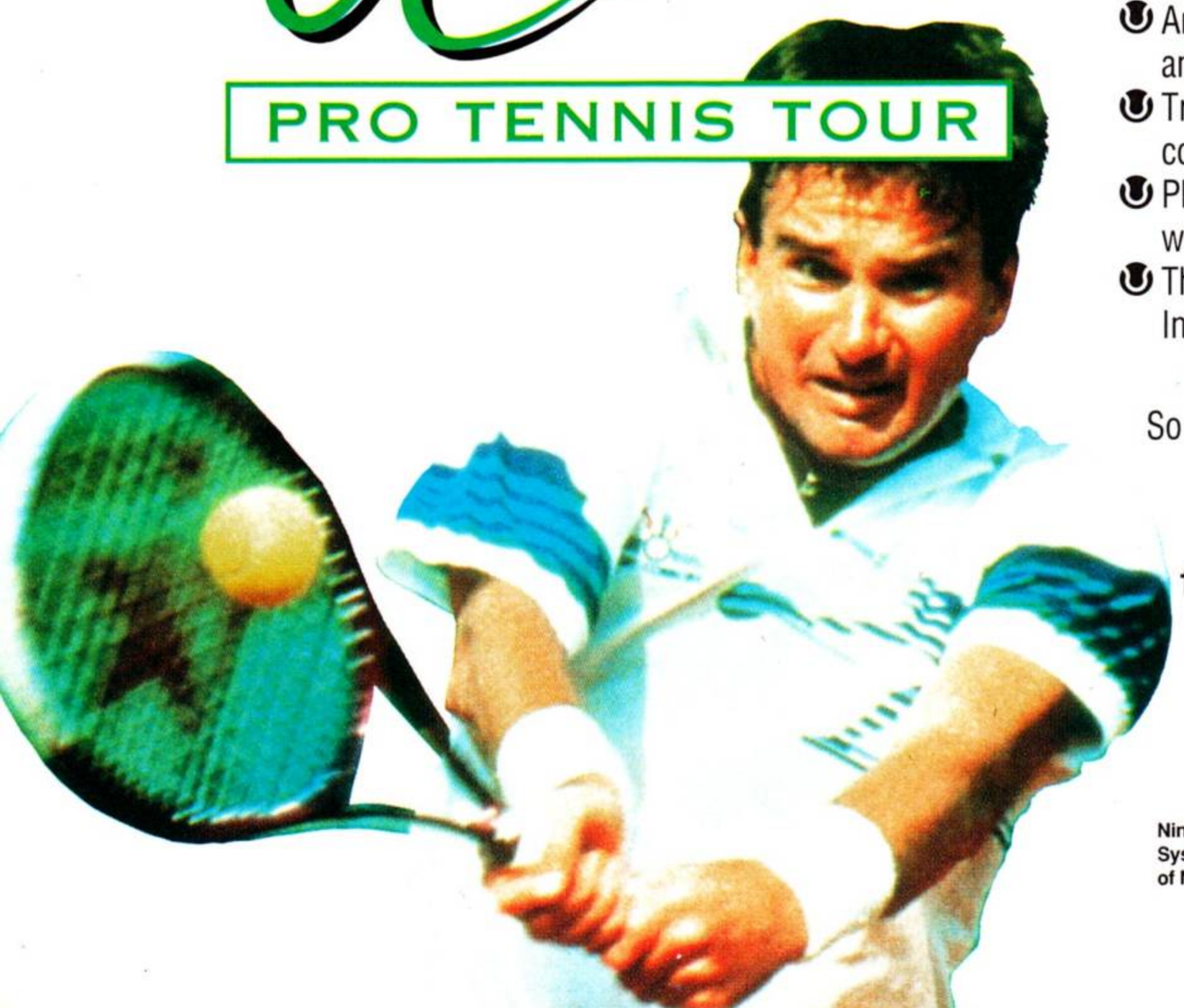
SUPER NINTENDO ENTERTAINMENT SYSTEM











Jimmy Connors

PRO TENNIS TOUR

You Have Total Control!

Strategy

- Choose what tournaments you want to play in
- Analyze your opponents strengths and weaknesses
- Train with your choice of 5 coaches
- Plan your every shot and execute it with finesse
- Three skill levels: Amateur, Intermediate, Professional

Realism

- Play on 6 Court Surfaces: Grass, Hard, Clay, Indoor, Desert, Antarctic
- You are Jimmy Connors or one of 16 other professional tennis players
- Game automatically saves stats, winnings and rankings
- Play singles or doubles, against friends or the computer
- Any type of shot can be executed (lob, overhead smash, slice...)

Password feature allows you to continue where you left off.

So step on out to Center Court and show them what you're made of, it's your turn to play like a champion!

Available soon for Game Boy and the Nintendo Entertainment System!

Available now for the IBM PC.

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Jimmy Connors photos by Duomo
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The Ultimate Helicopter Simulator

by Ed Dille

These simulators make high-flying dreams almost real, but they're not for every joystick jockey. Whirly-bird pilots experience what it's really like up in the blue, in this king-of-simulators that trains military pilots.

Situated at the heart of NAS Jacksonville, one of the largest Naval Air Stations in the southeast, the Paul Nelson Helicopter training facility educates thousands of naval aviators yearly. The facility, named for a squadron Commanding Officer killed when his helicopter suffered a mechanical failure, uses simulators extensively to better prepare aviators for similar in-flight emergencies. Unlike the training units in Pensacola, which are geared toward student pilots, Paul Nelson provides continuing education to SH-3 and SH-60F squadrons which deploy aboard fleet units.

The SH-60F is the replacement for the SH-3, which is being relegated to cargo duties after serving its mission for over twenty years. The mission of the newer copter is detection, localization, and destruction of submarines which have penetrated the outer screen of a carrier task group. The primary sensor utilized to do this is an active sonar transducer, lowered from the helicopter while the pilot maintains a static hover a mere ten feet above the ocean. Once submerged, the transducer is keyed from the aircraft to send an active sound pulse into the medium, any returns of which could indicate the presence of a "contact of interest." The flight technique for deploying the sensor is called dipping and requires considerable skill to avoid embarrassing, costly and potentially fatal "water landings."

The ability of SH-60F squadrons to complete their mission is measured via "operational readiness," Navy buzzwords that indicate equipment



readiness, manning levels and, most important of all, training. The staff of the Paul Nelson helicopter training facility, which is comprised of Senior Naval Aviators as instructors and civilian technicians for maintenance and support, provides invaluable contributions to the third leg of the operational readiness triad. Pilots average three simulator periods a month, but some have considerably more if squadron commitments do not require their presence elsewhere. The only hard and fast requirement is that the simulators remain 100% utilized.

The facility houses two separate SH-60F simulators, with components spread through three large rooms. One area holds SOTS modules (Sonar Operator Training Simulators) that replicate all of the anti-submarine warfare (ASW) functions occurring in the back end of the aircraft. These simulators are static, but they are fully integratable with the cockpit modules in a single mission profile. The sonar operator experiences everything he would on an actual mission except aircraft movement.

A second area houses the cockpit sections, which are free standing electro-mechanical hydraulic enclosures, accessed through retractable gantries. Between the two in a glass enclosed room is the heart of the system, a NASA-style control room where instructors and technicians bring the system to life.

Two mainframe computers act as the central nervous system, a Gold 3297 controlling the flight model and all graphics, and a Gold 3267 simulating ASW functions, including oceanographic conditions, sound propagation profiles and submarine tactics. The system is split so that each simulator can operate independently or, if desired, both can be linked to allow pilots to fly a joint mission. When this latter condition is imposed, pilots are able to see the second simulator as another aircraft on their visual display, operating in the same computer generated environment. It is also possible to connect simulators in different locations via modem to allow national cross training.

The graphics displayed by the 3297 are geared toward low visibility conditions (i.e., night, dusk and dawn), which are the most hazardous for pilots. The cities of Jacksonville, FL and San Diego, CA (sites of both east and west coast simulators and the squadrons they serve), are modeled in exquisite detail, albeit in shades of gray with some color lighting. During our functional check flight, the Instructor took off from NAS North Island, checked the traffic on the Coronado Bay bridge (yes, the cars are there) and proceeded to fly through some of the condominium high rises (a la Blue Thunder), something that is definitely frowned upon in the real world. Following this, we warped offshore via computer magic, practiced some ASW tactics for a carrier task group modeled in infinitesimal detail, and landed on the carrier for lunch.

Flight modeling throughout was extremely responsive and realistic. The delay between the pilot putting the stick over and the helicopter maneuvering is measured in nanoseconds, despite the fact that seven different electrical, mechanical and hydraulic systems are interfacing. Also, the computer generated graphics are projected from below the cockpit to mirrors filling both





window screens, allowing near perfect immersion in the virtuality world. A system upgrade is in the works which will allow daylight flights with full motion video, which will permit total suspension of disbelief. However, this is still many years from implementation.

There are several major advantages to using the simulator over actual "hops" (a term referring to one four hour cycle or less), and absolutely no disadvantages. Given the fiscal constraints imposed by decreasing defense budgets, the simulators are a bargain, since they provide virtually cost-free training. Maintenance and electrical costs are inconsequential compared to actual flight time, where fuel alone costs $98 per hour. Further, it takes 18 man hours of work on the SH-60F for every hour it is flown, not to mention the very tangible cost of spare parts replacement.

Of even greater significance is the fact that many in-flight emergencies can be recreated in the simulator that can't happen in the aircraft without actually risking a crash. A prime example would be the loss of a tail rotor, which causes the airframe to spin uncontrollably in opposition to the torque of the main rotor blades. Any pilot who has experienced that feeling in the simulator is more likely to react properly in the event of a real world emergency. System operators have the ability to program on the fly and impose any combination of casualties to the aircraft in the course of a mission, making every hop unique. The objective is to test pilot knowledge of NATOPS (preprogrammed casualty control actions that all pilots are required to memorize), and to ensure familiarity with unusual situations to promote immediate recognition of potentially dangerous conditions in the real world.

Naval aviators are known for their tales of narrowly escaping the jaws of death, usually illustrating the same with grandiose hand gestures, but many of them also speak reverently of simulators and those with the foresight to design them. We can all hope for a day when warfare itself is simulated, the results tabulated via point score *vice* more morbid statistics. Perhaps the armed forces of the United States can look into producing simulators for many of our combat vehicles. One can only assume that, as in the use of this helicopter simulator, more simulators for more vehicles would result in better training, reduced cost, and most importantly, saved lives. In the interim, however, it is nice to take comfort in the knowledge that simulators are saving lives every day, and this is due to the efforts of everyone involved in the simulator's performance. **Electronic Games** salutes the men and women of the Paul Nelson Helicopter Training Facility, and others like it throughout the country, for a job well done!

Electronic Games wishes to thank the Department of the Navy for allowing us to view some of this process. More specifically, thanks are due to the Instructor, Lieutenant Commander George Cox and two employees of Reflectone, Robert E. Sparkman and Michael C. Bauer, for giving freely of their time to make this article possible. Reflectone is a Tampa, Florida based industry that produces commercial and military flight simulators in addition to motion simulation attractions for Sea World and Busch Gardens amusement parks. Look for additional coverage of their projects in future issues.

— Ed Dille



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Rick Zalud, Computer Game Review

"Makes the term 'virtual' redundant!"
Dave Moskowitz, Video Games and Computer Entertainment

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EG INTERVIEW

A Look at the Force Behind Sega of America Tom Kalinske

by Marc Camron

When considering the driving forces behind the video game industry, most people think about the programmers who make the games, or the designers whose ideas go into the complex interactive storytelling necessary to make a game interesting. Yet, there are others who have an intrinsic responsibility in making video games a form of entertainment that people will choose.

Among these people (the marketing specialists, industry analysts, and advertising moguls), one position stands alone. An overseer, ultimately responsible for how well the company does. A position that will either reap tremendous reward, or a prime position in the unemployment line. The position is CEO. Often combined with the position of President, this is the most powerful position at any company, the one at the head of the battle in good times or bad.

At Sega of America, Tom Kalinske is this person. Head of operations since October 1990, Kalinske brought to Sega more than 18 years of experience in the toy field, including the positions of President and CEO at Universal Matchbox group, and President and co-CEO of Mattel, Inc. He is credited with leading Sega of America to a 63% share of the 16-Bit market.

On October 15th, Mr. Kalinske was on hand in New York City to officially unveil Sega's much awaited CD-ROM attachment.

Amidst all of the ballyhoo, Mr. Kalinske found time to talk to EG about the new direction his company is heading with the Sega CD, and the effect of the CD on gaming in general.

It is said that CD gaming is the way of the future. Many people have commented on how this will effect the sales and development of cartridge based games. The impact will not be as immediate as some think. "A lot can be done with a four or eight meg cartridge," Kalinske said. "The compression techniques keep getting better all the time." This certainly seems to be the case with **Sonic 2** or **Joe Montana NFL Sportstalk Football**, which features tons of digitized speech. Kalinske went on to state that "There is too much emphasis put on memory, but as long as the trend is swinging towards larger games, the programmers will need to find ways to make those games fit."

The CD is the perfect answer. There are things that are just not possible in cartridge-based games. Full motion video, no matter how much squeezing there is on the part of the programmers, just cannot fit on a cartridge. This leads to where CD technology will come into play, if it is not being geared as a replacement to cartridge based games. Kalinske stated there are basically five different types of products being worked on for the Sega CD player.



Though a lot of time has been spent on the CD, Sega still found time for Sonic 2.

The first is the value disc: a CD which contains four to six existing games, either previously released on cartridge, or arcades that Sega was unable to release in cartridge form.



Second, there are the "enhanced cartridges." These are games that have been previously released on cartridge, and have had "better sound, voice, extra video [cinemas] and occasionally even extra levels added."

Third, there are the full motion or "interactive cinema" games: games like **Night Trap** and **Sewer Shark**, two of the initial releases for the CD player.

Next, there is what is being referred to as "Unique Animation" games. While very little has been released on this new type of game, Kalinske states that "this will be the first time players will be able to interact with true computer graphics, rather than bit-mapped images."

Finally, there is a type of entertainment that defies definition. The other uses for the Sega CD, like the **Make Your Own Music Videos**, and their latest breakthrough, **Virtual VCR**, expand it even further. Many of the possibilities have yet to be explored.

EG INTERVIEW

What is being done to insure that the Sega CD receives a warmer reception in the U.S. than it did in Japan? Kalinske's position on the American arm of the company is that of strength, not resign. "Instead of just porting over games from the software available in Japan, the majority of game development is being done here in the States. Fully one-third of Sega of America's employees are involved in research and development. There is also the problem that the early Japanese games did not take advantage of the



Sega's commitment to new types of games is apparent with Sewer Shark.

CD's power. Those were first generation games, and now there has been time to work with the system and more fully explore its capabilities.

"Finally, a much more aggressive marketing campaign is scheduled for the U.S. that was executed overseas. We believe that the time is right, and with the proper exposure and marketing, Sega can gain the same hold on the CD market as we have had with 16-Bit cartridge games."

Indeed, there are many differences between the Japan and U.S. releases of this product. While games were sparse in Japan for the first year after the CD's release, there will be at least fifteen titles ready for the U.S. Sega CD by Christmas this year. An additional 50-60 titles are planned by the end of 1993, meaning a possible 75+ games by the time Nintendo releases their long delayed CD-ROM system. Kalinske also pointed out that by the time the first generation Nintendo CDs are released, Sega will be on their third (and possibly fourth), generation of games.

Kalinske believes that Sega has a bright future.

Third party developers are jumping on the CD bandwagon from all sides. Heavy hitters like Electronic Arts and Konami are now starting development of games the system. There are also some other peripherals being developed for the Genesis and Sega CD, including a six button controller and a mouse. Both will be released sometime in 1993.



Finally, speculating on the distant future for Sega, Kalinske pointed to their alliance with GE to develop a "Virtual Reality type military simulator." He says



aspects of this project to will find its way into the arcade and consumer levels. Kalinske believes that both 16-Bit and 16-Bit CD-ROM "will remain for quite a while. The time technology will move forward to 32-Bit will only be after the developers have exhausted the 16-Bit medium, and when 32-Bit can be produced affordably for the general public."

After speaking with Mr. Kalinske, one thing shone through as being certain: Sega will be around as long as video games are. I asked Mr. Kalinske to sum up Sega's goal, and he was quick to state that "Sega is committed to providing the best interactive experience the consumer ever had and will continue to do so until it [the experience] is perfect. We chase technology not for the sake of technology, but for the consumer."

And with that commitment to the players, how can they go wrong?

FOOTBALL ACTION SO REAL, IT'S... BONE-CRUNCHING!



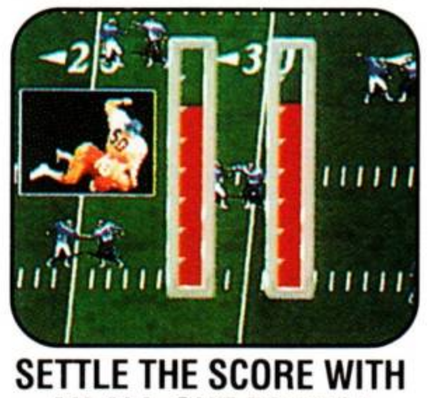
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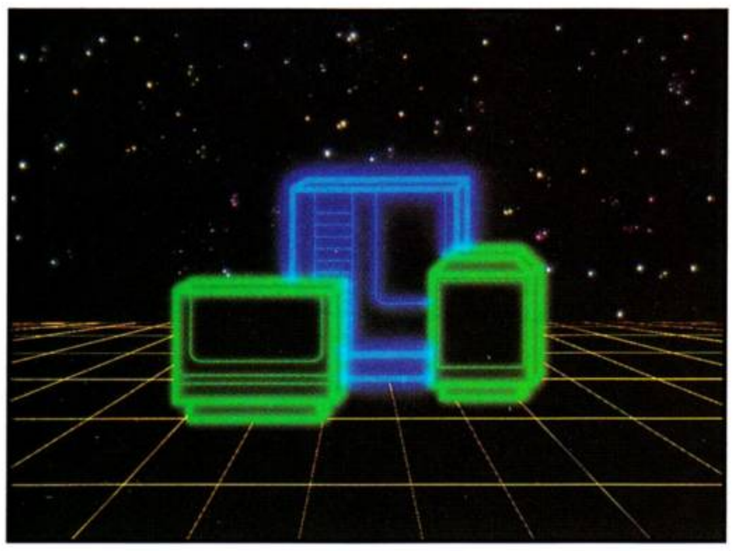
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VIDEO GAME GALLERY

Batman Returns

Konami
NES
1 Player

Okay, all you Batman addicts, time to put on your skin-tight, black zoot suit and face the forces of The Catwoman, The Penguin and Max Shreck.

Batman Returns for the NES follows the same basic plot as last summer's movie. Batman must brave the streets of Gotham City to rid them of the villains reeking havoc upon the streets. Batman has been known to be a tough guy and he uses a full compliment of punches, kicks and slides to finish 'em off! The player can also utilize a special attack where he whips his cape around that can down even the toughest foes with one swipe. However, the only drawback is that this attack drains one hit point from The Caped Crusader.

The levels are very well drawn and are



Batman has returned to the streets to fight not one, but many super-villains.

dimly lit to add a sense of mystery to Batman's crusade for justice. Stage 1-1 puts our hero right in Gotham Plaza. Here is where the player will hone his or her skills in basic combat. The enemies are weak but there are plenty of them. A unique aspect of **Batman Returns** is that the game runs on a hit point system, so the player only receives one life. While this may be frustrating for the beginning player, it really has its advantages, since the player can take multiple hits without dying every time. As extra incentive, scattered throughout various stages are gift boxes that contain heart power-ups to give you a boost of hit points.

After fighting through an endless parade of enemies, Batman must face his first boss. This boss begins by tossing a barrel that can knock the player down while he charges at Batman with his fists flying! This is the perfect opportunity to use the Batarangs. If all five of his Batarangs hit the boss, his energy will become half of what it was. Then, use the special attack to finish him off for good. Batman's reward is a box that grants him with more life if his first bar drops down to zero.

Stage 2-1 takes place in front of Shreck's department store. The enemies will attack more and some even wield machine guns. A very useful technique is to slide into the opponents, which stuns them for a brief moment, and then turn around and unleash a fury of punches to end their assault. Stage 2-2 is inside the department store where highly trained enemies literally leap from walls and pounce from the ceiling. One of the more challenging aspects of this stage is about half way through where Batman must use the grappling hook to shoot radio controlled helicopters out of the sky to stop them from bombing out the floor.

The goal is to reach the Ivory Tower where The Catwoman awaits to fight Batman high above the streets. She begins her attacks with a deadly aerial assault, but as she receives more damage, she resorts to using a nasty whip. Using a combination of of jump kicks followed by a quick special attack will finish her off quickly. Afterwards, the story unravels further with a detailed cinema display.

Although the game has the look and feel of a Batman game, if you take out Batman and replace him with a turtle, you have one of Konami's other video game hits. Not that it's a bad idea to port over existing play mechanics, but in the dying 8-Bit market, having some unique play options would definitely help.

This is not to say that **Batman Returns** will be beaten in a couple of hours. This is a challenging game that will keep experienced players coming back for more. The password feature is a very



The special spin attack is devastating, but it takes health off Batman's meter.

nice touch and cuts the monotony out of beating all those easier levels over and over again. Also, the interaction between Batman and boss characters takes place within text boxes to let the feel of the movie come alive.

In closing, **Batman Returns** offers up some awesome 8-Bit action that has been noticeably missing from the market. With a combination of great control, catchy tunes, and a good story to follow, this game will make a fine addition to any Batman buff's video game collection.

— Danyon Carpenter

RATING	
Complexity	Hard
Graphics	87%
Sound	85%
Playability	83%
OVERALL	85%

Dragon's Lair

Data East
SNES
1 Player

Dragon's Lair first saw the electronic light of day as a mid-80s laserdisc coin-op created by former Disney animator Don Bluth. His output of hit films since then has elevated him to superstar status in the world of theatrical animation.

There wasn't much *game* in **Dragon's Lair**, but it was certainly something to see. This wasn't just a well-animated arcade game; it was an *interactive cartoon* of a quality considerably higher than the then-current Saturday morning TV fare. Granted, the interaction was pretty primitive. Player-character Dirk the Daring, seen from behind, moved through elaborately rendered castle corridors, and faced a variety of enemies and deathtraps, all of which could be thwarted only by the timely press of an action button. The ability to play the game well rode on the player's memorization capabilities. The action pattern for each sequence was always the same, and, once learned, allowed experienced gamers to breeze through the game, hitting the button and moving the joystick in a robotic, patterned style.

Basically, there was a lot more watching than playing, but it drew the curious into the fading arcades in tremendous numbers, stimulating business in the process. The boom was short lived, however, since by the time the next generation of laserdisc games arrived, including Bluth's own **Space Ace** and an infrequently seen **Dragon's Lair** sequel, their cost proved prohibitive to arcade operators and their weaknesses seemed suddenly transparent to gamers.

Since its dramatic debut on the arcade stage, there have been several attempts to bring **Dragon's Lair** to home gaming systems, including a duplicate of the arcade software that was sold along with a laserdisc player which could interface with Amiga and Atari ST computers. More recently, a beautifully animated, side-scrolling version appeared on the NES, and this was the genesis of this SNES conversion developed by Motivetime Ltd. for Data East.



Despite the change in perspective, this version is pretty faithful to the original. The player, working at any of four difficulty levels, is once again cast as Dirk the Daring, a somewhat bumbling knight assigned the challenging task of rescuing Princess Daphne from the horrific castle of the wizard Mordroc. The quest takes him from the high battlements, through the castle and down into the labyrinth-like catacombs beneath it, facing off against gigantic snakes, bats, ghosts and, of course, Mordroc himself.



The map guides Dirk through the castle. Some levels will lead to several paths.

The action buttons permit Dirk to leap, swing his broadsword or hurl battleaxes, while the control pad allows left-right movement and even lets the eternally besieged Dirk duck. It takes a little time to master the multiple controls, and Dirk's rather loose-limbed movements make him a little tough to stop on a dime—or any other unit of currency for that matter. The largest differences between this version and the coin-op lie in the perspective and the movement. While the arcade version demanded thorough memorization and precise, timely moves, the SNES counterpart relies more on overall video game skills of quickness and coordination.

The graphics are superb, with a nice variety of backgrounds, including an effective underwater sequence. It's even amusing to watch Dirk die, as he crosses his arms in resignation before crumbling into dust, reminding the player of the arcade death scenes.

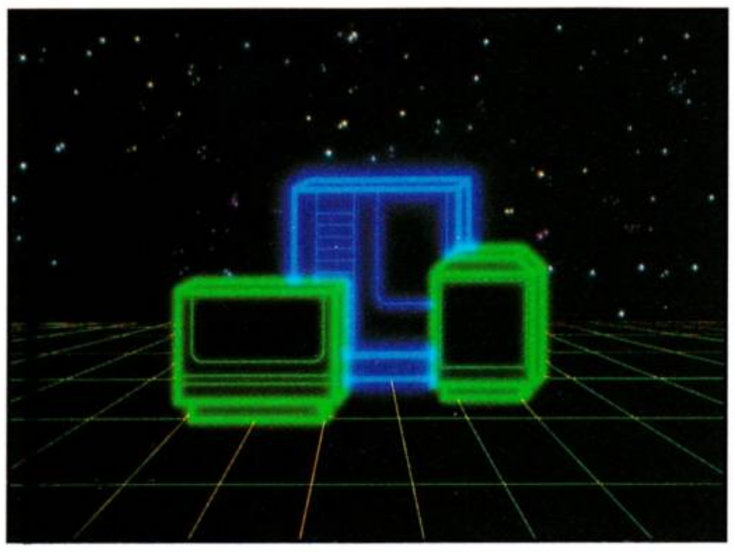
Those who have heard the name **Dragon's Lair** spoken in reverent whispers may wonder what all the shouting was about, but taken on its own terms, this is an excellent product. It will certainly entertain fans of the arcade original.

— Bill Kunkel



Some corners of the castle are so dark Dirk can barely see his own movement.

RATING	
Complexity	Easy
Graphics	86%
Sound	73%
Playability	79%
OVERALL	78%



VIDEO GAME GALLERY

Bulls vs. Blazers and the NBA Playoffs

Electronic Arts
SNES
1-2 Player

Like flight simulators and fantasy role-playing games, basketball simulations always seem to be with us. The problem is that no basketball game has yet reached the levels of excellence found in the best baseball, football and even hockey sims. For whatever reason, the perfect visual perspective continues to



An instant replay feature is included, so players can relive their finest moments.

elude developers. This is probably due to the fact that the basketball playing area is rather small in comparison to football and baseball, and trying to manipulate ten full-grown men with blazing speed and graceful athletic ability is not that easy to accomplish. Sometimes watching a televised game can be a practice in strict attentiveness!

Bulls vs. Blazers has a number of strong points. It can be played solitaire and in twin two-player modes: head to head and cooperative. It uses all the real NBA teams and players, offers ratings and extensive statistics for those players, and presents the entire package wrapped in a fairly intuitive interface. There are three play levels, from pre-season to the playoffs, and it is even possible to develop a nice shot repertoire. The game also features some signature moves of some popular players.



The program puts a realistic emphasis on the importance of passing, setting picks and other roundball nuances. These tactics will appeal to the hard-core basketball enthusiasts while also providing a great gaming environment for the video game experts.

In addition, there is a VCR-style replay system similar to those found on most of the sports games in the EASN (Electronic Arts Sports Network) series.

The game's primary problem is a tough nut to crack: the angled side perspective is a major-league pain in the neck. In basketball, with all those players tangled around one another like siamese twins, it is virtually impossible to track the movements of individual players. Much of the time, in fact, the player with the ball isn't even visible on the screen, or is buried behind a pack of giants gathered around the key. Sometimes, the player may feel a lack of complete control, but this Achilles' heel is somewhat surmountable. After several hours of play, it becomes significantly easier to track specific players and keep pace with the overall on-court action.



The only time there is a meter to guide shooting is when going for a free-throw.

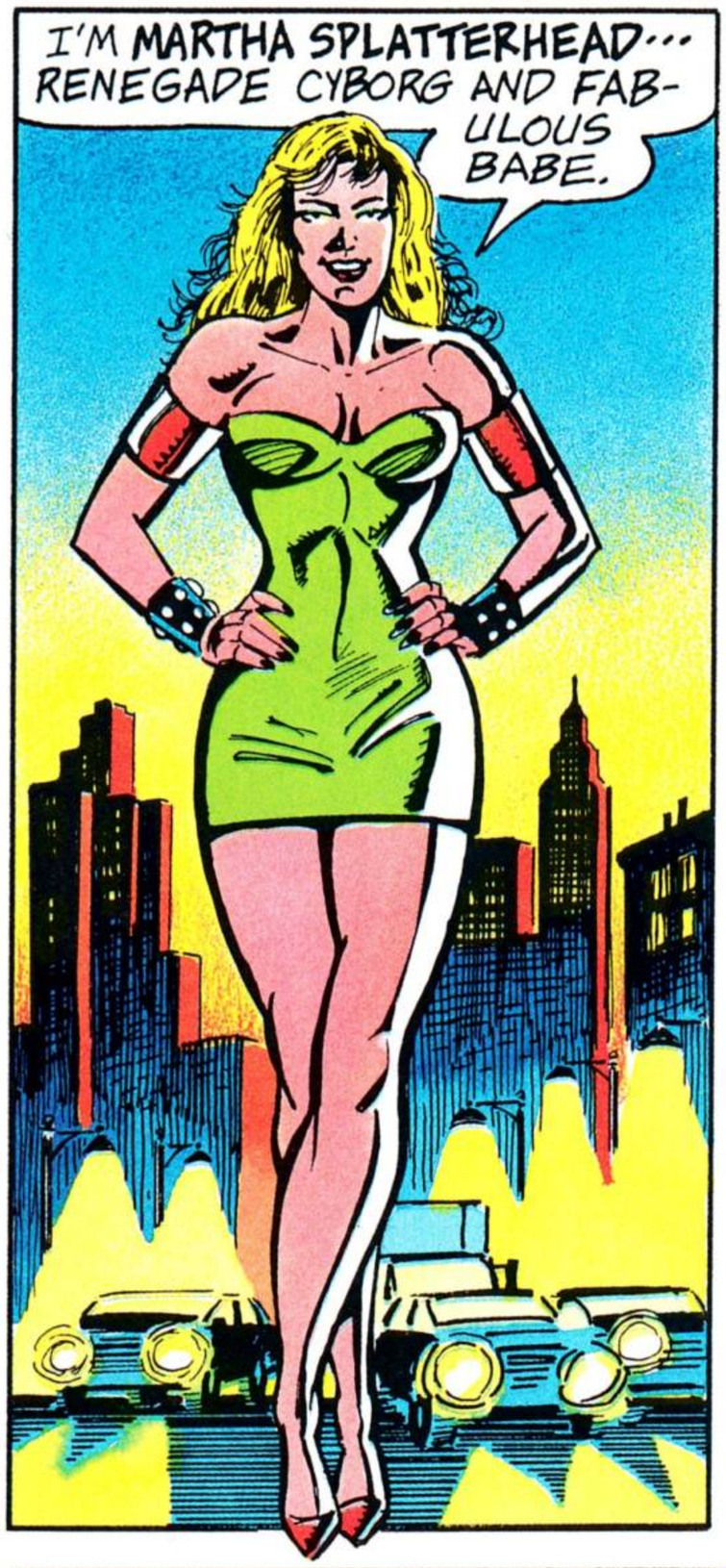
But the bottom line is that there has got to be a better way to visually present basketball than side-view, even when angled.

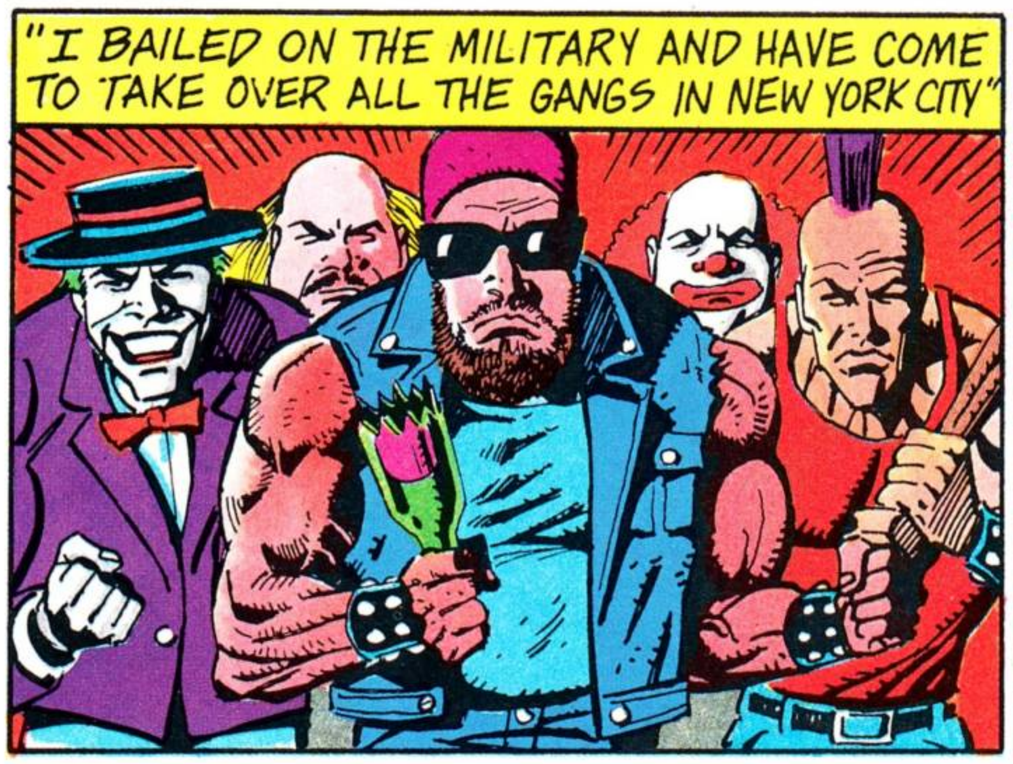
That said, there are plenty of other nice features, including the arcade and simulation play modes. The former offers fast-moving, relatively mindless basketball, sans fouls and fatigue, while the simulation mode incorporates those elements to great effect, forcing substitutions and enhancing the game's realism. There is also a password system for saving tournaments in progress.

Overall, the **Bulls vs. Blazers**' excellent statistical base and numerous realistic features will be a definite turn-on to roundball mavens, but it's hard to imagine any player who won't be periodically frustrated by the program's display.

— Bill Kunkel

RATING	
Complexity	Easy
Graphics	76%
Sound	83%
Playability	81%
OVERALL	82%





















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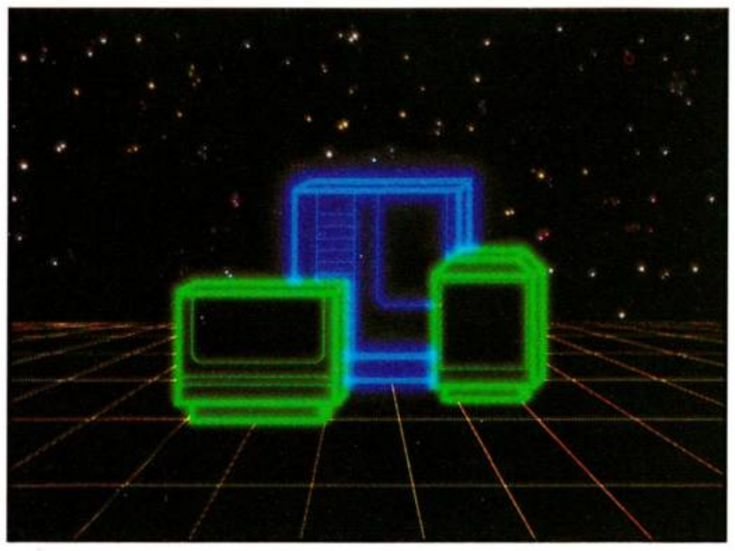
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VIDEO GAME GALLERY

Equinox

Sony Imagesoft
SNES
1 Player

Occasionally, there is a game so completely unique that comparison with other games is impossible. **Equinox** is the sequel to the cult 8-Bit hit **Solstice**. Like the 8-Bit version, **Equinox** is primarily a puzzle game. Each room in the dungeons require patience and thought to complete. Even so, Sony has expanded on the action and adventure aspects of this game, bringing each of these game play characteristics together for one all-out contest.

Shadax, the hero of the first installment, has been kidnapped by his student, Sonia. It seems Sonia's ambition has gotten the better of her, and now she is bent on ruling the world! As the son of Shadax, it is up to the player to journey across the land and into the evil empress' dungeons.

There are seven lands in **Equinox**, and a total of eight dungeons to complete. The first dungeon only has 16 rooms, and is not very difficult to finish, but each one is larger than the one before. The final dungeon boasts a massive 107 rooms. The objective in each room is different, and oftentimes certain rooms must be completed in order. There are different objects to be found, including keys, magic scrolls, new weapons, and, in each dungeon, 12 tokens. The tokens are necessary to summon the boss at the end of the level. The player can also obtain potions to increase magic, apples to increase life, and harp strings (by defeating the first five bosses) to accomplish a special surprise.

The graphics of equinox are outstanding. The overworld is rendered using Mode 7, and it is possible to rotate the land around the character while moving. It is also possible to rotate the overworld map in the same way. Underground, the dungeons are viewed from a 3/4 overhead perspective. While this makes the game a little more difficult to control, it has allowed the programmers to create optical illusions in the game. Sometimes it is impossible to tell what level an object lies on until the character attempts to interact with it. Some may find this frustrating, but overall, it just adds to the challenge of the game. The animation of both the main character and the creatures is fluid, and even the large bosses do not suffer from any slowdown or break-up. It is obvious how much work went into this game just by looking at the incredible graphics.

The sound is very good, but can get repetitious after several hours of play. Game play, while being smooth and precise, does suffer due to the perspective. It is a case of sacrificing some ease in play for overall appearance and challenge.

This game also offers a high degree of challenge. The difficulty is very hard, specially when fighting the various bosses. The character can only take one hit before starting a section over. Frequent game saving is mandatory.

All in all, **Equinox** is a game that stands above the crowd. The story may not be original, but the execution certainly is. This is a game that exercises both the mind and the hands. For anyone looking for something new, or for those who complain that games are getting too easy, **Equinox** is worth checking out.

— Marc Camron



Battle creatures in the overworld in order to power-up your life and magic.





The bosses move in a pattern. Try and stay alive long enough to memorize it.

RATING	
Complexity	Hard
Graphics	96%
Sound	91%
Playability	82%
OVERALL	92%

Cal Ripken Jr. Baseball

Mindscape
Genesis
1-2 Players

For future Hall-of -Famer Cal Ripken Jr. to put his name on a video baseball game, you would expect nothing less than a quality product. That is precisely what you get in this Mindscape rendition of America's pastime for the Genesis.

The problem is, this cart breaks no new ground. It is nothing more than a polished Tommy Lasorda Baseball, which came out in 1990.

One factor where this game improves on Lasorda is the flexibility in game setup. From the menu at the game's beginning, the player may choose between a variety of options: one can play an exhibition game, a regular season game or hone those hitting skills in batting practice. The cart also allows one to view the respective team rosters and adjust difficulty settings.

The player can choose to host the game in a cavernous domed stadium where homers don't come easily, a Wrigley Field-like outdoor stadium with a short porch on all sides, or a standard-sized outdoor park.

Pick from one of sixteen teams and a MVP and All-Star team. The most notable exception from the teams Mindscape included is the 1992 World Series Champion Toronto Blue Jays.

A minor gripe about the regular game mode is when season records for all the teams are posted at the end of each game, teams are not displayed according to their won-loss record. Instead, they are listed in alphabetical order with four teams in each division.



Though the teams are different, many of the Major League cities are represented.

The game is not licensed by major league baseball, so all players are fictional except, of course, Cal Ripken Jr. Teams generally reflect their major league counterparts from the 1991 baseball season.

Once the team(s) are selected, get ready to "Play Ball!" Listen to the nice rendition of the national anthem or skip it and get to the game.

As mentioned earlier, once the game begins, there is not much difference from Lasorda. The game has slightly better graphics, the animation is a little smoother and the responsiveness more accurate, but overall, the player may get the unmistakable feeling that he has played this game before. One significant difference between Lasorda and Ripken is the presence of cinema screens in the latter. When there's a close call at a base or home plate, the player is treated to a magnified view of the play. The player has no control during cinema screens nor can he decide whether or not his baserunners slide during close plays.

Nonetheless, it's a fun game. Unlike many baseball simulations, the speed of throwing, pitching, and running is proportional. For example, a speedy base stealer can usually swipe a base if the pitcher throws a slower speed breaking ball, but his chances of success are reduced if a fast ball is thrown - the ball gets to the catcher quicker which means he can throw it to second base sooner.

Throughout the game, organ music starts when the game stops. You'd think the music would get irritating after while, but it actually gives the cart a sense of



Cal Ripkin Jr. Baseball even shows how far the player's home runs are hit.

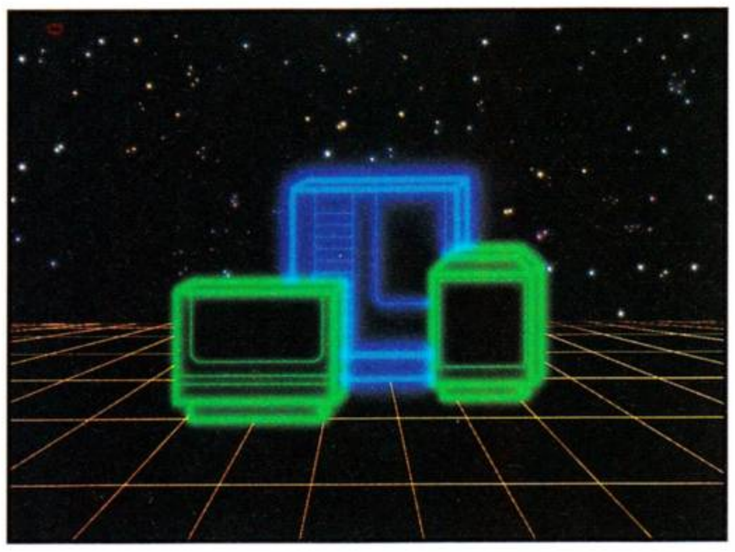
atmosphere. The voice –unlike many sport simulations– also contributes to the atmosphere. Instead of some cheesy monotone announcer, the voice has personality and even shouts, "Strike three! Yer-r out!" when a player whiffs.

This could have been an outstanding game, if it was produced three years ago. But it's almost 1993, and tweaking a concept introduced in a first generation Genesis game just doesn't merit an exceptional rating. While the graphics, sound and speech create a festive baseball environment, it seems to be just another baseball simulator. Nothing really new or ground breaking.

— Joe Funk



RATING	
Complexity	Average
Graphics	73%
Sound	81%
Playability	82%
OVERALL	76%



VIDEO GAME GALLERY

John Madden '93

Electronic Arts
Genesis
1-2 Player

How do you improve on what may arguably be the best sports simulation ever?

It's not easy, but that's exactly what Electronic Arts has done with John Madden Football '93 for the Genesis.

For those already familiar with the basic Madden interface, not much has changed. The screen is still split horizontally for the offense and defense, and all the pro teams are available to use. And a defensive back can still lay out a spine crackling hit on a poor wide receiver coming over the middle.

All the good stuff about the old Madden games is here, but the wizards at EASN have managed to make the hallowed title even better.

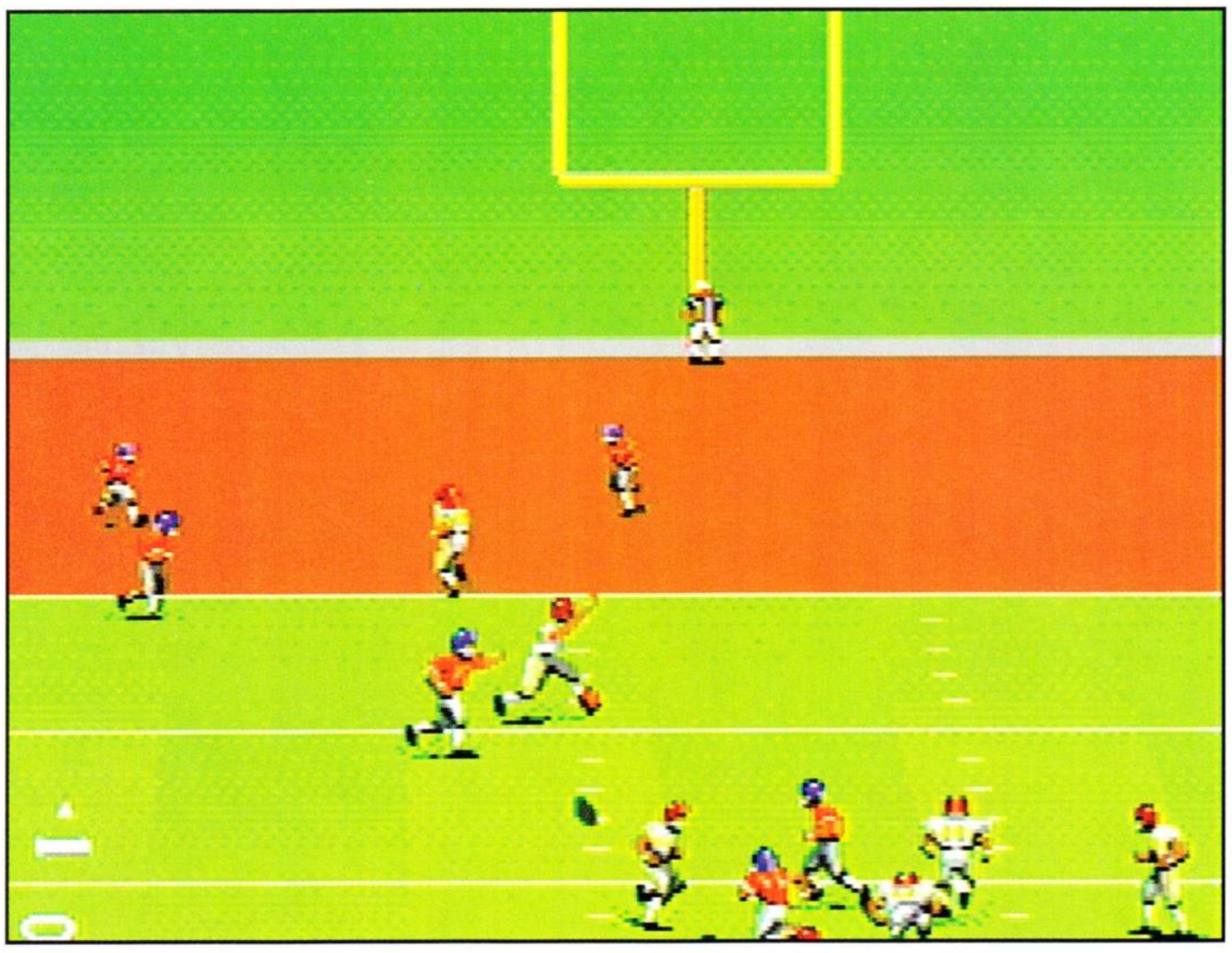
Changes are noticeable the first time you plug in the cart. On the option settings at the start of the game, the gamer will notice that there are a few more teams to choose from. But these aren't just any teams; these are eight of the greatest pro teams in the last two decades!

Imagine playing smash-mouth football using the undefeated '72 Miami team against Pittsburgh's vaunted Steel Curtain of 1978. Or do the Super Bowl shuffle with the colorful cast of characters on the 85' Chicago team and take on the Dallas Doomsday defense of 1978.

Besides all these legendary clubs, Madden '93 has not only an All-Madden team of '93 All-Stars, but also an All-Madden, All-Time team - truly the toughest of the tough guys, and the best of the best.

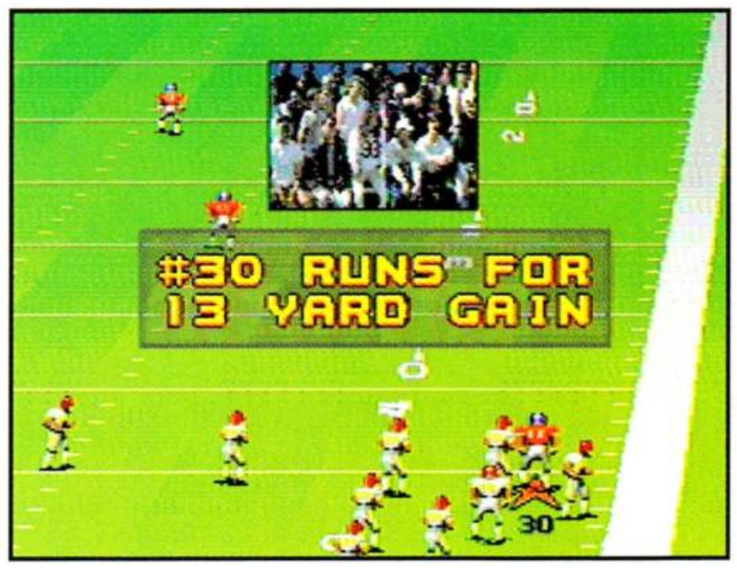
Once the armchair coach has selected his team, the game begins. Call the coin toss, consider the wind direction, choose to kick or receive and which goal to defend. The game looks pretty much the same as previous Madden titles.

On offense, choose plays from a playbook that remains largely unchanged from Madden '92. New features for the '93 playbook include a QB stop clock play and the no huddle offense.



On defense, make a nasty clothesline tackle on the punt returner as he tries to dance by, or taunt the opposing QB after smearing him into the artificial turf.

During play, Madden '93 coaches will notice that game play is even faster and smoother than before. The players have more moves too, like one-handed grabs and shoestring catches.



John Madden '93 features the same great game play as the earlier versions.

Madden' 93 also features an element that will break new ground in video games. For the first time, a voice created by a home video game system is recognizable. Hear John Madden's praise after freight-training a halfback in the hole: "Where'd that truck come from?" Or hear,"Hey, heck of a play" after completing an 80-yard bomb.

When the game is over, players are presented with an expanded statistical breakdown of the game. View not only the usual stats in offensive and defensive categories, but find out whose running back gained the most yards on how many carries, his average yards per rush, how many touchdowns he scored, etc. There's defensive player stats, too. See which player had the most tackles, sacks, and interceptions.

Like other Madden releases, Madden '93 is great either in one or two-player mode. The game has always excelled in the two-player mode however, because the computer opponent can be beaten rather easily with practice. But the unpredictability of a human opponent can keep this game fresh until...well, maybe until Madden '94.

If there's one way EASN could improve the Madden series, it would be to license the NFL in order to use team names and logos.

Despite that admittedly minor shortcoming, EASN must be commended for re-working what may be the most celebrated sports game ever, and making it even better.

— Joe Funk

RATING	
Complexity	Average
Graphics	86%
Sound	92%
Playability	97%
OVERALL	**96%**

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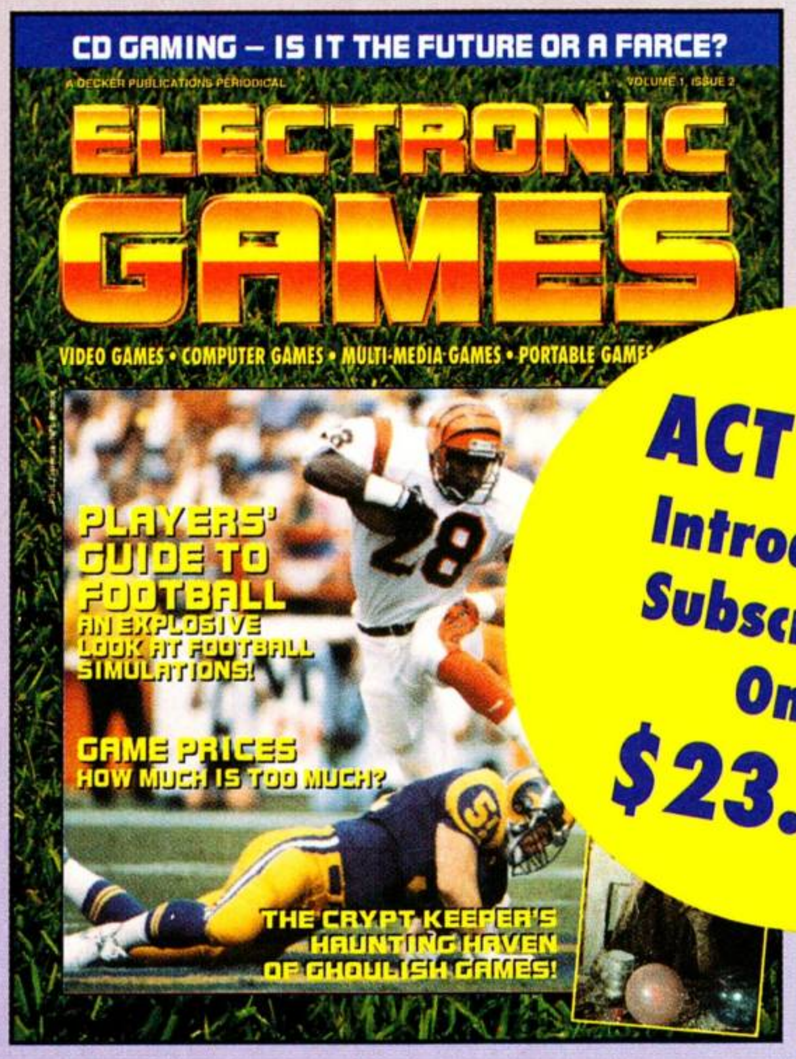
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Leader Board

Check out the top qualifiers in each event. Have you met the Challenge?

400 M Hurt-les

These athletes have what it takes to attack the track and cross the finish line in record time.

Rank	Name	City	Character	Time
#1	Desmond Wu	San Carlos, CA	Wheels	0:54
#1	Ted Chuh	San Mateo, CA	Wheels	0:54
#3	Shannon White	Phoenix, AZ	Sting	0:58
#4	Bennett Meyer	Richmond, VA	Clint	1:00
#5	Evan Burns	Detroit, MI	Skip	1:08

Water Slaughter

These water warriors have shown their dominance of the acqueduct and defeated their opponents faster than anyone else out there.

Rank	Name	City	Character	Time
#1	Ted Chuh	San Mateo, CA	Clint	1:40
#2	Desmond Wu	San Carlos, CA	Clint	1:41
#3	Jerry Anderson	Edina, MN	Knots	1:44
#4	Howard Issac	Peoria, IL	Zack	1:49
#5	Pat Hudson	Denver, CO	Milo	1:53

Skyline Scramble

In the most dangerous event of all, these athletes have proven their strength and endurance, vaulting 13 buildings and crossing the finish line in world record time.

Rank	Name	City	Character	Time
#1	Ted Chuh	San Mateo, CA	Crash	1:56
#2	Desmond Wu	San Carlos, CA	Crash	1:59
#3	Jed Overland	Des Moines, IA	Barns	2:07
#4	Nick Vinnetti	Newark, NJ	Cheese	2:10
#5	Gregory Lee	Omaha, NE	Crash	2:14

Judo

These Judo Masters have proven they've got the brains to outwit their opponents and the brawn to pummel them in the fastest times ever.

Rank	Name	City	Character	Time
#1	Desmond Wu	San Carlos, CA	Noise	0:39
#2	Ted Chuh	San Mateo, CA	Noise	0:49
#3	Perry Fazio	Milwaukee, WI	Cheese	1:27
#4	Brad Worth	Stamford, CT	Zack	1:52
#5	Sandy Beck	Kansas City, KS	Crash	2:03

Tie-Breaker Questions

The tie-breaker questions will determine the winner if two or more entrants have achieved the same qualifying time in any of the events. Make sure you answer both questions.

THE ANSWERS TO THESE QUESTIONS MUST BE WRITTEN ON A PLAIN 3X5 PIECE OF PAPER ALONG WITH YOUR NAME, AGE, ADDRESS AND PHONE NUMBER TO QUALIFY FOR THE TIE-BREAKER.

Question 1:

What gift does Todd bring Team Thornley at the airport, in the victory animation sequence following a 1-player Tournament victory by Southside High?

Question 2:

How many gold medals are available on the Hammer Throw golf course?

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In May, 1993 American Technos and Electronic Gaming Monthly will award a total of $5,000—IN CASH—to the country's top gamers. We'll dole out the dough to the top five record holders in each of four **Street Challenge** events: 400-M Hurtles; Water Slaughter; Skyline Scramble; and Judo.

You'll be able to keep track of the current world record and record-holder right here on our World Record Holders Board—which we'll update each issue between now and March.

Can you get your name and record up on the board for the world to see? Even more important, can it stand up against all challengers month after month until we make with the moolah? Remember, you're goin' up against the best—and just like you, they can't wait to get their hands on some serious coinage.



Contest Rules Please Read All Rules Carefully!

1. To Enter: Send a photo of the game screen showing your best time in PRACTICE mode of any of the four listed events to: "I'll Take The Challenge", 2401 Broadway, Suite 103, Redwood City, CA 94063

Write your name and phone number in ink on the back of your photo for identification (on Polaroids write on the front border). Then, on a plain 3x5 piece of paper hand print your name, address and phone number, as well as your answers to both Tie-Breaker Questions 1 and 2 listed here on the World Record-Holders Board.

(See Tie-Breaker below)

2. Entry Restrictions: Entries must be from the game's PRACTICE mode in order to qualify. (In Practice Mode you are not able to buy extra power-ups, to keep everyone competing on equal footing.)

3. Photo Requirements: After completion of an event in PRACTICE mode, wait until after the "WINNER____" announcement completely disappears. The screen will automatically pause. DO NOT PRESS ANY BUTTONS. With the game paused on this screen you can take your time to shoot your picture. After you have taken the picture, press the start button to resume game play. Any entries not adhering strictly to these photo requirements will be disallowed. Illegible entries or tampered photographs will not be eligible. Original negative may be requested from winners if contest sponsor desires. The decisions of the judges are final. Sponsor and/or affiliated companies are not responsible for mutilated, destroyed, undelivered or otherwise damaged entries.

Photo tip: If your camera's flash fires, it may well wash out the T.V. screen and your score won't be readable. Consult your local camera dealer as to how to take pictures of a T.V. screen. Polaroid or other color prints acceptable. No slides. Entries will not be returned.

4. Prize Limitations: Enter as often as you like in any or all four eligible events. (Does not include Hammer Throw Golf.) However, only one entry from each contestant—the best time on file from that contestant—will be considered in each event upon completion of the contest. Awards will be limited to one cash prize per household per event, or no more than four total cash prizes per household.

5. Cash Disbursement: Cash prizes to be awarded will total $5,000. A total of $1,250 for each of the four events, will be disbursed as follows: First Place: $650 , Second Place: $300 , Third Place: $150 , Fourth Place: $100, Fifth Place: $50

Winners will be notified by phone and/or certified mail. Winners' names and prize information may be used by Electronic Gaming Monthly and American Technos for promotional or advertising purposes without further compensation.

6. Tie-Breaker: In the event of a tie, where two or more entrants have the same winning time, the contestant with the correct answers to both tie-breaker questions will be declared the winner. In the event that the contestants have answered both questions correctly, the applicable cash prize(s) will be divided equally among them.

7. Entry Deadline: Entries must be postmarked no later than March 31, 1993. Winners' names will appear in the May/June, 1993 Edition of Electronic Gaming Monthly.

8. Contest is NOT open to employees of American Technos, Inc., Sendai Publishing Group, Inc., or members of their immediate family, affiliates, subsidiaries, advertising and promotion agencies and printers. All prizes will be awarded. Taxes are the responsibility of winners.

9. For a list of winners, send a self-addressed stamped envelope to: "I'll Take The Challenge", 2401 Broadway, Suite 103, Redwood City, CA 94063

Take It To The Streets...

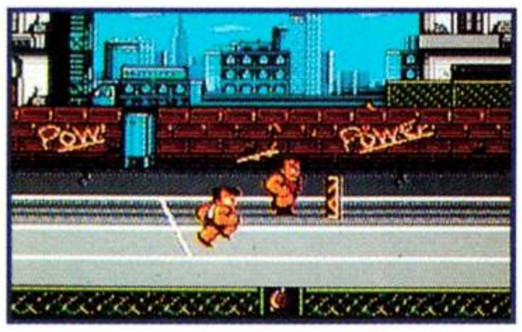
CRASH 'N' THE BOYS™
STREET CHALLENGE

"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lifes.

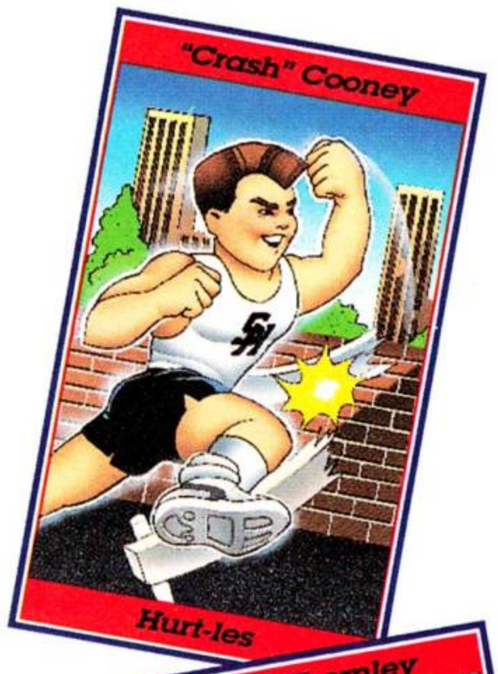
So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps: Let's take it to the streets in the Southside...no rules...no refs...no penalties—and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'N' The Boys, Todd's rich daddy has fielded Team Thornley—a ringer group of super-athletes from Thornley Industries.

Five radical events. Five motivated teams.
Five members per team. Only one winner.



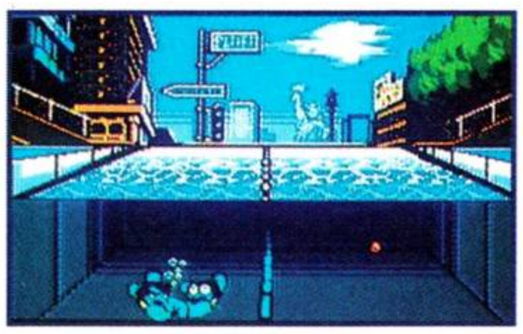
Southside's Crash Cooney sets another 400M Hurt-les course record. Crash and the Southside Boys—Cheese, Noise, Dragon and Sting-Ray—put the Hillers to shame.





Todd Thornley forgets to let go and takes a ride in Hammer Throw Golf. His Washington High team has been humiliated by Crash once too often. This time it's personal.





"Spreck" Spreckles, Jefferson High's captain shows his lethal moves in the Water Slaughter. He thinks Lincoln and Washington are almost as bad as Southside. Almost.

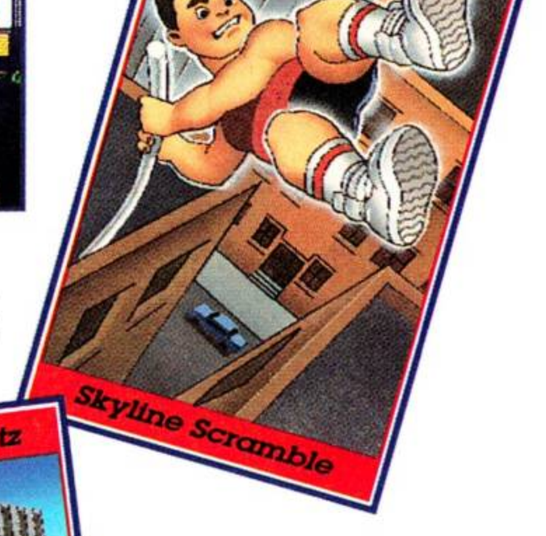




Hot Sports Action For 1-4 Players!

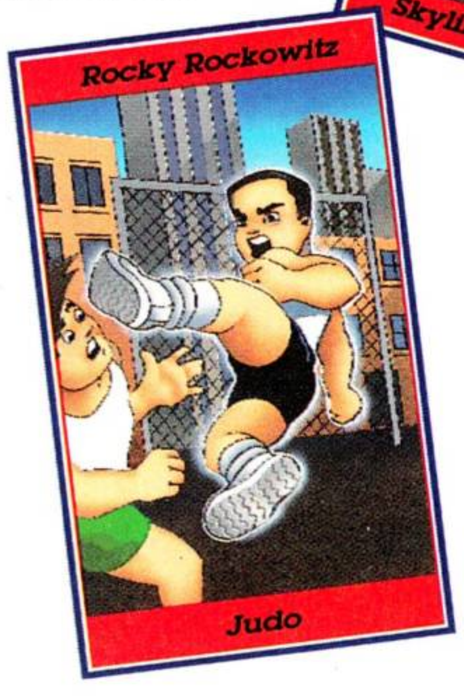


Artie Van Smythe vaults from rooftop to towering rooftop in the Skyline Scramble. Lincoln High's team captain despises the Southsiders—especially Crash.





Rocky Rockowitz makes use of the devastating super kick in the Judo event. The elite, computer-controlled Team Thornley is out to crush Hillers and Southsiders alike.



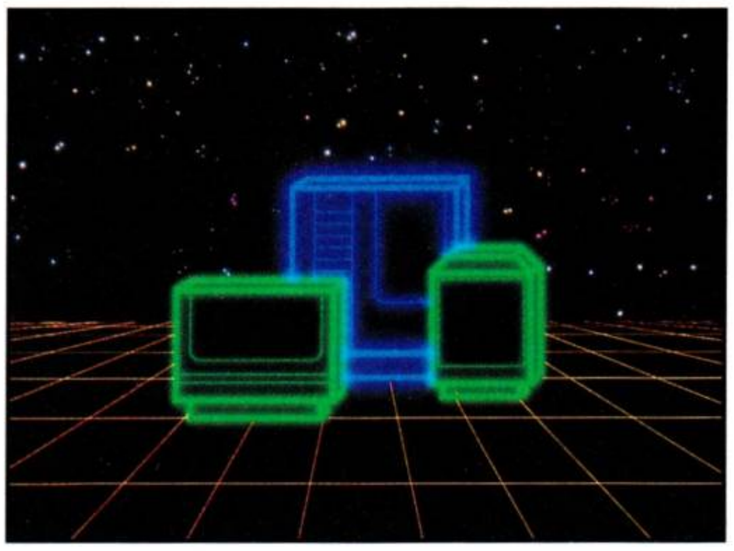
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VIDEO GAME GALLERY

Steel Talons

Tengen
Genesis
1 Player

The army has Green Berets, the Navy has their Seals, but the greatest chopper pilots are known as Steel Talons. In order to join the ranks of the best known pilots in the bunch, the player must prove himself in the simulator before being allowed to fly a real 15 million dollar gunship. Training is tough and rigorous, so the player must be well prepared to fly 12 action packed missions of deadly situations in order to complete his training. There is only so much time to complete every mission; thus, expert planning is crucial. Will you make the cut and be given a chance to fly the real thing? Only time will tell.

Steel Talons was first introduced in arcades as a two player unit. It was the fourth game to be made on polygon-based hardware. Other hit games included Hard Drivin', Race Drivin and Stun Runner. Then there was the very popular Steel Talons. This game put player against player or player against computer in a 12 round helicopter simulation that was very true to reality and form. This version for the Genesis has been closely recreated from the original arcade game with the exception of only one player being able to play. Upon entering the game, select from Training, Combat or head-to-head play with the computer. Training prepares the gamer for the challenge of the other levels and basically gets him accustomed to flying the helicopter. Combat is the real thing with 12 missions of enemy action. Last but not least, play head-to-head with the computer. It's the player against a computer controlled gunship. The objective is to destroy the enemy gunship while avoiding ground fire. All three of these selections are very fun to play and different enough so they remain interesting.



Steel Talons offers three different types of missions for the player to choose.



Weapons, damage, and enemies can be monitored from inside the helicopter.



Flying the helicopter itself is a lot easier than the original arcade machine. It has been simplified for the sake of game play. The arcade machine suffered a little because players were so preoccupied with trying to keep their helicopter in the air instead of destroying targets. Overall, it subtracted from the fun of the game. Fortunately, this lovely translation is very fun to play and simple to control.

The helicopter is very advanced in weapon and computer equipment. It is equipped with Hellfire missiles and a rapid firing 30mm chain gun. It also has a computer for targeting and locating the enemy in all directions. The radar screen will help the player locate himself as well as the enemies and will assist him in rapidly destroying the targets.

Overall, Steel Talons is a very well rounded simulation. The graphics are accurately done to the polygon style of the original. The sound and music are extremely realistic. The speed of the game suffers very little in comparison to most poly games done on the Genesis. If you are a big fan of the arcade game, you will not be disappointed with this translation. If you are a newcomer to these types of games and would like to try this poly game, I feel you may be impressed enough to buy others in this genre.

— Franklin Horowitz

RATING	
Complexity	Average
Graphics	81%
Sound	77%
Playability	79%
OVERALL	**78%**

Battleclash

Nintendo
SNES/Super Scope 6
1-2 Players

Just when you thought it was safe to holster your light-gun...er...light-bazooka, here comes **Battleclash** from Nintendo. This is the first new game since the Big-N released the Super Scope, but, as promised, it is a grand one.

Battleclash takes the player around Earth of the future. It seems there has been an accident of some sort, and most of the planet has been destroyed. Many of Earth's largest cities are now being controlled by bosses wearing suits of very sophisticated battle armor. It is the players job to clean up the Earth (and eventually the moon) and regain control. This is the only way peace and harmony can be reestablished.

The player takes control of one such suit of armor, or at least the armor's weaponry. There is also a pilot on board to control the suit's movement. Listen to the pilots advice and take careful aim. The Earth must be brought back under control.

Battleclash is not the first game to place the player inside a mech-type unit. The difference is, this time players need not worry about the strategy aspects. The whole point of this game is to blow away the other guy. Each of the bosses has a specific weak-point. It is important to find this weak-point quickly and exploit it. The character can only survive a little while against the boss' weapons, so speed is of utmost importance.

The primary weapon available is the machine gun. The scope should be set on turbo-fire. With this, the machine gun will automatically be the selected weapon. There is a super-shot available by holding the gun's fire until it has a chance to power-up.

Once every round, the player can access a bomb, but it is important to fire this only when the enemy has stopped moving as the bomb has to reach the boss the same way a regular shot does. The player can also obtain some one-time only weapons from some of the bosses when they have been defeated.



The graphics in **Battleclash** are definitely the best ever for a home gun-game. The enemies are innovative and both well-drawn and well-animated. There is a good variety in the different bosses, and some of them even loose limbs or pieces of their armor when they are fired upon. The last boss is so large that he must be blown away a piece at a time.

Unlike the graphics, the sound is uneventful. The game could have used a little more attention here, and while the sound isn't bad, it just doesn't stand out.

The game plays smooth, and the only thing the player has to worry about is firing the gun. There is no slowdown, even when the bosses are zipping all over the screen.

There is also a wide variety of play options. One player can go through the game, defeating all of the bosses and beating the game. There is also a one player time trial mode, with three different levels: low, medium, and high. In each of these, there are a certain number of bosses to be defeated, and the computer tracks the amount of time spent on each one and totals them for rank. Similarly, there is a two player mode with the same options.

Instead of just competing for rank, the players compete against each other.

The only problem with this game is that it is just too darn easy. It can be beaten without much thought in an afternoon. And while the game does hold some replay value, there is some question as to how long a game like this can remain interesting.



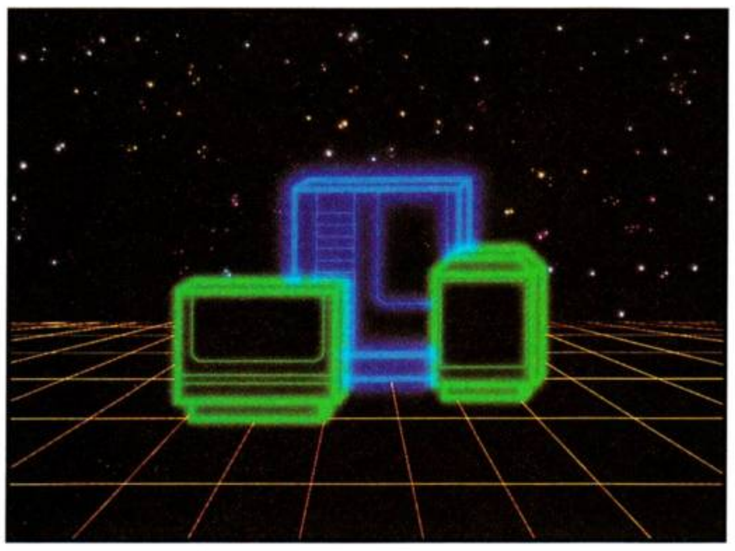
The map shows your route around Earth and eventually all the way to the Moon.

Overall, **Battleclash** is exactly what the Super Scope needed: a fun game with good graphics. Hopefully in the future, there will be some more challenging games for this peripheral, but for now, **Battleclash** fills a nearly year long void.

— Marc Camron



RATING	
Complexity	Easy
Graphics	86%
Sound	79%
Playability	82%
OVERALL	**81%**



VIDEO GAME GALLERY

Chester Cheetah — Too Cool to Fool

Kaneko
SNES
1 Player

There are unexpected twists and turns in the endless search to find characters from other media to populate video and computer games. When Virgin copped the rights to the 7-Up *Spot* characters and produced a winner, other publishers turned their collective gaze toward animated product shills as potential video game stars.



It is unlikely, however, that Cheetos spokes-feline Chester Cheetah is going to give the Mario Brothers any sleepless nights. Based on his star turn on the SNES, **Too Cool to Fool** (with a second game, **Power Moves**, slated for co-release), he has neither the charm nor the content to get him over in gaming.

Too Cool to Fool is based on a sub-cartoon premise: a bully named Mean Eugene and his toady bulldog have ripped off Chester's motorcycle. Chester is the theoretical resident of a dullsville zoo where his situation is reminiscent of the old *Tennessee Tuxedo* toons. Chester has his own motorcycle, for example, and is allowed to dress like a human being, so this is not exactly the Attica of zoos. Eugene, on the other hand, is not only mean, he is downright nihilistic. He doesn't want to *ride* Chester's bike, he wants to bust it up and scatter the pieces over as wide a terrain as the developers could fit into the available ROM.

Chester then sets off on a wimpy quest to retrieve the remnants of his wasted cycle. He can jump, run and crawl on his belly like a reptile. His main agenda is leaping into the air, Super Mario-style, and capturing what look like a cross between pizzas and basketballs but are probably Cheetos. He encounters springy bugs, who give him a vertical boost if he lands on them, turtles (why are video games obsessed with turtles as enemies?) and various combinations of Eugene and his bulldog sidekick.

The turtles do have a neat gimmick: when inside their shell, Chester can jump on them like a trampoline without effect. They are only vulnerable when they come out of their shells and scoot around on roller skates. Actual physical contact with the bugs, turtles, etc., costs Chester a life.



From snack food to game hero, Chester Cheetah is just too cool for words alone.

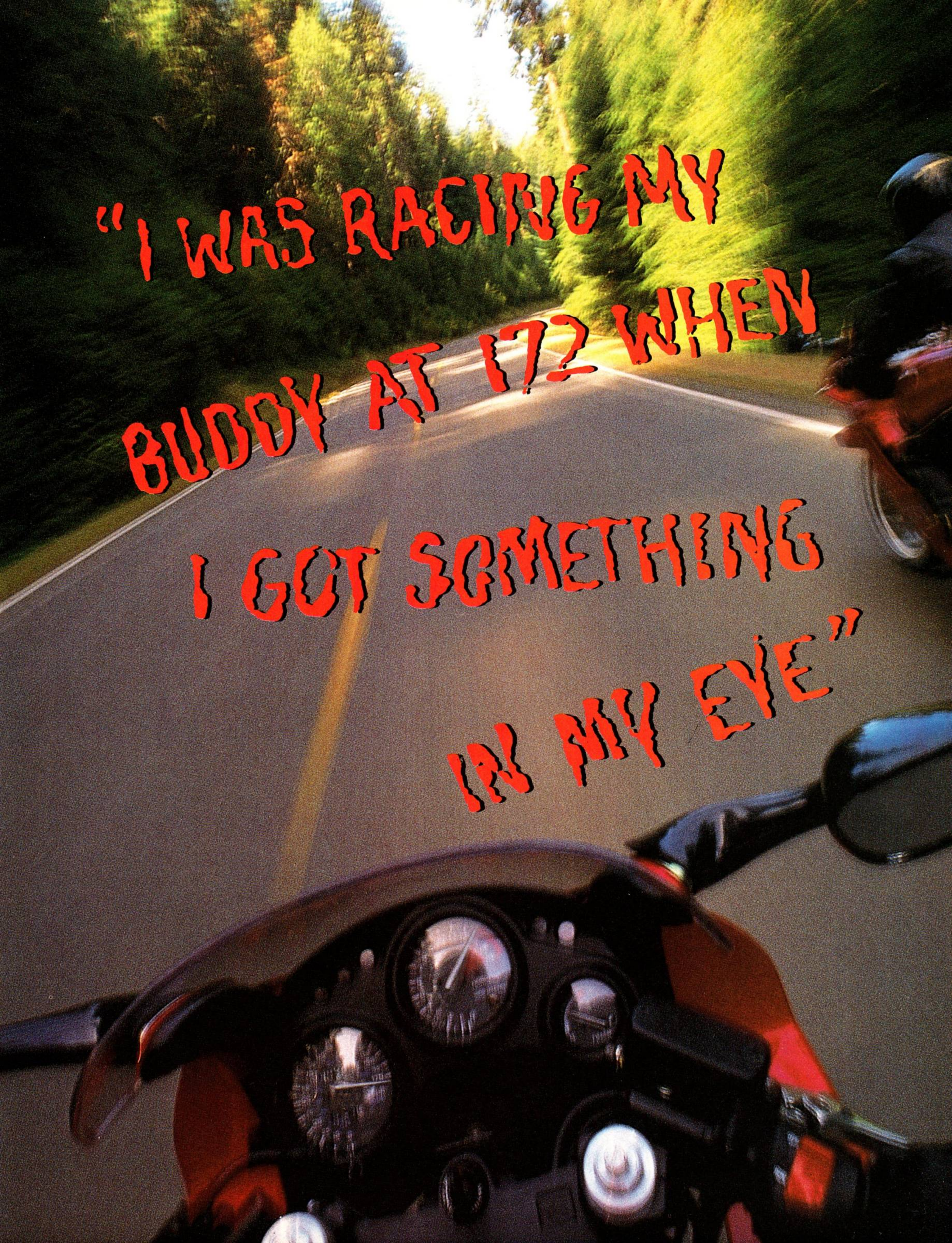
The game seems to have a zillion power-ups, few of which possess even the most tenuous logical continuity with one another. Many of the power-ups are even bogus. At one point, Chester encounters an electric guitar. When he makes contact with it, the game switches to a *non-interactive* sequence showing Chester duckwalking slightly to the left and right, while any enemy creatures that wander on screen are instantly dispatched by his guitar licks. The fact is, however, that Chester doesn't make any forward progress with this power-up. It's a sham, the mere illusion of a special weapon that the character could just as easily disregard.

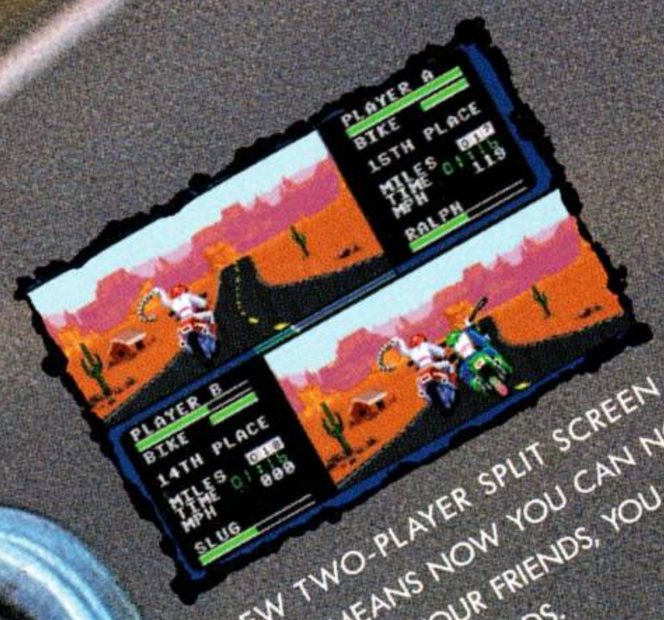
The graphics are pleasant, but there is very little visual background to suggest that Chester is in a zoo, or anyplace else in particular. Also, while it is perhaps laudable to limit the violence quotient in video games, Chester's lack of offensive output leaves the player with nothing to do but jump. And jump. And jump. This game seems to be a rushed project–more thought and game programming could have alleviated the sparse offensive capabilities.

Perhaps **Power Moves** will prove a better vehicle for Chester, but the character just doesn't seem to possess the visual charisma or personal appeal a winning video game character needs. Lessons could be learned from the Mario crew. Besides, just how cool could a cat character with a name like Chester really be, anyway?

— Bill Kunkel

RATING	
Complexity	Easy
Graphics	76%
Sound	83%
Playability	81%
OVERALL	82%


"I WAS RACING MY
BUDDY AT 172 WHEN
I GOT SOMETHING
IN MY EYE"

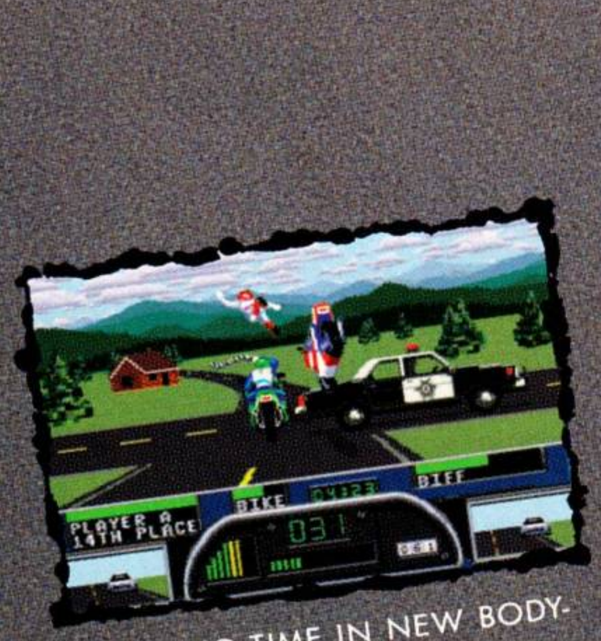


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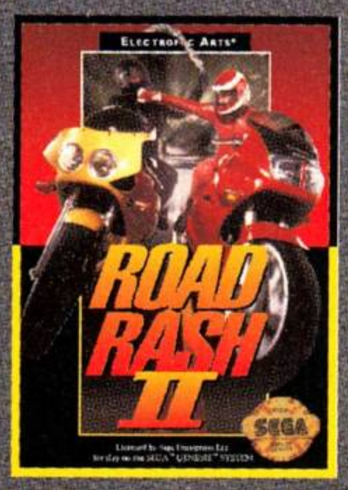


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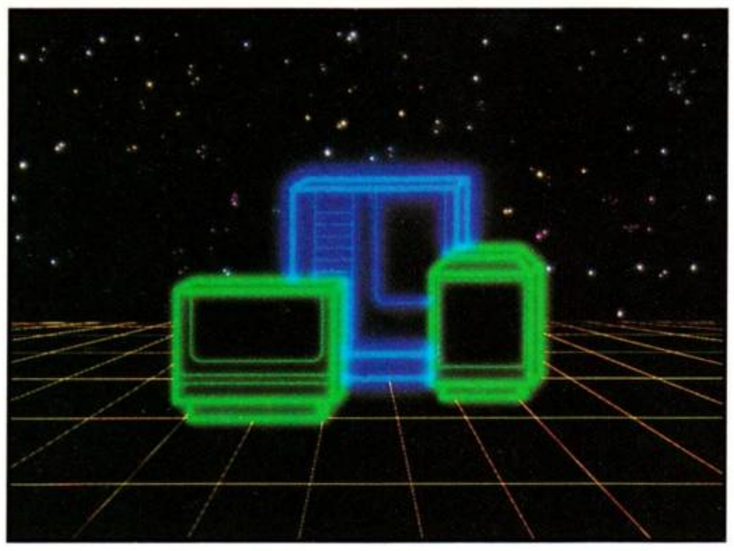


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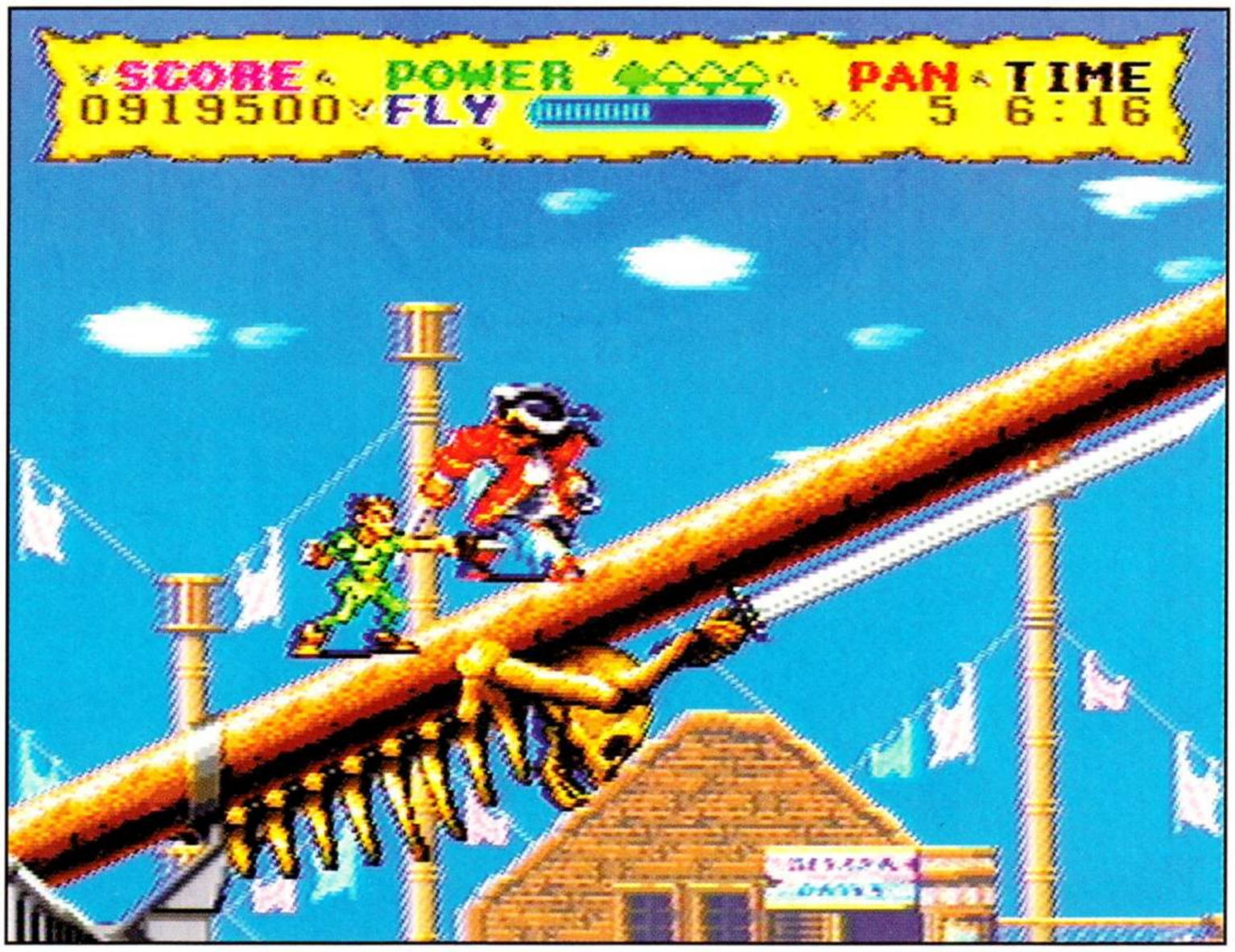
VIDEO GAME GALLERY

Hook

Sony Imagesoft
SNES
1 Player

One of the biggest holiday movies of 1991 is coming to the 16-Bit game scene in 1992. **Hook**, from Sony Imagesoft, is ready for release on the SNES, and a version with special animation and scenes from the movie is in production for the Sega CD.

The story of the movie remains intact, but there is a slant toward the action that many movie-to-game conversions strive for but never achieve. The player assumes the role of Peter Banning, a businessman and father. Living in the real world has definitely gone to Peter's head. He doesn't even remember that there was a time when he was somewhere else. A place where pirates and adventure lie, and where little boys don't grow up.





A map screen is shown before each level. Jolly Rogers represent levels.

Captain Hook still lives in that place called Neverland, and wants to trick Peter into returning to Neverland and finishing the feud of days past. To fulfill his evil plan, Hook has kidnapped Peter's children, and now Peter must return to Neverland to rescue them and face Hook one more time.

The game takes the player through twelve levels of side-scrolling action, on a quest to rescue Peter's children and defeat Hook. The first goal is to best the leader of the Lost Boys, regain Peter's sword, and his title of Pan. Once this task is finished, it is time to clean up Neverland. There are pirates everywhere, and treasure for Peter Pan to gather up. At the end of each level there is a boss that must be beaten to advance.

What makes this game different from most games based on movie licenses is that this game is good! In many cases, it seems that companies are content to purchase a license for a hit movie, and not spend any money developing the game. Sony has done the opposite. While the movie was good, the game is fantastic.

The graphics are top-quality, with much attention paid to detail. The gameplay and control are also very well done. When Peter jumps, he seems to float in the air, and during a long jump, the character will execute a flip at the peak to inform the player that he is on his way



Tink provides Pixie Dust so Peter can fly circles around the bosses.

down. This floating takes a little getting used to, but is very smooth. As for sound, John Williams' soundtrack remains intact.

The only real sticky spot is the level of difficulty, or rather the lack thereof. Once the pattern of enemies is learned, as well as where extra lives can be found, an average player should be able to walk through the game. This isn't to say that the game isn't worth purchasing just because it is easily beaten. The graphics and sound give the cart a certain replay value.

Overall, **Hook** is an excellent game, suitable for all age groups and levels of game players. The question that should be asked in these cases is "Would this game be any good if it wasn't for the license attached?" The answer here is "Yes." Whether or not a person enjoyed the movie, **Hook** remains a worthwhile game for anyone who wishes to visit Neverland one more time.

— Marc Camron

RATING	
Complexity	Easy
Graphics	92%
Sound	90%
Playability	89%
OVERALL	88%

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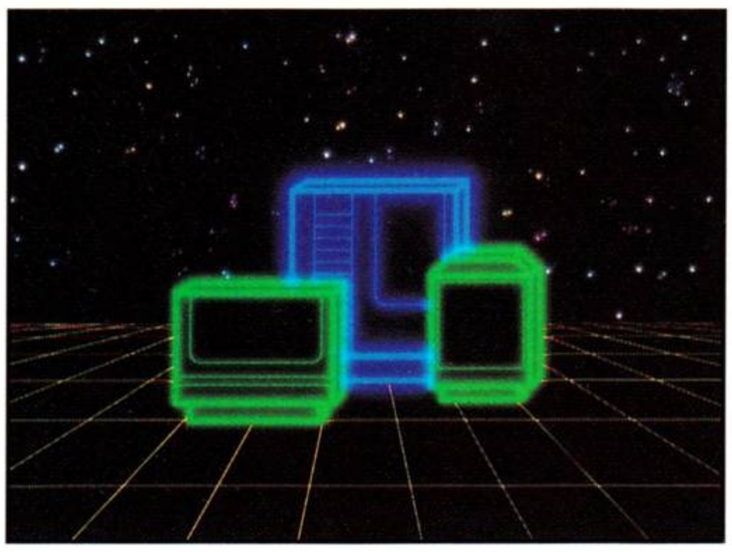
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VIDEO GAME GALLERY

Captain America and The Avengers

Data East
Genesis
1-2 Players



With the large show of force and current explosion of Batman, it would seem that DC comics is riding high. The renewed interest and popularity of this character can be based solely on the movie and new cartoon exposure. This



Players choose between The Vision, Iron Man, Captain America, and Hawkeye.

rush of Batmania has led to many new products including home video games on almost all formats. However, Marvel isn't going to sit back and let "the other guy" dominate the gaming market. To combat the surge in cartoon and comic heroes flooding the market, Data East brings us **Captain America and the Avengers**.

In this comic caper, the player battles against several famous villains from the comic pages, all under control of the Red Skull. It seems the long time nemesis of Captain America has obtained a mind control device and is using its power to control the Avenger's worst foes.

To do battle with the onslaught of super villains, the player can choose from three of the Avengers, (Vision, Hawkeye, and Iron Man), as well as Captain America. Each character has their own unique abilities and style as made famous by the comics. Unlike some games that give you simple movements, this one exploits each character's attributes. There are six basic types of movement: normal attack, special attack, jump attack, block, slide, and throw. All these movements vary for each character. For example, when Captain America blocks, he uses his shield whereas the Vision renders his body density so low that attacks don't effect him. Also, since the Vision is extremely strong, he lifts objectS with one hand while others may have to use two. This touch of "realism" and integrity is refreshing to see.

Another good feature of this game is that it not only allows for two players, but it even has a versus mode. You can play with a friend and clobber the bad guys, or kill off your pal for stealing the power ups in a face-to-face battle. Both modes allow you to configure the controller to your needs, and there are numerous difficulty settings when playing the game's missions



Each of the characters has a special attack. Cap uses his trusty shield.

An added touch of spunk to the game is the cameos by four other famous Avengers. Wasp and Submariner both make appearances in their native territories (air and water, respectively). Quicksilver races by and drops off a power pill, while Wonder-Man supplies flying crafts for the non-aerial avengers.

Some of the lacking features include the fact that the game's fighting can be simplified by constant dashing or always staying in the air by flying or jumping. Yet, on the harder modes, action is fast and furious. There is also a good graphical representation of the super heroes and villains. They are accurately drawn and remain truthful to their characters in the comics in their fighting abilities.

Fans who have followed these comic heroes through their "careers" as well as those who have never seen them can easily get into this comic crusade. The enjoyable game play is attractive to all players. Avengers, assemble!

— Howard Grossman

RATING	
Complexity	Easy
Graphics	85%
Sound	80%
Playability	70%
OVERALL	**78%**

Spiderman and the X-Men in Arcade's Revenge

LJN/Acclaim
SNES
1 Player

With a title like Spiderman and X-Men in Arcade's Revenge, you'd expect a game that matches the intensity and excitement of the comic book pages where Marvel's red hot heroes reside.

With this cart the player gets a good looking, solid-playing game that packs a decent punch, but it is not powerful enough to cause a serious concussion.

When the game begins, you must first assume the role of Spiderman in a preliminary round.

Although it provides an effective practice session the first few times you play the game, the preliminary level gets awfully tedious after while. You must disarm 20 devices in sequence before you can advance. *Every* time you die, you must re-accomplish this task.

Once this requirement is completed, the player earns the right to choose which superhero he wishes to use. Each character has its own set of superhuman qualities and a specific mission that he/she must fulfill.

•Spidey is famous for his super strength, the ability to stick to almost any surface, his premonitional Spider Sense and his trusty Web-Shooters. Use his skills to get through the warehouse level. "With great power comes great responsibility," and Spidey is ready to take it to the enemies with the gamer's help!

•Wolverine has unbreakable adamantium claws and an internal skeletal system that makes him incredibly tough. Can you survive the machine-gun wielding jack-in-the-boxes and find your way out of the deadly fun house? Do your best, bub!



Each of the characters must escape the maze Arcade has designed just for them.

•Cyclops possesses a concentrated ruby red laser beam that can fry his enemies. He can also punch and kick his enemies at close range.Find your way out of a mine shaft, but be careful not to electrocute yourself on the tracks. Utilize Cyclops' strong character to accomplish the goal.

•Gambit deals death blows to his enemies by flinging kinetically charged cards. In his level,the player must stay active or he will get squashed by the relentless Doomball. Deal the enemies a Full House of pain! Gambit pulls no punches!

•Storm masters the elements by conjuring up whirlwinds or lightening bolts to thwart her adversaries. Venture underwater against an ocean of enemies. Keep an eye on your air supply or you'll find yourself belly-up and blue-faced.

Once the player selects his character, he must remember that there is no time limit to finish a level. Patience is the key to conquering this formidable cart.

The game would have been better if there were more built-in flexibility. One cool addition would be if you could select any of the five characters - and any of the five missions - at the outset. Each character has different abilities, so the player would have to learn five separate techniques for getting through a particular level defeating a certain boss.



The players must master each of the character's powers to triumph here.

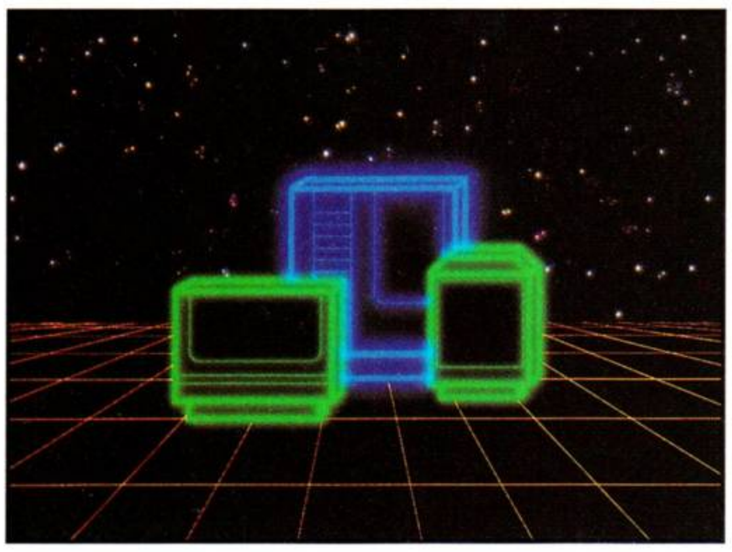
Instead, he has to use the same character on the same level every time he plays. This lack of variety substantially limits the potential of what could have been an outstanding game.

Hopefully, Acclaim doesn't get discouraged in their effort to transfer comic book heroes from paper to an electronic medium. With exciting and colorful artwork, fan recognition, and built-in storylines, comic book heroes have virtually infinite possibilities in video games. The incredible plots of some of the best known super heroes would translate well to the video game realm–this title makes a strong case for future releases.

— Joe Funk



RATING	
Complexity	Hard
Graphics	73%
Sound	67%
Playability	77%
OVERALL	**72%**



VIDEO GAME GALLERY

Andre Agassi Tennis

TecMagik
Designed by: Greg Omi
Genesis
1-2 Players



It comes down to a question of expectations. Gamers know their systems, and they make assumptions about what a good game for that machine should include. No one belittles a GameBoy cartridge because the sound isn't as good as a Genesis, there isn't as much programming as a multimedia title, or graphics comparable to the Amiga. Savvy gamers judge new titles in light of their knowledge of the hardware's capabilities.

Andre Agassi Tennis is a highly playable, arcade-style tennis cartridge that would've delighted owners of eight-bit systems had this new publisher released it in the late 1980s. All but the youngest Genesis gamers may be disappointed by this fast-paced take on racketeering, because it doesn't have the special touches and overall depth that are hallmarks of 16-Bit titles.

That doesn't mean it's a bad game, or that **Andre Agassi Tennis** isn't fun for a few brisk rounds. It's simply that a licensed tennis game seems to promise so much more than this one actually delivers on the screen.

The one or two-player contest, which also operates in self-play, offers both singles and doubles competition. There are three modes of play: practice, tournament and a skins game. The latter introduces variable monetary rewards for each point scored.

The helpful practice phase simulates an automated ball-serving machine. It sprays them to all parts of the court to help the video gamer get used to the control system. Unfortunately, there is no way to practice volleying, though a few sets against any of the imaginary athletes included on the cartridge soon gets the on-screen Agassi leaping about the court with his customary skill.

Apart from Agassi himself, the eight players included with the game are obviously meant to suggest specific well-known pros. Pre-match screens display strength and accuracy ratings for each of their basic strokes and an overall speed rating.

The two female netters can be matched against any of the men without a ratings adjustment. This produces some unrealistic gaming in mixed singles matches, especially since one of the women has ratings superior to Agassi's.



Andre Agessi Tennis even gives players the opportunity to practice their serves.

The four different types of courts are well-drawn in trapezoidal format with the net stretched horizontally across the screen. The surroundings are poorly detailed and not animated. The judge does not make calls in a pop-up window or interact with the players. It is the absence of such niceties on the playfield that stamp **Andre Agassi Tennis** as less than state-of-the-art.

Sound is equally sparse. The program verbalizes the names of the players when each one's statistical summary appears, but the music and sound effects remain unimpressive.

Playability is this cartridge's greatest strength. Moving a player within range and pressing button A (for a smash) or B (for a lob) is all that is needed to make a shot. The direction pad controls the angle of deflection, backspin, and topspin. This provides an admirable control scheme, allowing a new player to quickly pick up on the mechanics of the game without becoming frustrated. However, once the gaming aspects are mastered, the overall challenge of the contest begins to wear thin.

Andre Agassi is one of the top-seeded tennis stars in the world and a threat to win any major tournament. This game, however, won't make the cut for real students of the sport. It offers little that is not available in other cartridges, including eight-bit ones.

— Arnie Katz

RATING	
Complexity	Easy
Graphics	75%
Sound	60%
Playability	89%
OVERALL	75%

Super Battle Tank: War in the Gulf

Absolute Entertainment
Designed by: Garry Kitchen
Genesis
1 Player

The enemies in this action combat game are a good deal more active than the ones our Desert Storm troops faced in the real war. In the Genesis edition, which derives from earlier versions for MS-DOS computers and the SNES, Iraqi tanks, helicopters, and SCUD missile launchers are quite eager to slug it out with the allies' Abrams M1A1 battle tanks. However, the M1A1 has some pretty powerful tricks up its cannon.

Super Battle Tank presents ten increasingly difficult missions, each of which is preceded by a briefing. These non-interactive sequences have minor animations, such as a pointer that waves in the general direction of an easel-mounted map with no particular logic. Holding down a button makes the preambles run faster, but there is no way to skip these rather bland and unexciting segments. The mission stats that follow the briefing would probably be enough information for most digital tankers.

The post-mission reports are of greater interest, mostly because they include a scoring summary. Pressing the A button after an unsuccessful battle permits the gamer to retain accumulated score and start the next round of play by attempting the failed assignment again. This continue feature comes in handy.

Two display screens put the player into the action. Button C calls up a map overview with the locations of all tanks, helicopters, bases, missile sites, minefields, and chemical dumps represented by small, but easily identifiable symbols. Most gamers will employ the long-range screen to approach a target and then switch to the first person cockpit perspective for close combat.



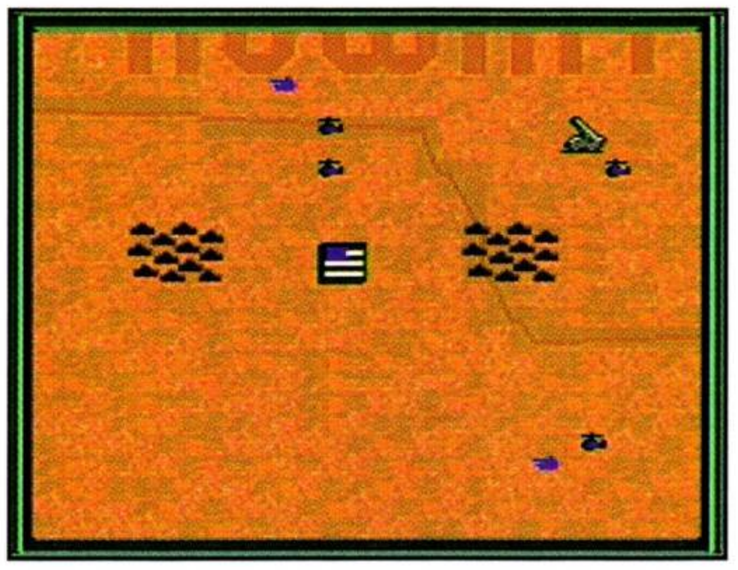
The computer will display new enemies and inform players of their capabilities.

The B button cycles through the M1A1's three weapons: laser-guided shells, a 120mm cannon and the machine gun. The sighting cursor changes to indicate which weapon is currently active. Pressing the A button fires whichever weapon is currently on-line.

The Abrams also has a Night Vision Scope that helps see in the dark. Unaccountably, it only works for 30 seconds at a time, and the number of uses is limited. The Smokescreen comes in handy for confusing the enemy, though the documentation carries a warning against traveling at high speed through the haze.

The start button is the tank's gas pedal. Holding it while pressing the direction pad up makes the tank go faster, while pressing down applies the brakes. Pressing the pad left or right while accelerating turns the vehicle. The direction disk raises and lowers the gun angle or swivels the turret, as necessary. The command control system always designates directions as they would appear from the tank cockpit, which can be a little confusing on the long range screen.

The battle screen includes instruments that give a lot of information that is interesting, if not always useful. The exact gun angle, movement speed, and range-to-target are nice to know, but they exert little influence over the play of the game and aren't noticed during heavy battles.



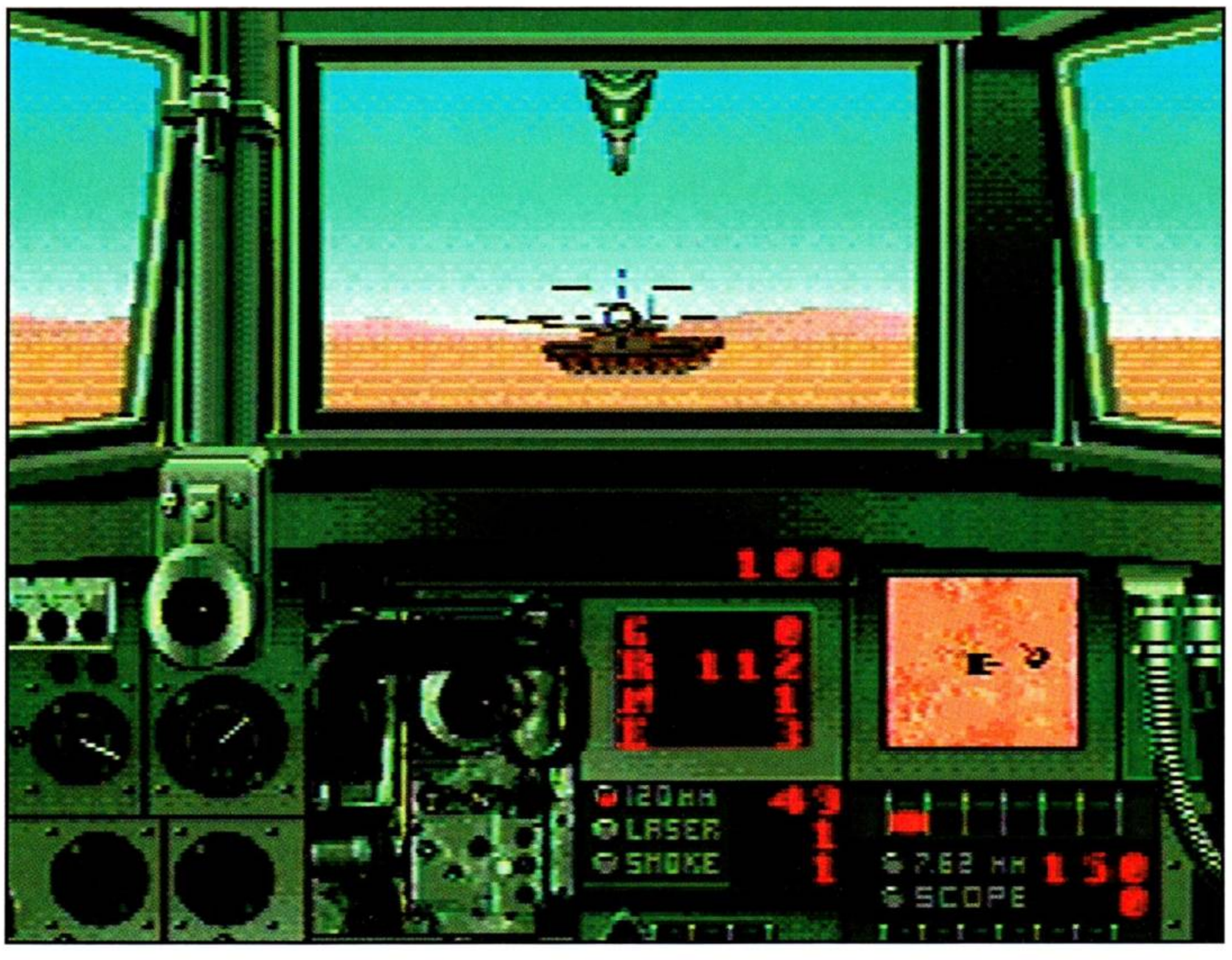
The tank is equipped with long range radar to track all of the level's enemies.

The short-range radar, with an overhead view of the area surrounding the tank, is much more practical. It helps the player avoid blind-side attacks from the flank or rear. Also handy is the Weapon Status panel, giving an instant report on the effectiveness of a weapon.

The graphics are about average, though the coloring of the night missions is especially attractive. The sound effects are adequate, nothing more.

The timeliness of the subject is the main recommendation for **Super Battle Tank**, and it is hardly the only treatment of the Mideast conflict available on the home gaming screen.

— Arnie Katz



RATING	
Complexity	Easy
Graphics	74%
Sound	68%
Playability	80%
OVERALL	**72%**



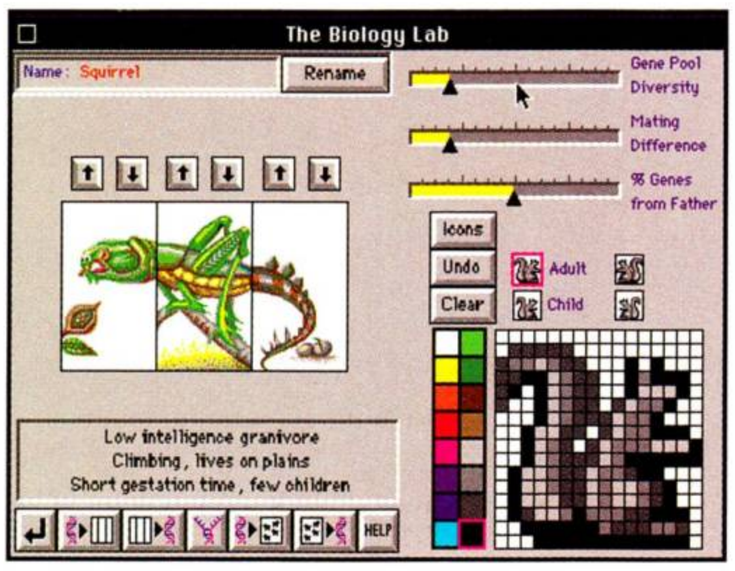
SOFTWARE GALLERY

SimLife

Maxis
Designed by: Ken Karakotsios
Macintosh
1 Player

While other major publishers have been content to simulate the more tangible components of life on our planet—from sports games to simulators of everything from biplanes and tanks to VTOLs and attack helicopters—Maxis has always had a more profound agenda.

It began with **SimCity**, a ground breaking gamble that spiraled from a cult sensation to a mass-market phenomenon. For the first time, instead of coaching a football team or putting a hot sports car through its paces, players were given almost godlike powers that enabled them to build and maintain simulated cities. The intuitive interface allowed users to designate zones for commercial, industrial or residential use, establish a tax base, orchestrate mass transit and even construct airports, harbors and sports stadiums. It was the quintessential example of education as entertainment. While learning firsthand the difficulties of maintaining large urban areas, **SimCity** also provided exactly the type of positive reinforcement that makes good electronic gaming such a compelling experience.



Genetic engineering for fun and profit. Design a variety of new beings.

Inspired by its success, Maxis tried the same approach on a variety of fascinating subjects. Sometimes the scope was broad, as in **SimEarth**, where users guide a living planet from its creation to its demise over a span of 10 billion years. In other projects, Maxis narrowed its focus. In **SimAnt**, users direct the growth of an ant colony stationed on the lawn of a typical, middle-class American home.

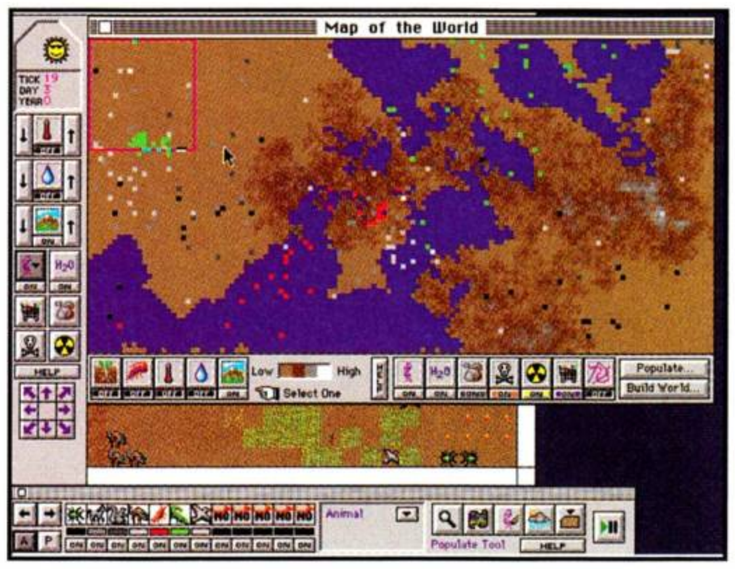
These projects have now culminated in Maxis' masterpiece, **SimLife**, a program that toys not only with state-of-the-art science but with crucial questions about the very nature of life itself. Artificial Life (A-life) experiments have produced questions that may shake the very foundations of Western scientific thought. For example, life has traditionally been defined in terms of what it was. A-life suggests that it may be more correct to perceive life in terms of what it does, how it reacts to stimuli and whether or not it evolves to meet changing conditions.

Computer models have already created viable, single-cell lifeforms in laboratories that mimic actual cellular behavior to a remarkable degree. Where does it lead? Will it eventually be possible to break down a human being, cell by cell, and store him or her on a memory storage device for modification (the replacement of cancerous cells with healthy models, for example) and eventual replication?

Obviously, **SimLife** will not allow you to save your pet goldfish to disk, but it *is* a remarkable product that provides a mind-opening introduction to the nature of life itself. The user creates a model of an ecosystem, gives it an environment, then populates it by creating and modifying lifeforms on the genetic level.

Two of the program's neatest features are the user's ability to control evolution – an ecosystem can range from a stagnant mess to a madhouse of mutation – and the option of changing the laws of physics for the simulated universe.

The icon and menu-driven game system will be second nature to owners of earlier Maxis efforts while even newcomers to the world-building business should find the operation fairly simple to manipulate. The program is large. Breaking down the creation of an ecosystem to the cellular level is not exactly on the level of a roll-your-own golf course construction kit, after all. But it is surprisingly approachable.



The habitat and environment must be controlled to sustain the new life-forms.

Special kudos to computer sound maestro Russell Lieblich, perhaps the best composer/audio man in the business, who creates sounds that seem utterly apt to the on-screen activity.

SimLife is an important game, but even arcade addicts shouldn't let that put them off, because it is also an incredibly entertaining and enlightening experience.

— Bill Kunkel

RATING	
Complexity	Average
Graphics	90%
Sound	95%
Playability	90%
OVERALL	93%

Plan 9 from Outer Space

Konami
Designed by: Gremlin Graphics Software
MS-DOS
1 Player

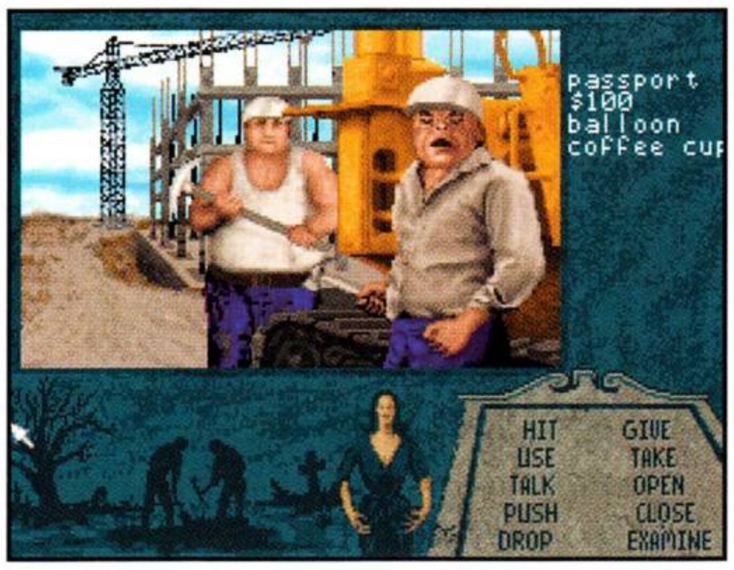
The first thing players need to know about this point-and-click adventure is that it has absolutely nothing to do with the actual Edward Wood classic of cinematic ineptitude, *Plan 9 from Outer Space.* **Plan 9** is a mystery adventure involving the making of the movie. The Producer hires a detective, the player, to retrieve some *Plan 9 from Outer Space* reels that have vanished from his safe.

The interface is not unlike the one which Dynamix has popularized in the last couple of years. The mouse (or keyboard) moves a cursor around a main display, which fills about one-third of the screen. A message appears directly above the display whenever the cursor encounters possible avenues of travel. The pointer changes into a direction signpost to insure that the gamer is aware of the opportunity. Clicking at that point causes the detective to move to the indicated destination.

Other possible actions are listed in a menu in the lower right corner of the screen. A point-and-click on any command causes the cursor to change shape and prints the action portion of the command above the action window. Clicking on any object in the window completes the printed version of the command at the top-center of the screen and executes the order. Sometimes this causes descriptive text to appear in the message area below and to the left of the main display.

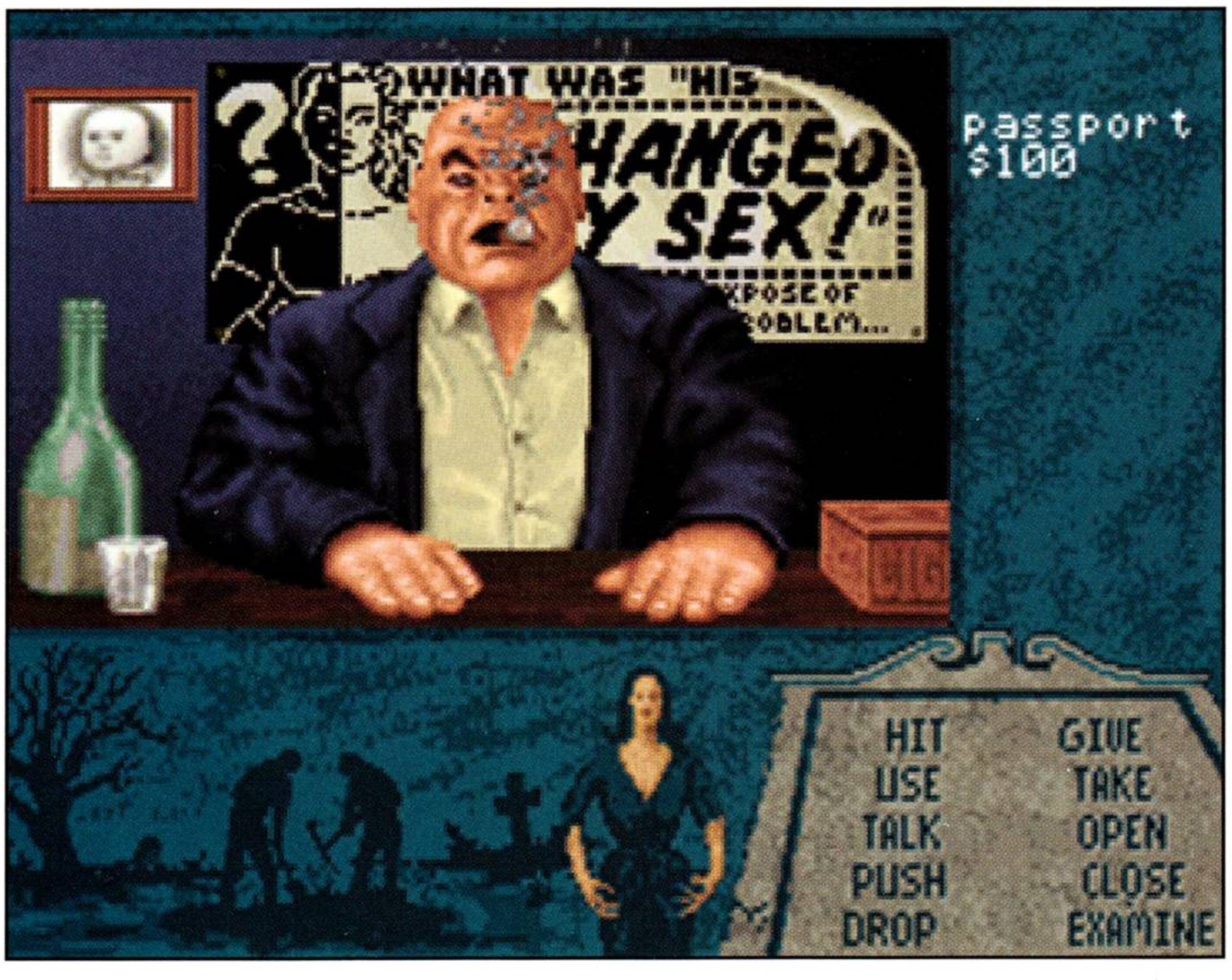
The "talk" command triggers the menu-driven conversation system. The player picks something to say from a list of possibilities, and sees the answer in an on-screen word balloon.

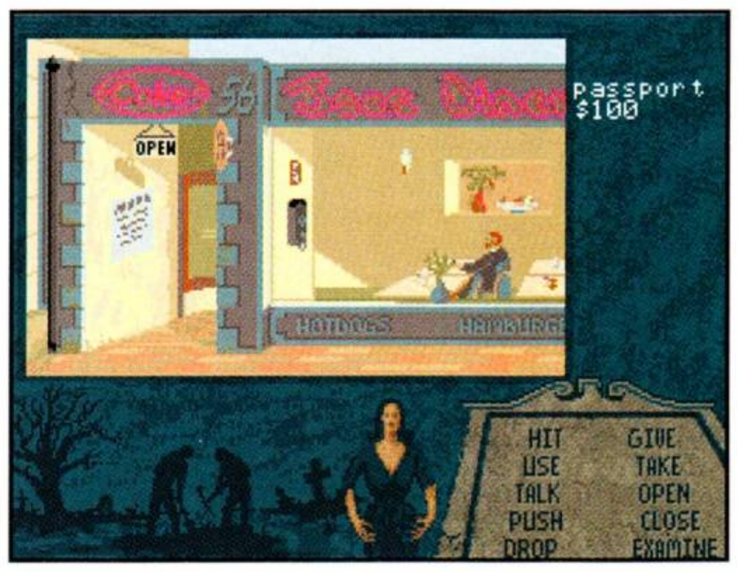
One inconvenience in the control system is that once the game implements a command (except "talk"), it returns to its original, unhighlighted state on the menu. If the player wants to examine six objects in the same room, therefore, it is necessary to click on "examine" six times. The conversation system functions until the player ends the discussion; too bad the other action choices don't persist in a similar manner.



Which of these guys is not of this world, and what is the meaning of his warning?

The illustrations are good, if simple, but the tone is uneven. Some scenes look like a slightly animated comic book, while others try to evoke the horror





Clues could be hidden anywhere, so make sure you leave no stone unturned.

ambience with stark images. Alternating innocuous and threatening scenes heightens the effect on the viewer, but the style of the artwork should be more harmonious.

Those who thought the days of frustration ended with the passing of the parser-driven adventure may find their relief was premature. Too often, the program tells the player that the current order is meaningless, unhelpful, or impossible. Players readily accept something being physically impossible, but it sets the teeth on edge when the game flat out prevents the user from doing something obviously because the designer didn't want to deal with the ensuing complications. This is lazy game-writing.

The dialogue doesn't sparkle, and the prose gets pretty bad in a few spots. Again, more time in programming would have been appreciated. The skimpy documentation answers few questions, including the whereabouts of the fast forward and rewind features mentioned prominently on the back of the package. Another question worth asking is why, in a game in which the inventory keeps track of the player's money, are cab rides free? (Please, don't tell us this is in imitation of Edward Wood's slapdash approach to movie production.)

Plan 9 from Outer Space is not worthy of its clever premise. It is a slightly better than average adventure of moderate complexity. It has some nice moments, but perhaps not as many as it should've.

— Arnie Katz

RATING	
Complexity	Average
Graphics	85%
Sound	80%
Playability	75%
OVERALL	75%



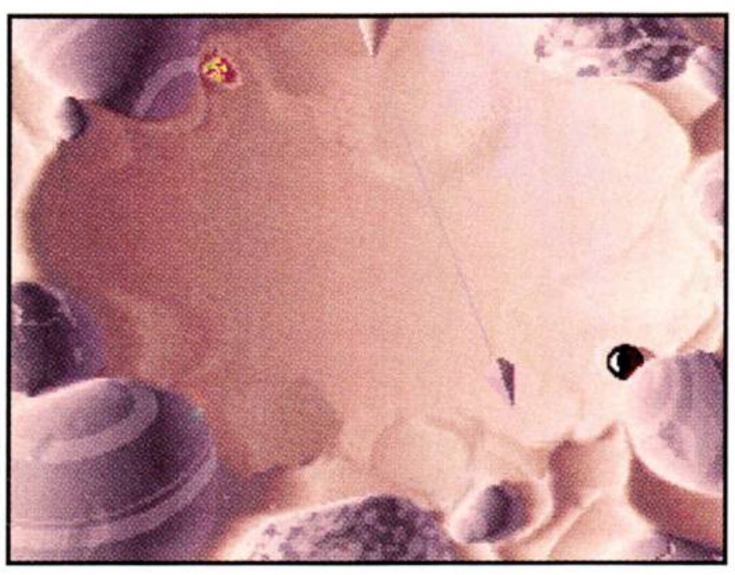
SOFTWARE GALLERY

Heaven & Earth

Buena Vista Software
Designed by: Michael Feinberg and Scott Kim
MS/DOS
1 Player

Heaven & Earth's overall theme, a kind of New Age path to enlightenment based on presumed Tibetan legends of a long-lost land, is as flamboyant as its name. Indeed, as its excellent documentation acknowledges at the outset, "Entertainment software falls into one of three categories: toys, puzzles, or games." And that's what the three main segments are supposed to be: *The Card Game* is just that, *The Pendulum* is a toy, and *The Illusions* is a treasure chest of puzzles.

The Illusions comprise twelve separate puzzle types, ranging from variations on the maze theme, through sliding block puzzles of the classic "15" or "Dad's" puzzle sort, to some that bring changes on the jigsaw or tiling theme. Each type has four difficulty levels, designated Ocean, Desert, Mountain and Sky, with appropriate graphics, and each level contains twelve puzzles (scenarios). These generally begin with one or two easy pieces to solve, mainly to demonstrate the special features of that portion. Then the challenges begin.



Heaven and Earth is more than just a game, it is a package of entertainment.

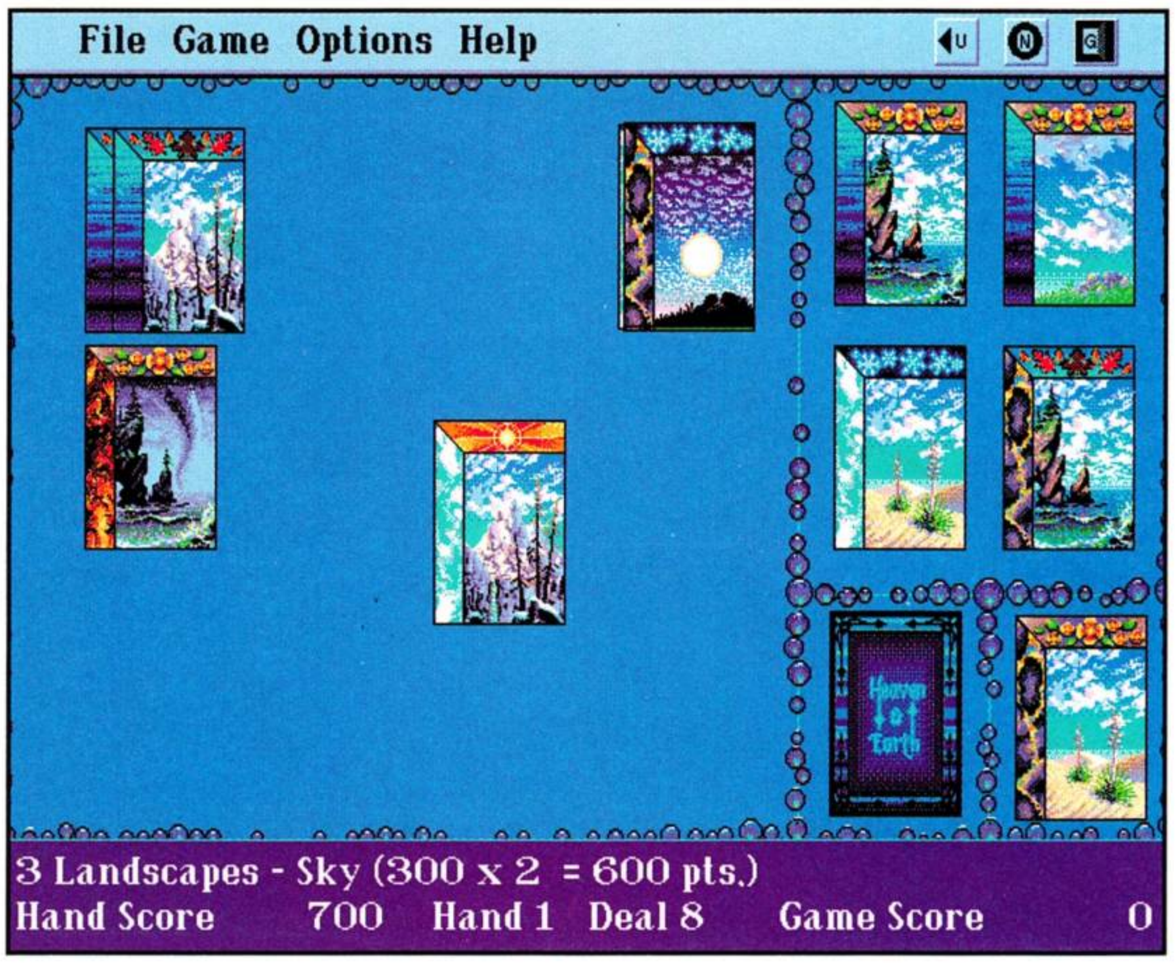
As an example, some maze variants use multiple cursor blocks to trace the paths, controlled together by the mouse or direction keys. If any one of the cursors is blocked, all are prevented from moving. Not too difficult to master, eh? Then along comes the puzzle where some of the cursors may move in opposite or mirrored directions to the controlled set!

The Pendulum features a weight or pendant swinging over a bowl-shaped playfield. In the arena may be one or more jewel-like vortices with "gravity wells" that can influence the path of the pendulum. The path can also be influenced by movements of the mouse or arrow keys, and the idea is to get the pendant to pause close to a positive vortex long enough to be "captured" by it, at which point the vortex will disappear. But some vortices are negative, and if the pendulum is captured by one of these, that scenario must start over again.

Neither of these two segments could be totally transferred to physical representations, so they must be considered as computer-requisites. *The Card Game* might conceivably translate to a real deck of cards, but not well. It would lose the special sounds and animated graphics that bring it above the ordinary, and the scoring is sufficiently complicated. With positive and negative multipliers for certain combinations of special cards, it's just as well the computer takes care of it.

It's said to be based on a traditional Japanese flower card game, "Hanafuda," which is in the rummy family. A picture card shows a landscape (representing Ocean, Desert, Mountain or Sky), a top border representing one of the four seasons, and a side border denoting one of the four elements: Earth, Air, Fire and Water. Certain combinations of these represent months—almost an astrological viewpoint.

Scoring depends on creating tricks of two to four cards out of sets of cards



selected from repeated deals. But scoring is complicated by randomly generated "celestial phenomena," such as lightning, rain, snow, a tornado or rainbow, lunar eclipse or aurora borealis, and these multiply or negate the value of the trick in which they're included. There are no difficulty levels here, but background graphics representing the level names are selectable at will.

There is a fourth element to the whole: *The Pilgrimage*, a randomized sampling of each of the others, highlighted by quoted wisdom and poetry. This sequence awards the player by coloring in small segments of a full-screen black-and-white illustration at each completed step, which may be a puzzle, a set of tricks from the card game that reaches a specific score, the capture of a vortex by the pendulum, or just an inspirational poem to read.

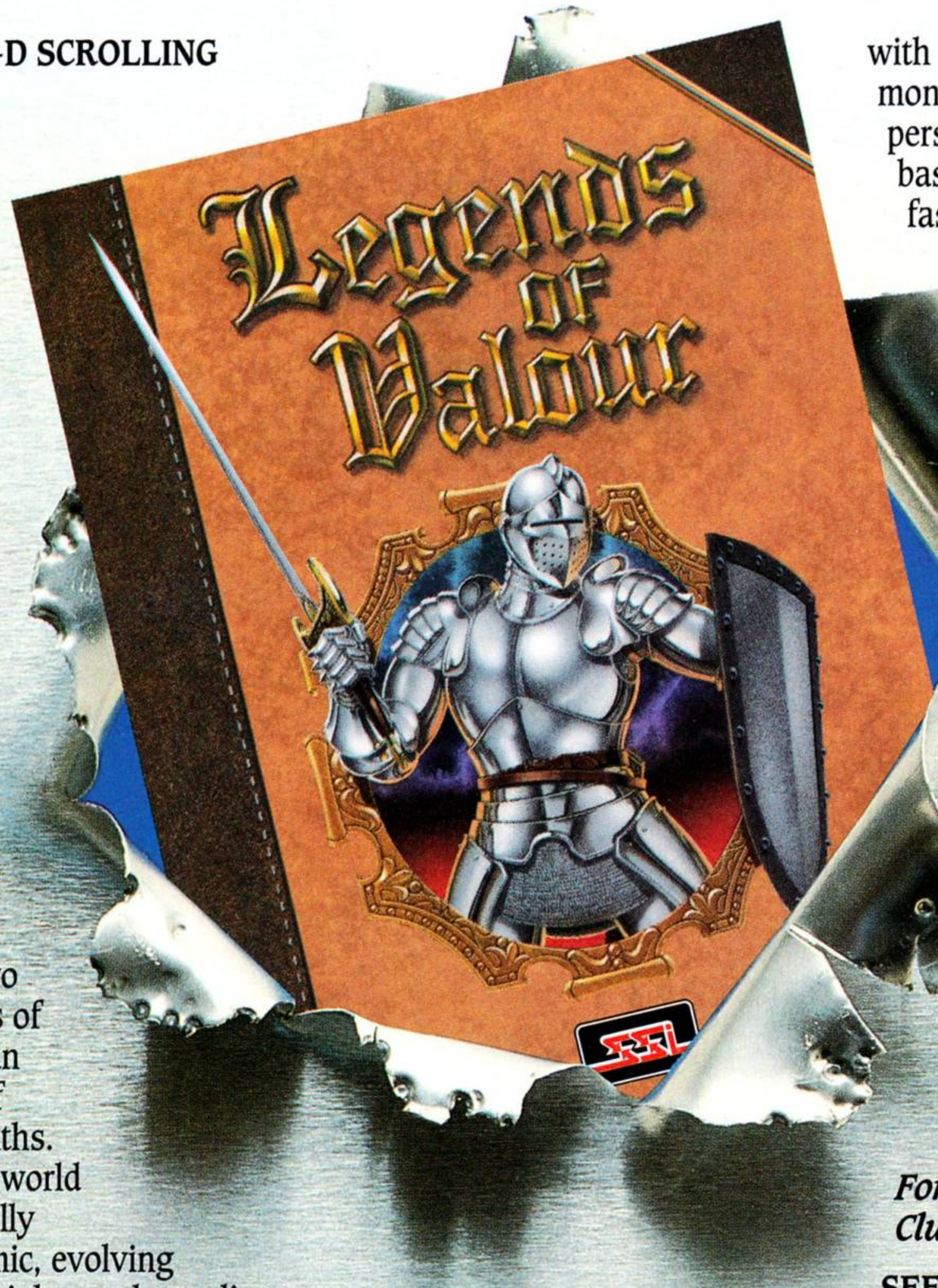
The word *addiction* is a positive attribute in this hobby, but for this experience a better word might be dedication, if not devotion. **Heaven & Earth** inspires that kind of attitude for the gamer who likes to just *play*. And if enlightenment should join the gamer along this pathway, why, so much the better. Luckily (for some of us, anyway), it's not required.

— Ross Chamberlain

RATING	
Complexity	Average
Graphics	92%
Sound	89%
Playability	86%
OVERALL	88%

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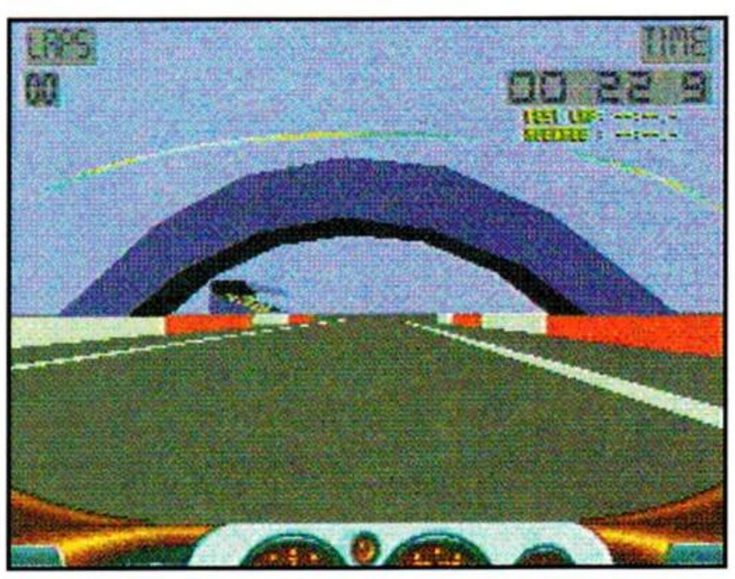
SOFTWARE GALLERY

Red Zone

Psygnosis
Designed by: Gallagher, Burcombe, Watkins, Parkes & Riding
Amiga
1 Player

When Konami/Gremlin released **Team Suzuki** in 1991 it was the only serious first-person motorcycle simulation to hit these shores.

Now Psygnosis, one of the few software publishers still committed to the Amiga, has released **Red Zone**. This bike race simulator is named for the area where the tachometer maxes out and all hell threatens to break loose. Although similar in many ways to **Team Suzuki**, **Red Zone** features enough of the usual Psygnosis nuances to make it exciting.



The bike in Red Zone is lightning-fast and the controls are extremely precise.

The main menu offers manual or automatic gearbox, practice laps, single races, or a full racing season. The rider can customize just about every conceivable aspect of graphic detail, challenge and control. Trackside surfaces, sky detail, mountain backdrops, oil patches and cheering spectators are all available, but it slows the display update.

On a standard Amiga, with every detail option selected, the game looks great but is almost impossible to play. The sacrifice in control response results in a vicious cycle of over-control and crashes.

Things improve immensely with all detail switched off, but then the tracks take on an eerie abandoned atmosphere with only the track and trackside walls visible through the windscreen. The default options seem to have the optimum balance of detail and speed, but players may experiment to find levels that suit them.

On accelerated Amigas, a specially optimized code takes advantage of the higher processor speed and allows a fast race, even with a moderately high detail level.



Who said motorcycle racing was a bed of roses? At least they include doctors.

Using a mouse rather than joystick or keyboard achieves the smoothest steering as well as the most efficient acceleration, shifting and braking.

Ten International Grand Prix courses are available. A qualifying lap determines the player's position on the starting grid and then it's every man for himself. Once the race has started, unique Psygnosis touches really kick in. The bike rears back with bursts of acceleration and pitches forward in sudden stops, subtle shadows fall over the instrument cluster under bridges, and a brilliant shower of sparks flies when a rival's bike goes down.

Options include a map display, nice but impractical external views, bike re-centering (but not necessarily facing the right way) and rear-view mirrors. An action replay helicopter view shows the last few moments of the race.

As the inevitable collisions occur, damage accumulates and the bike's handling deteriorates. Pit stops repair damage, then it's back into the fray. Since scoring is point-based, losing a race or even failing to qualify doesn't necessarily end the season.

Red Zone is not a game for the casual player. It takes patience and practice to master but holds a season full of excitement for the determined biker.

— Scott Wolf

RATING	
Complexity	Hard
Graphics	83%
Sound	85%
Playability	81%
OVERALL	83%

The Lost Files of Sherlock Holmes

Electronic Arts
Designed by: Mythos Software
MS-DOS
1 Player

London, 1888. The fog shrouds the city like a murky swamp. Suddenly, a shrill cry rises to the smokey rooftops. Another victim falls to the terror that is Jack the Ripper.

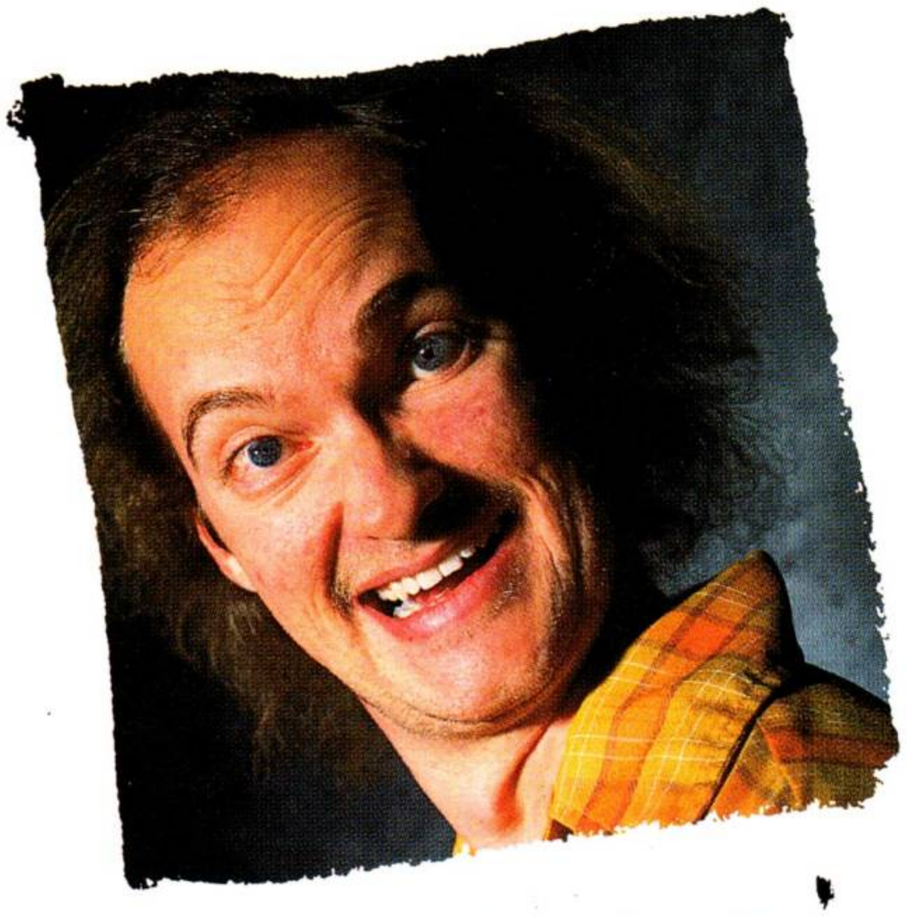
In **The Lost Files of Sherlock Holmes**, the player takes on the role of the famous dectective while he investigates a murder in nineteenth century London. Holmes' frequent antagonist and sometime colleague, Inspector Lestrade of Scotland Yard, has asked the detectective for assistance in the investigation of a murdered young girl. The case appears to be open and shut, but Sherlock Holmes thinks otherwise. The player, as Holmes, travels all over London, interrogating witness, searching for clues, and interviewing various people who were associtated with the witness. The many people involved may or may not be telling all they know, and Holmes must piece together the truth hidden behind the horrifying murder. Is this the evil work of the notorious Spring-Heeled Jack, or has some other villain decided to copy his gruesome operations?

This game follows the famaliar play mechanics of modern graphic adventures, but the overall plot, with its gritty realism and strong historical background, makes it stand out. The player views the game from a third person 3-D perspective, and has total control of Holmes' movements and actions. The game screen is divided by an interactive upper portion and a point-and-click action menu and the bottom. Using the action menu, the player can examine, pick up, talk, use, look, move, open, close, or give objects and actions at any time during the game.

The duo interface is very easy to use, and provides the player with a unique perspective of game playing. Holmes is



THIS OPPONENT IS PROGRAMMED TO BE CHALLENGING.



this one wants to rip your lungs out.

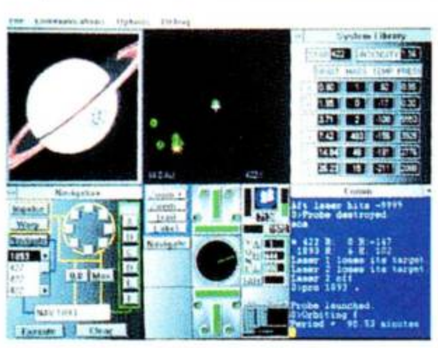
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SOFTWARE GALLERY



London is a big city, and this case will take all of the player's best deduction.

free to travel throughout the city, via a handy hansom cab, always at his disposal. Wherever Holmes goes, Dr. Watson, his faithful and helpful partner, keeps careful notes on every conversation that takes place. This is very useful when backtracking to find clues, and the journal may be printed at any time. In addition to his note taking expertise, Watson will occasionally provide help to Sherlock when a particularly difficult situation arises.



What makes this particular adventure stand out from the rest is the brilliant reconstruction of nineteenth century England incorporated into the game. The graphics, while not ground breaking, are true to the historical period. The many scenes where Holmes must visit to search for clues are stratight from the great Sherlock Holmes films and television episodes. This is best seen in the opening animation, where the player is greeted with a dark, rainy evening scene and the acutal murder is played out. The soundtrack is never annoying, and changes as Holmes visits different areas throughout the city.

The game play moves quickly; the player can converse with characters more than once to gain further information about the case, and can visit the many scenes in the game again and again. This provides the player with the opportunity to backtrack during the game, in case anything might have been missed or forgotten. The game is quite quick on a 386, and the disk access time during scene transfers is short.

Perhaps the one drawback to this particular title is the overall difficulty. It is not a simple adventure – one must be quite analytical when playing, and some of the solutions to particular puzzles seem slightly irrational. For example, Holmes has to ask for a certain kind of perfume (out of four possiblities) to gain access to a particular witness. However, this does not detract from the playability.

The Lost Files of Sherlock Holmes will provide *many* hours of enjoyment to the hard-core adventurer. Elementary!

— Tim Ostermiller

RATING	
Complexity	Average
Graphics	90%
Sound	88%
Playability	88%
OVERALL	89%

Utopia

Konami/Gremlin
Designers: Graeme Ing and Robert Crack
MS-DOS
1 Player

SimCity and **Populous** started off a whole new genre of computer games that mix strategy and real-time changing environments. **Utopia**, the latest in this craze that almost glutted the strategy section of the software shelves, borrows elements from some of these games, but remains unique.

Utopia takes place in a science-fiction environment and requires players to create the perfect society, while defending it from alien cultures and spies. The ultimate goal is to increase the Quality Of Life rating to 100%, thus creating a "Utopia" of sorts.

This is difficult, because there are lots of elements and factors that go into the Q.O.L. rating. Players must produce energy, control finances, erect buildings, strengthen defenses, encourage industry and develop better machines to bring the Q.O.L. rating to a respectable level. The science fiction flavor of **Utopia** is a new twist on the genre, although the gameplay might seem too familiar to some players.

Utopia has a slick, icon-driven interface that enables players to access the information they need about their colony instantly. The main view is a three-quarters perspective of the section of the map the player wants to examine. Function buttons along the right side of the screen bring up all of the game commands. These buttons pop up appropriate screens, including a set of maps of the game world that visually represent data with a color scheme.

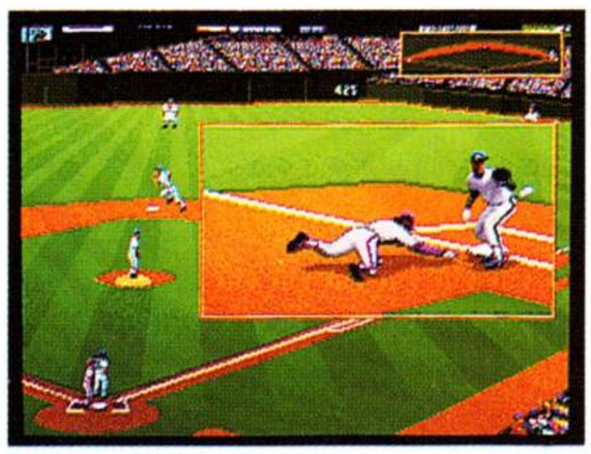


Sporting game play similar to Populous, Utopia is heaven for strategy lovers.

Game play moves quickly and players must monitor the map carefully. **Utopia** is good as a strategy game, but not so hot as a science fiction game. It has the



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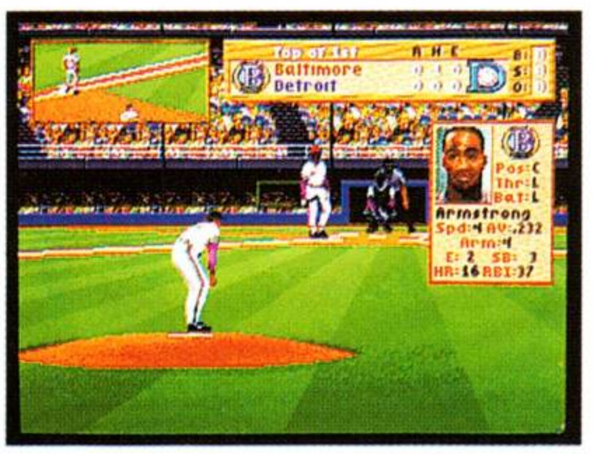


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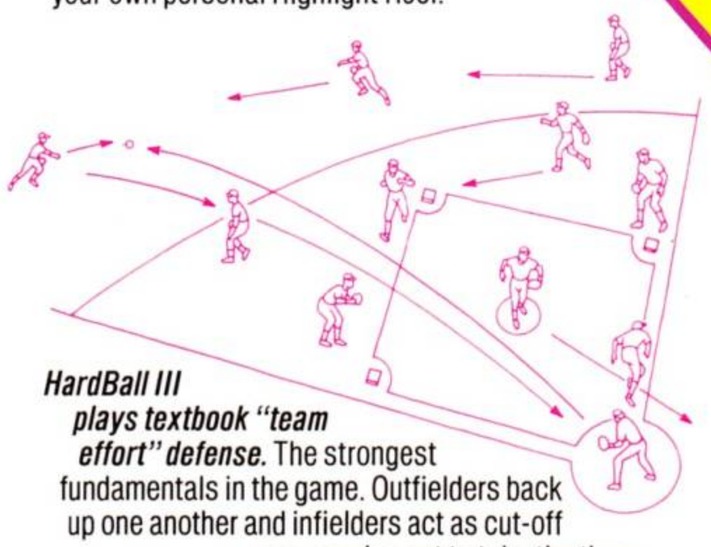
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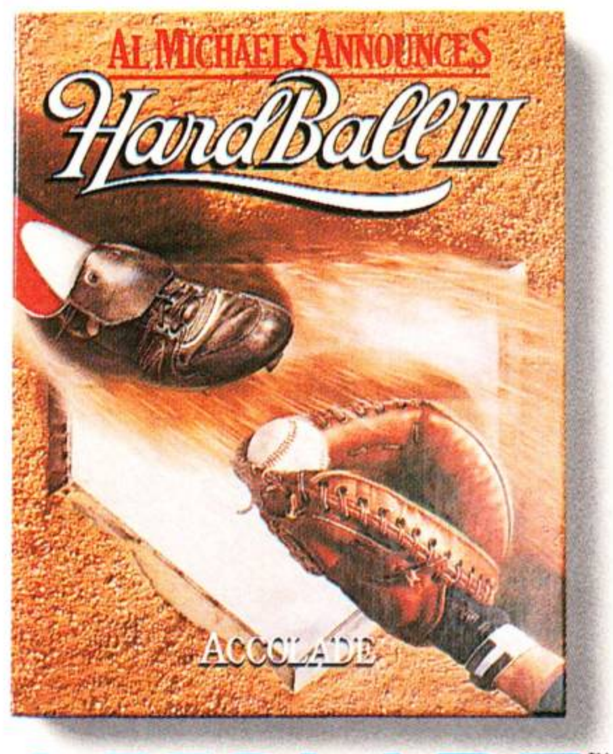
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SOFTWARE GALLERY

flavor of a European game and succeeds as something a little off-the-wall for Americans.

The graphics are clean and present the data nicely. Although the perspective has been done before, **Utopia**'s maps offer new buildings, devices and other



This board of advisors will inform you as to the condition of the Utopian world.

graphic touches to separate itself from the crowd. Sound effects are sparse and music is not a big factor.

Utopia is original enough for fans of games of this genre, but others might want to pass it by if they expect something brand new. Yet, those who tough it out will find quite a challenge beneath the familiar surface.

— *Russ Ceccola*

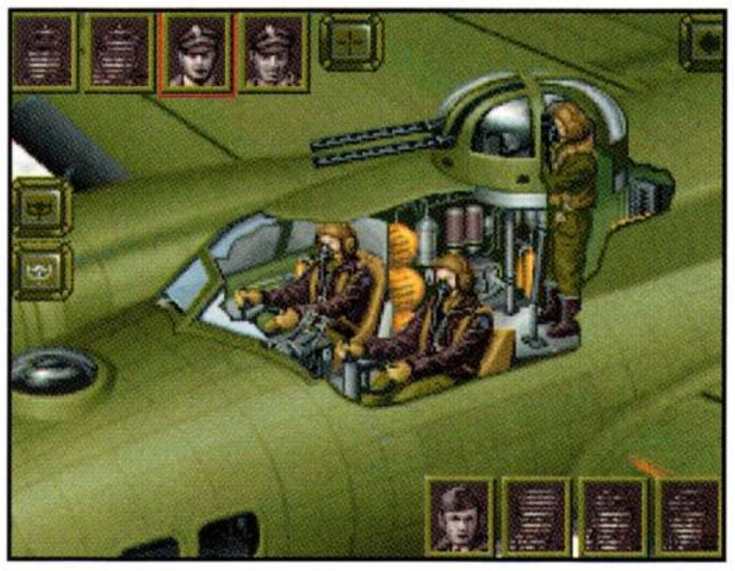
RATING	
Complexity	Average
Graphics	75%
Sound	70%
Playability	80%
OVERALL	75%

B-17 Flying Fortress

Microprose
Designed by: Mike Brunton
MS-DOS
1 Player

Veterans of the early days of computer games may remember a simplistic but very addictive Strategic Simulations game called **50 Mission Crush**, named in honor of the soft combination covers worn as a badge of honor among bomber crews that completed that milestone. More recently, players of LucasArts air combat games vicariously experienced the tension of piloting a big, slow target deep over hostile territory. Until the release of **B-17 Flying Fortress**, however, players lacked a dedicated roleplaying simulation that personalized the contribution made by these valiant crews.

Prior to beginning a tour of duty, players select the nose art and name of their bomber. Next, a crew photo appears to access individual service records. Every crew member is rated from poor to excellent in gunnery, bombing, technical, medical and piloting. Crew members are best at their trained specialty, but they may have other strengths that will prove critical when trying to bring a damaged fortress and wounded crew members home. Those members that survive missions increase in skill. Wounded crew members will be replaced by less skilled "new guys," but may return after a period of recovery. Hence, the emphasis of the game is on bringing the boys home in one piece *vice* victory at all costs.



B-17 allows the player to monitor the positions of the bomber's entire crew.

After training, initial missions are somewhat easier than subsequent ones, as the Luftwaffe had yet to perfect coordinated intercepts and concentrated anti-aircraft fire.

The player may only manually control one crew member at a time, while the



others perform their functions under computer control. Proper decisions for first aid, managing bomber damage, sending timely, accurate radio traffic, and reassigning personnel as required aid in higher scores.

Digitized photos and bitmapped graphics make up the static screens, with polygon-fill aircraft modeling for the flight sequences. The overall effect is not as crisp as Dynamix or LucasArts products, for example, but the animations are clear enough to permit aircraft recognition. Flight modeling realistically produces the ponderous and lumbering feel of piloting the four-engine heavy bomber.

The only program glitch involves switching from manual back to computer control after taking corrective actions for battle damage. Specifically, this involved throttling back an overheating engine only to have the computer pilot immediately rematch rpm with the remaining engines when control was returned.

Success comes to those who can fly straight and level in the terminal phase of the bombing run despite enemy fighters and flack. It takes nerves of steel to finish a tour of duty.

— Ed Dille

RATING	
Complexity	Average
Graphics	75%
Sound	80%
Playability	80%
OVERALL	77%

Spellcasting 301: Spring Break

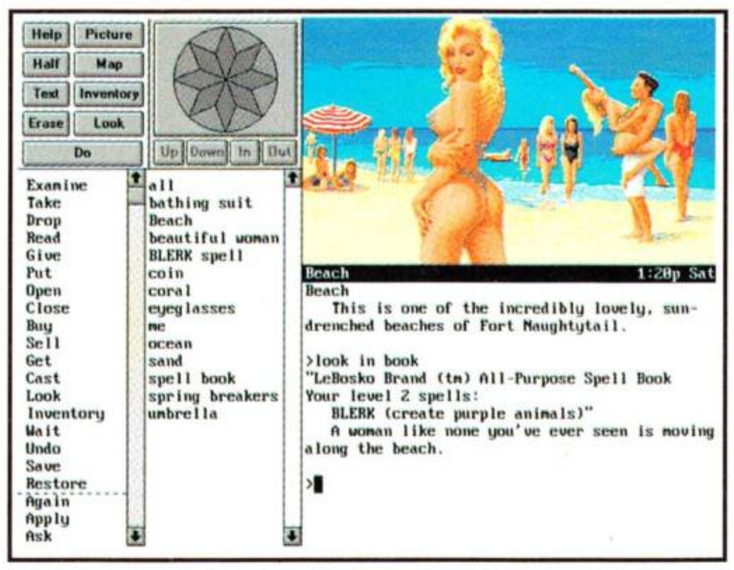
Legend/Accolade
Designed by: Steve Meretzky
MS-DOS
1 Player

Ernie Eaglebeak and his Hu Delta Phart fraternity brothers are headed south to the infamous spring break hot spot, Fort Naughtytail. Filled with thoughts of sand, surf, sex and sorcery in the sun, the merry band secured reservations at the Royal Infesta Hotel. After a brief magic carpet ride, the boys arrive only to find that their rival fraternity, Getta Loda Yu, have already initiated festivities.

The Loda Yu's challenge Ernie and his buddies to compete in a number of contests over the course of the vacation. Physical zealots can flex their pects in weight lifting, mud wrestling, body surfing and volleyball. Esoteric thinkers and engineering majors are encouraged to enter the drink mixing, tanning and sandcastle building contests.

As often happens in resort towns, the local authorities are cracking down on spontaneous euphoria. Consequently, Ernie is thrown into the slammer with frightening regularity for innocuous infractions. He's forced to come up with increasingly inventive escapes to ensure that he is on hand to aid his fraternity brothers in the competition.

Steve Meretzky established himself as the king of camp and sexual innuendo with such early titles as **Leather Goddesses of Phobos** and the first two installments in this series, **Sorcerers**



Women, beer, and beaches: Just what a sorcerer need for a good spring break.

Get All the Girls and **The Sorcerer's Appliance**. Mr. Meretzky's success, however, is not all attributable to the subject matter. He has developed one of the best adventure game interfaces on the market. Players have the option of typing directly to the cursor, selecting from verb and preposition menus which are updated throughout the game, or performing many actions by double clicking the mouse on the item to be manipulated. **Spellcasting 301** is undoubtedly the best installment in an already highly successful series.

— Ed Dille

RATING	
Complexity	Average
Graphics	90%
Sound	94%
Playability	92%
OVERALL	92%

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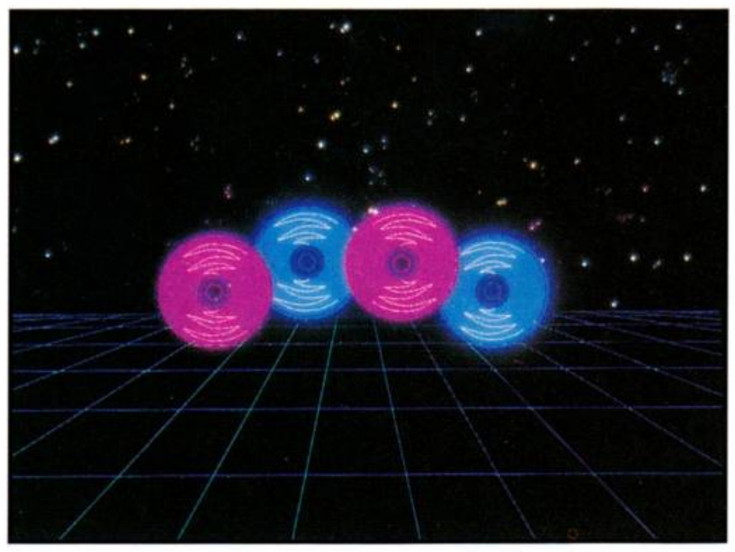
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Cowabunga, Dude! Here's an awesome trick for Teenage Mutant Ninja Turtles 2 from Ultra. Again only with the GAMEHANDLER controller you can Hyperwarp—actually disappear and reappear around the screen. When you push your jump button on GAMEHANDLER, quickly flick your wrist right or left. This is helpful when the bad guys surround you on the higher levels.

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CD GALLERY

Sega CD - Pack-in Software
Sherlock Holmes
Sol Feace
Sega Classics

Sega
Sega CD
1-2 Players (depending on game)

Once again, some marketing genius has decided to release a system with pack-in software based on quantity rather than quality. Actually, this is sort of half-true. While none of the games packed-in with the Sega CD are original, the quality is above that of your average multi-game pack in. Partially in response to the Turbo Duo which was recently released with five games packed-in, Sega now brings forth their CD unit with six games included. Please keep in mind that this review only covers the software included with the Sega CD, and not the system itself.

Sherlock Holmes is the most original of the pack-ins, at least original in the sense that it has not previously appeared on the Genesis. The game has been seen before, first on the TurboGrafx CD, and since for just about every computer platform sporting a CD drive, making it one of the top selling CD-ROM titles.

While not being a bad game, **Sherlock Holmes** suffers from being several years old. The video is not as clean as other releases such as **Night Trap** and **Sewer Shark**. Sound is excellent, as is the voice, and, while being short, this is an enjoyable game to play. A good thinking game for those who have not seen it before. **— Overall 84%**

The second stand alone game is **Sol Feace**, a shooter originally released as one of the first Mega CDs in Japan, and later in the U.S. as the cartridge game **Sol Deace**. The CD version of this game does add better sound, and cinema displays that were left out of the cartridge version of the game. It appears that after considering TTI's decision to pack in the ultra-intense shooter **Gate of Thunder** with their Duo, Sega decided to pack-in **Sol Feace** as a counter measure. This was a good choice, as **Sol Feace** is one of the better shooters for the Genesis system. Action is fast and constant, and the graphics and sounds are both very well done. **Sol Feace** is all around a very good shooter, and Sega should be commended for its inclusion. **— Overall 87%**

The final game disc is really four games in one. The **Sega Classics: Arcade Games** offers four excellent Genesis games to those who have not purchased one or more of them for their old system. The games included are **Golden Axe**, **Revenge of Shinobi**, **Streets of Rage** and **Columns**, all best-selling games on the Genesis system. The first three are all action games, and **Columns** is a strong opponent for **Tetris**.

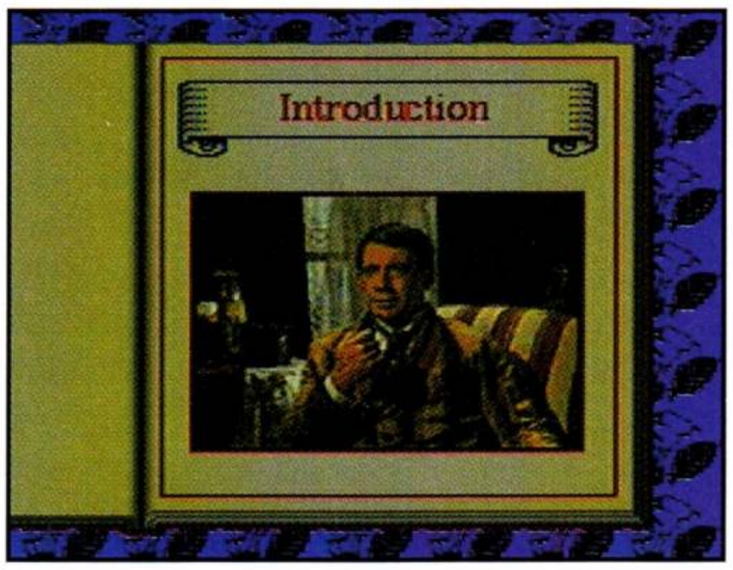
All of the **Arcade Classics** are excellent games, and best sellers in their own time. **— Overall 94%**

The only problem with any of these games is the possible player familiarity with them. It is assumed that the majority of those who will buy a Sega CD already own a Genesis. Unfortunately, this means that said players may have played one or more of the games. Even **Sherlock Holmes**, which wasn't previously available on the Genesis, may have been played before, given its exposure on other systems.

While this does not effect the score the pack-in games have received, it may indeed be a problem for some potential buyers of the system.

All in all, the pack-in offers a great value, and the games are all very good. Still, one original offering would have been a nice touch.

— Marc Camron



Sherlock Holmes is included to show off the CD's handling of full-motion video.



Sol Feace, while not being spectacular, is certainly a solid side-scrolling shooter.



While a little heavy on fighting games, the Sega Classics disc is a good value.

RATING	
Complexity	Average
Graphics	91%
Sound	89%
Playability	91%
OVERALL	88%

The Adventures of Willie Beamish

Sierra
Sega CD
1 Player



Willie is an average young man. He has a pet frog, plays video games, picks on his sister, doesn't do his chores, doesn't obey his parents, doesn't think much of his teachers or others in charge, and will always come through to save the town in its time of need. Okay, maybe Willie is a little too much Saturday morning cartoon to be called "an average young man," but he is the hero of our story, **The Adventures of Willie Beamish**.

It is the beginning of summer vacation, and the only thing on Willie's mind is the Nintari championships. Willie, you see, wants to show the world that he is the best Nintari player there is, no if's, and's, or but's about it. Unfortunately, he doesn't have the money to get there.

Here is where the adventure starts. It is up to Willie to find a way to the Nintari championships. The only way to get the money is by winning the big frog jumping competition. The player will find different obstacles along the way, including a power-hungry woman, bent on controlling Willie's poor town.



Willie would do just about anything to make it to the Nintari championships.

As a game, **Willie Beamish** is wonderful. For anyone who wants to experience a little more childhood (albeit a cartoony version of how childhood is), this game delivers quite well. The graphics are wonderfully drawn, and while the animation is not as complete or interactive as a regular video game, the sacrifice is well made. Make a choice and watch Willie go off in a direction, causing mayhem and excitement in his path.

The sound in the game is unparalleled for video games. This marks the first time for a console system that all of the lines are spoken, instead of written on the screen. The actors chosen to read the parts are equally impressive, laying waste to the days when video game voices, even those on CD, where just a bunch of similar bad voices obviously reading cue-cards.

This type of game may be new to some who are used to traditional video game adventures or role-playing scenarios. **Willie Beamish** is a graphic adventure, closely related to the text adventures of computer days past. The on-screen system features a point-and-click interface. Those who have used a computer and mouse will pick up on it immediately. Actually, the game would be easier with a mouse, but the Genesis controller is adequate, and will do the job until Sega gets around to introducing their mouse later next year.

Objects can be used on one another and with people to solve the various puzzles and progress through the game. While it may look strictly like a kid's game, the puzzles in **Willie Beamish** are difficult, and younger players may need some help in figuring them out.



Willie must behave. If he isn't a good boy, he won't get to the championships.

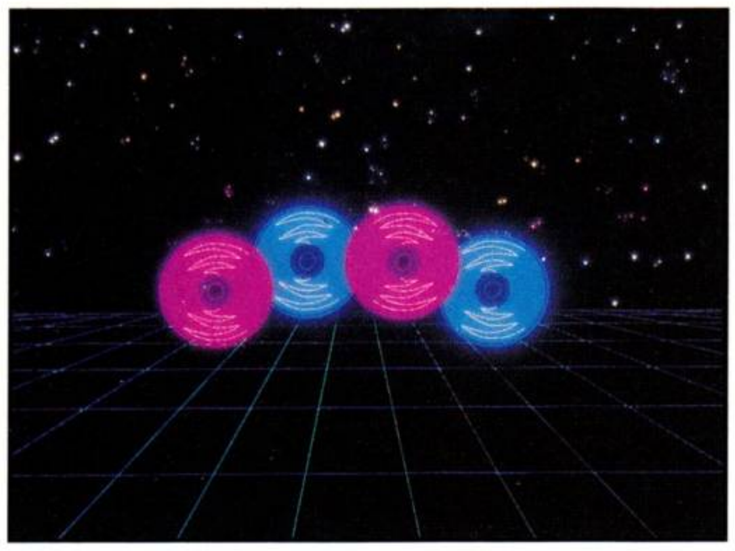
Sierra has made a name for itself with this type of game, and **Willie Beamish** more than holds up their tradition of graphic adventures.

Willie Beamish also marks the first of the computer "shovelware" for the Sega CD. That is, games that already exist in computer format and, many times, already appear on CD-ROM. Many of these games are excellent, and they are so easy to port over, that they offer the publishers a way to get some extra mileage out of their games. Sierra has already signed on to do several more titles, and other companies have committed to do the same.

Overall, **Willie Beamish** is one of the best initial releases for the Sega CD, and it shows of some the system's nuances. It is true that this game doesn't take full advantage of the powerful new functions of the system, and is really nothing more than a clone of the computer CD original. But with a game this good, who cares?

— Marc Camron

RATING	
Complexity	Average
Graphics	93%
Sound	95%
Playability	92%
OVERALL	94%



CD GALLERY

Cobra Command

Sega
Sega CD
1 Player

As a part of the world defense league, players are equipped with a high powered helicopter. The mission: stop the evil forces of earth and their goal to overcome the globe by spreading chaos to every human on the planet. Fly to various parts of the world that are threatened by evil forces and smash their plans of success. Fly fast and hard or the chances of survival are slim.

Cobra Command is one of the first games available for the Sega CD player. It offers full motion video mixed with CD quality sound. Some people may remember that Cobra Command was originally a coin-op game that was done on a laser disk format by Wolf Team. Surprisingly, the original people have been contracted to recreate this video adventure on the Sega CD. Cobra Command uses a full motion video format mixed with a video overlaid cursor to give players a true high-action adventure. The helicopter is equipped with machine guns and a missile launcher, both having unlimited ammunition to blast away. As different video scenarios present themselves, enemies will be highlighted. It is the player's job to shoot the enemy that is highlighted by positioning the cursor in the bracket and firing the correct weapon. Machine guns are used for air targets and missiles are for the ground based targets. As different views and perspectives present themselves to the player, different enemies and targets become a threat, and the player must act fast or be shot down in a ball of fire.



Sega and Wolf Team have gone to great lengths to preserve the original game.

This adventure takes the player through several scenarios including a city, a canyon, a swamp, a jungle, a forest and finally to the enemy's main fortress.



Although the full motion video is good, it is a little lacking in color and frames compared to the original, but this is due to the access speed and capabilities of the Genesis and the CD player. Being a big fan of the original, I found this version to bring back many fond memories of the fast paced action and quality sound of the arcade version. Game play is impressive, as this game plays just like the coin-op. A feature has been added to this version that enables players to pick the speed of the cursor. This should please players who feel the default setting is too slow.



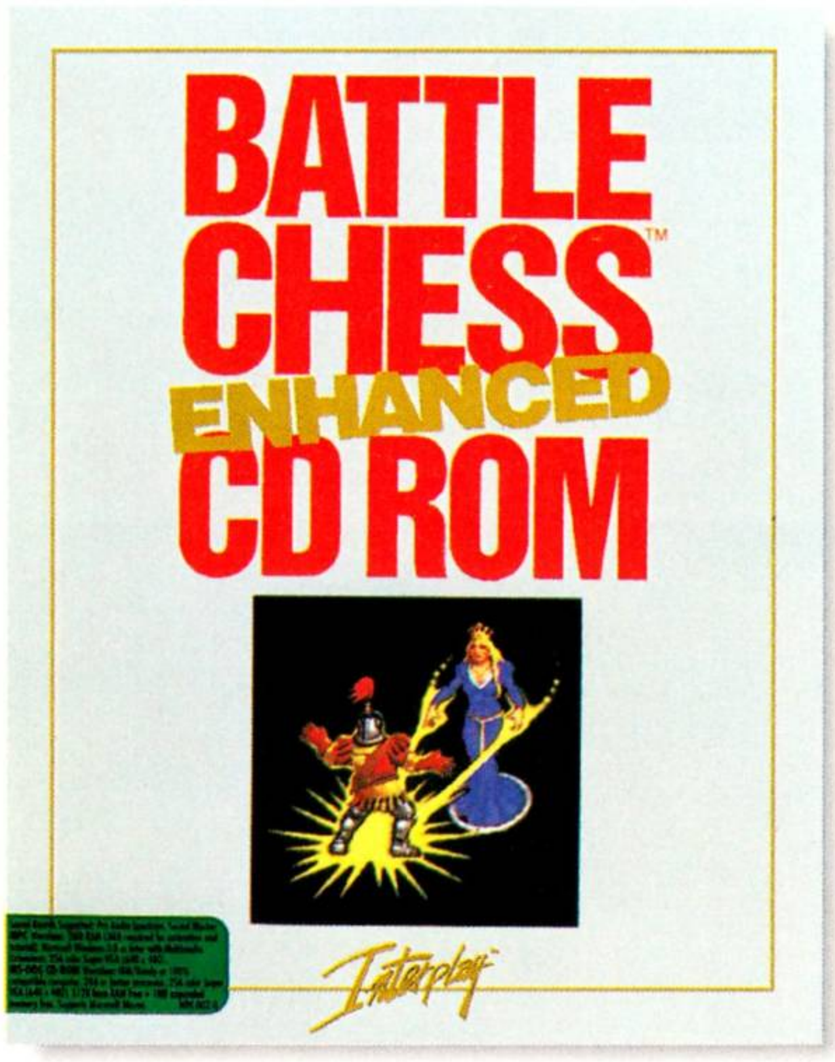
It is almost fun getting hit a few times just to see the animated explosion.

Overall, the look and feel of this game is terrific considering the limitations of a five inch CD compared to a Laser Disc. This game really puts players in an interactive movie where they are allowed to participate and change the outcome. The sounds and voices are very realistic and placed into the scenarios very well. Not enough can be said about how they have successfully transformed this original Laser Disc game into a Sega CD game. The only complaints are technical ones: every other frame of video is removed to save memory and to make the game run faster, and the amount of colors used in the original have been scaled down. The final result is that the colors are a little washed out. However, these are minor grievances. This game is still lovely to watch and fun to play. Try cranking this one through the stereo.

— Franklin Horowitz

RATING	
Complexity	Hard
Graphics	75%
Sound	90%
Playability	90%
OVERALL	87%

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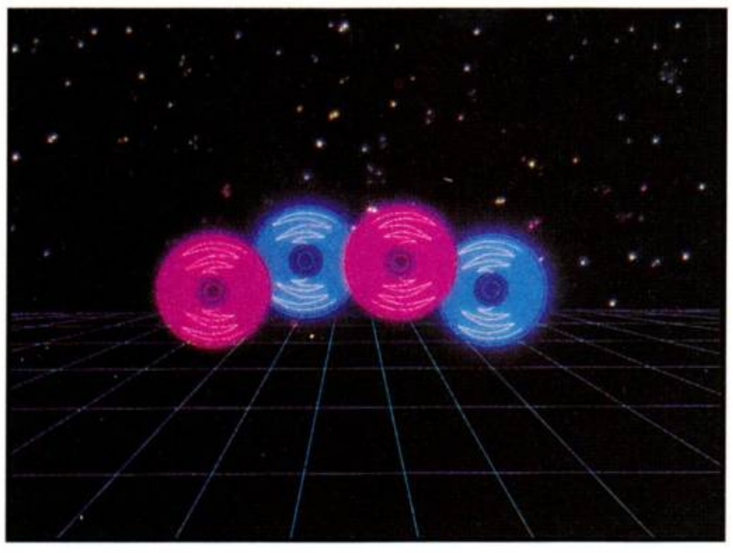
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CD GALLERY

Sewer Shark

Sony Imagesoft
Sega CD
1 Player

For one of the newest and earliest games for the new Sega CD system, Sewer Shark doesn't really deliver. A lot of work obviously went into this game, and the graphics and real-life action are synchronized perfectly. But the game is rather difficult, and if the player gets fired or blown up, it's back to the very beginning. The premise is rather simple: the player is starting the first day of his new job as an exterminator.

This job, however, is a little different. Since the game is set in the future, the old methods of the Orkin man are outdated and useless. In these times, one flies spaceships (called "hole–hogs") through a labyrinth of tunnels, blowing away all types of critters–most notably giant mutated rats, aptly named ratigators. On this first flight the player is teamed with a foul-mouthed veteran named Ghost. Ghost gives the gamer the illustrious title of "Dogmeat," and it is off through the tunnels to exterminate the ratigators. There is a mechanical probe, Catfish, who speeds ahead of the player, relaying directions back to his craft (which pipe to take, where the most critters are, etc.). Catfish plays a pivotal role here: when he sends directions such as "we've got some hungry critters at twelve, six, three," those are the directions the player must follow. Simply translated: go up, down, right.



As the player speeds through the tunnels, the arrows at the top of the console will light up. When they blink in a particular direction, that means a tunnel in that direction is coming up. If the player misses the right tunnel, or takes the wrong one, the arrow will blink red.

Sometimes the gamer can miss one tunnel or take a wrong one without too much trouble. But if it becomes a habit, the player will hit a dead end, run into a pair of doors that didn't completely open, or otherwise be destroyed. If the directions are correctly followed, Catfish will relay new instructions. To turn into a tunnel, push the joypad in the direction of the tunnel and press the B button. For the trip, the ship is armed with two powerful guns.

Use the control pad to move the crosshairs around the screen and the A button to fire. When approaching a rodent, Catfish will make a box around it that blinks for easier identification. However, the player shouldn't just keep pressing the A button (it rapidly fires - no turbo stick needed); an energy level is diminished each time the gun is fired, so use ammunition sparingly. If the player runs out of firepower, he may crash or receive a message from the boss, Commissioner Stenchler. He will either compliment the player's work or fire him, in which case he must begin again. If the player misses too many targets, Ghost will scold him and literally slap him around. As stated earlier, the technical components are up to par with some of the other early CD releases (this is the same bunch that gave us the intriguing Night Trap).

The problem comes with repetitive game play and the fact that the player will probably expire his energy levels before really getting anywhere. The jargon and premise are interesting (it is supposedly based on an upcoming movie), but at its core it is nothing more than a simulator/shooter.

Perhaps standards for the Sega CD may have been set too high, but this particular release just isn't very exciting. The player will be expecting a little more from the disc, but it is just too repetitive to be exciting for very long. Frying rats in a tunnel can be fun, but not for an entire day. It's a nice try, but it falls a bit short.

— Mike Weigand



Everybody can use a little bit of help, and Ghost is as little help as possible.

RATING	
Complexity	Hard
Graphics	87%
Sound	85%
Playability	74%
OVERALL	76%

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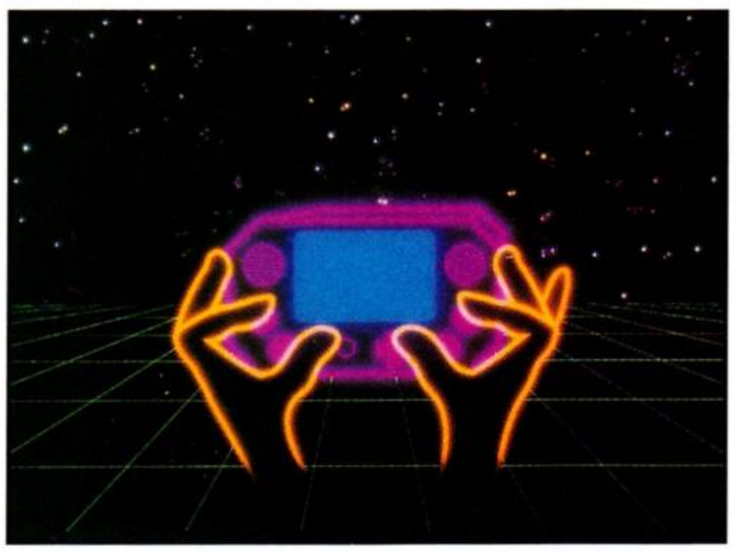
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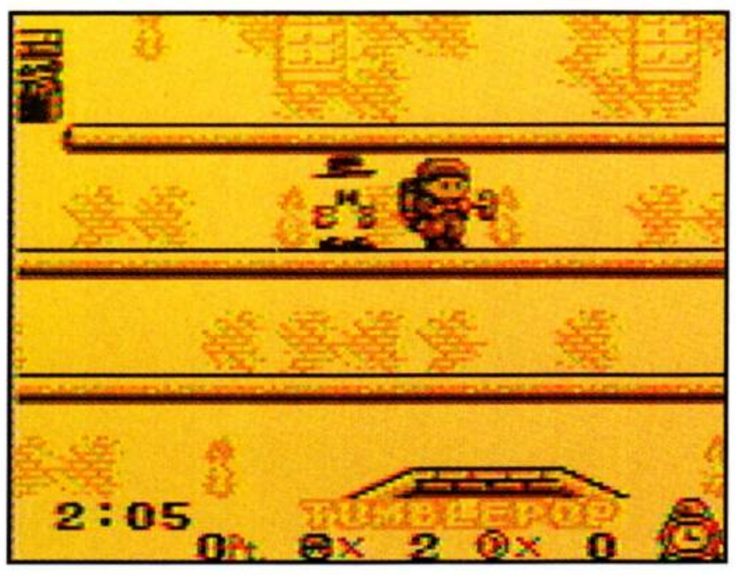


PORTABLE PLAYTIME

Tumblepop

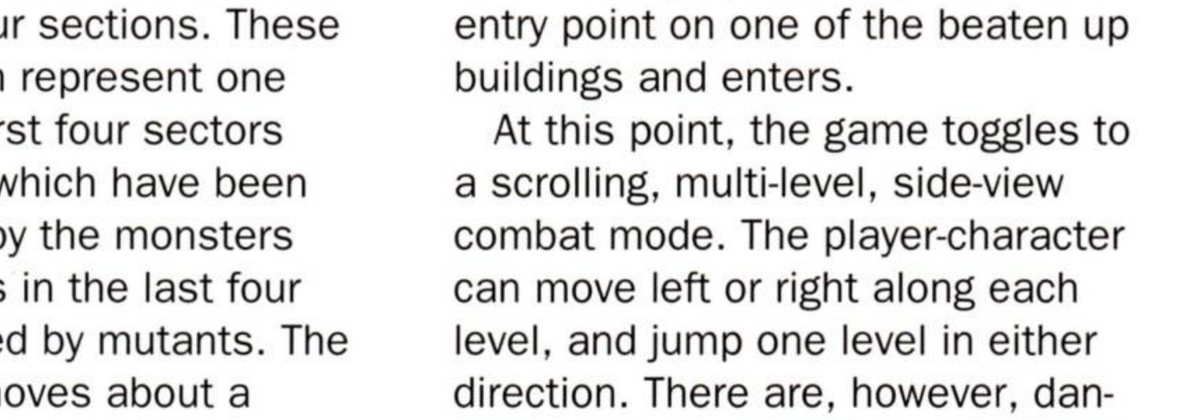
Data East
Game Boy
1-2 Players

Tumblepop is one of the most attractive, engaging and downright charming additions to the Game Boy universe in some time. It's the year 2018 and the world has become hopelessly screwed up in the optimistic manner traditional to video games and science fiction novels. There are goofy monsters and mega-mutants and they're ready to rumble to see who gets to keep what's left of 21st Century Earth.



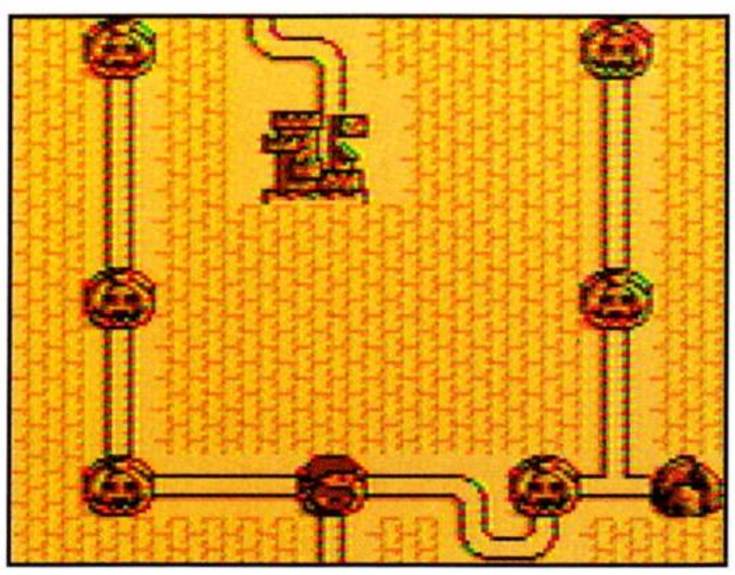
Tumblepop offers game play similar to the NES classic Bubble Bobble.

Metaphorically, it's the bottom of the ninth and the beasties are winning when the player-character steps up to the plate in hopes of salvaging the entire war. Instead of a bat, however, our hero is armed with a "vacuulator," a suction device powerful enough to not only clean your rug, but to also devour it, along with any pets, furniture or family members unwise enough to be in the vicinity. Fortunately, it makes a dandy weapon against the mutant-types. It sucks 'em up, then spits 'em back out as a weapon capable of destroying their comrades.



The player begins by selecting from among the three available play modes: solitaire, two-player or construction, in which players can create their own gamefields.

The **Tumblepop** world of 2018 comprises two areas, each of which contains four sections. These eight sectors each represent one game level. The first four sectors contain buildings which have been heavily damaged by the monsters while the buildings in the last four zones are inhabited by mutants. The player-character moves about a scrolling world map seen from a slightly angled top-down perspective. The starting point is a small shop where items can be purchased, otherwise the player simply selects an entry point on one of the beaten up buildings and enters.

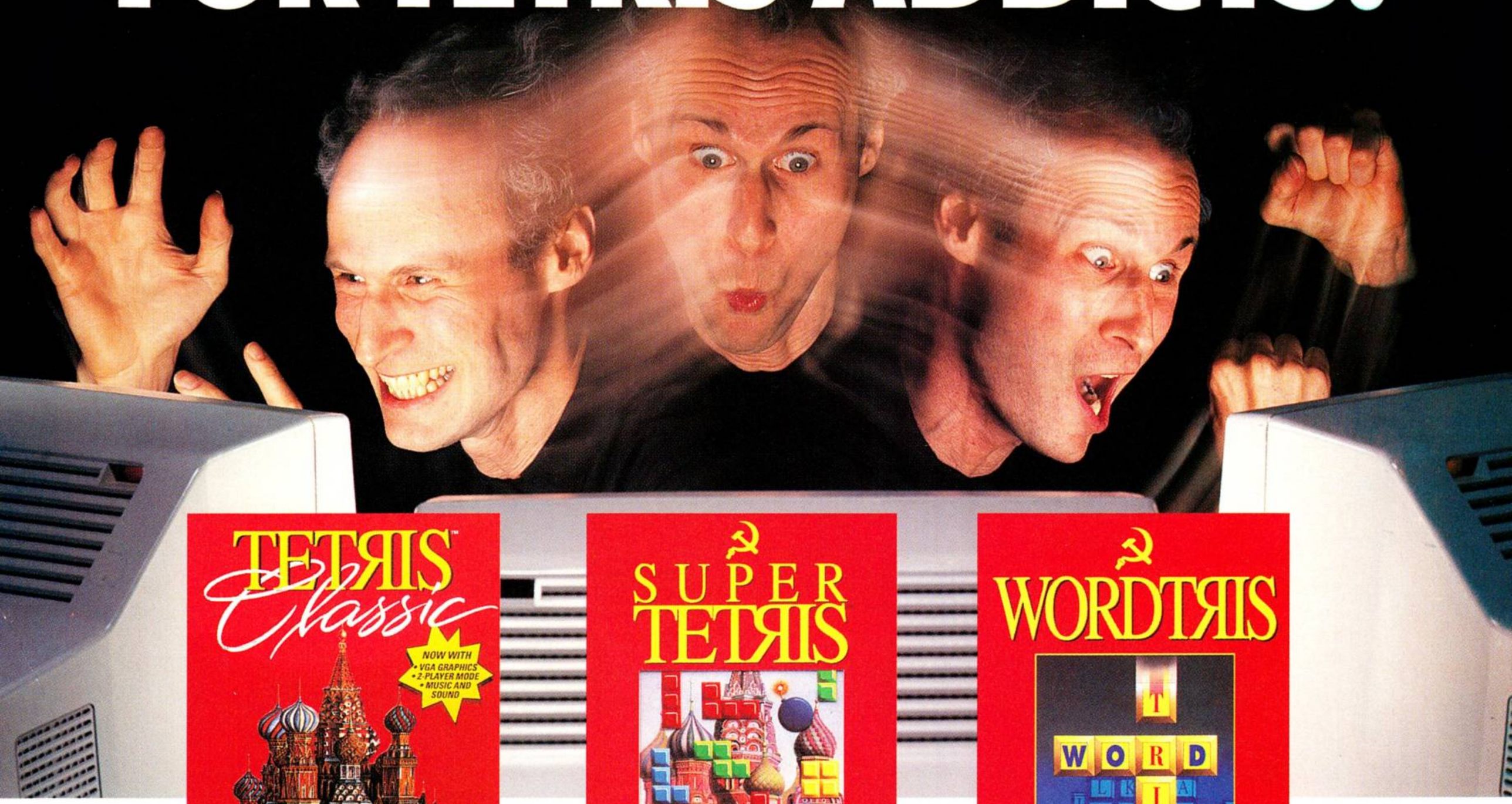


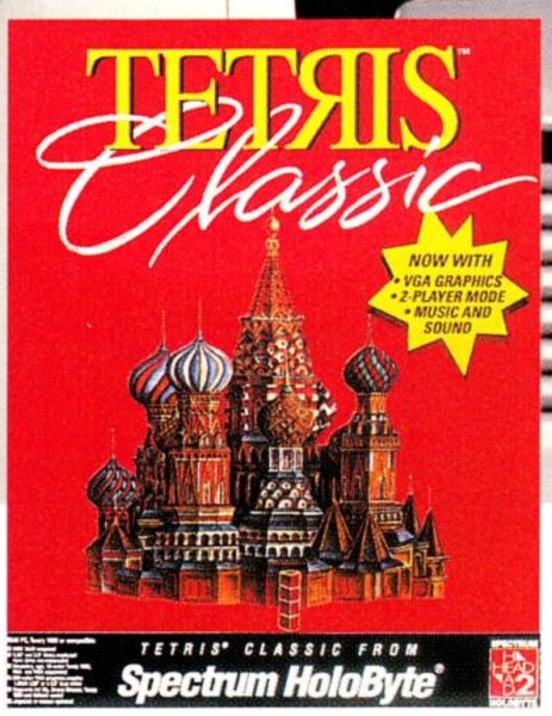
Each jack-'o-lantern represents a level. Be sure to stock up outside stores.

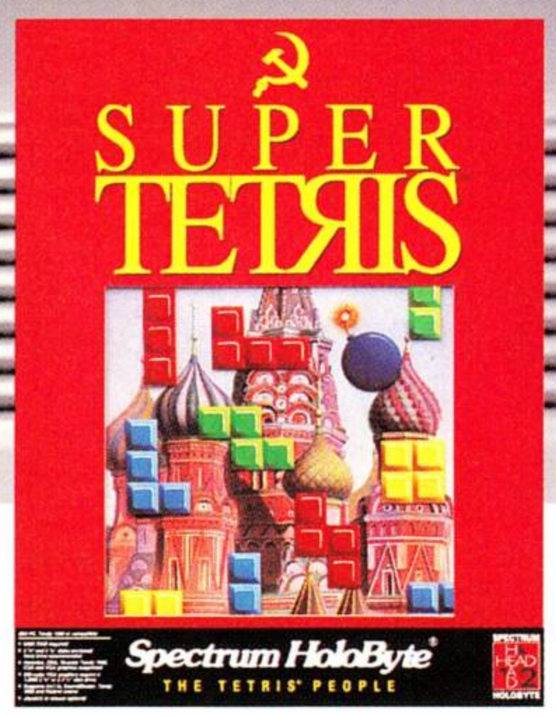
At this point, the game toggles to a scrolling, multi-level, side-view combat mode. The player-character can move left or right along each level, and jump one level in either direction. There are, however, dangers everywhere, and gamers must remember to pop the monsters back out once they've been sucked up — if too many mutants are trapped in the vacuulator for too long, the machine explodes, costing a life. Lives are also lost through contact with a monster, a monster's bullet, or a falling into a trap.

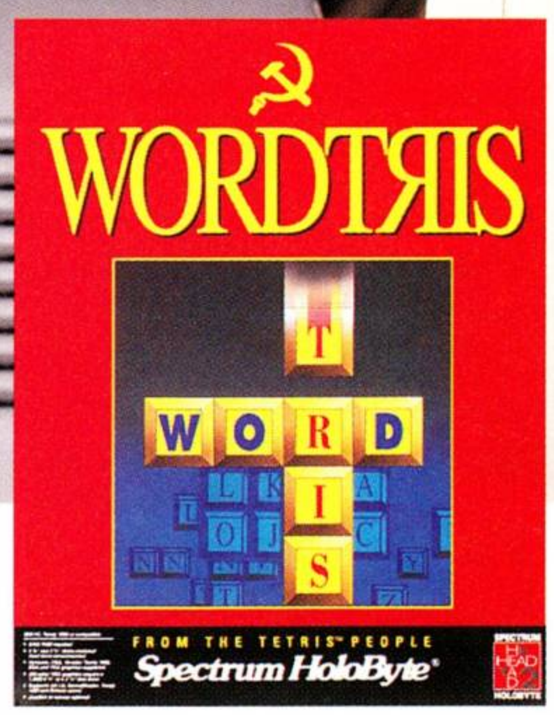
When an enemy has been destroyed, a coin will appear in its place and these coins can be used back at the trading post to acquire neat new gizmos. There is also the usual collection of bosses and a special, climactic level which can only be reached after destroying all eight zones *twice*.

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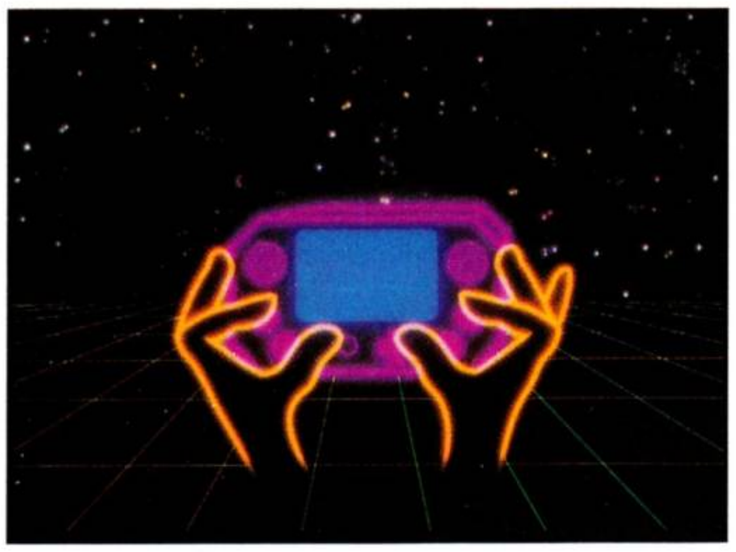
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PORTABLE PLAYTIME

The two-player version is also quite interesting, with gamers alternately cooperating and competing, as is the construction mode, but it is only for experienced players.

Tumblepop has a great look, plays very slickly and should appeal to a wide variety of action-strategy fans.

—Bill Kunkel

RATING	
Complexity	Average
Graphics	93%
Sound	85%
Playability	95%
OVERALL	90%

Prince of Persia

Tengen
Game Gear
1 Player

Jordan Mechner's **Prince of Persia** has been converted to just about every computer, video and portable game system in creation. Most versions have been extremely impressive, obviously inspired by the high quality of the original. But Tengen's Game Gear version, while visually splendid, has a serious problem: character movement is too inexact.

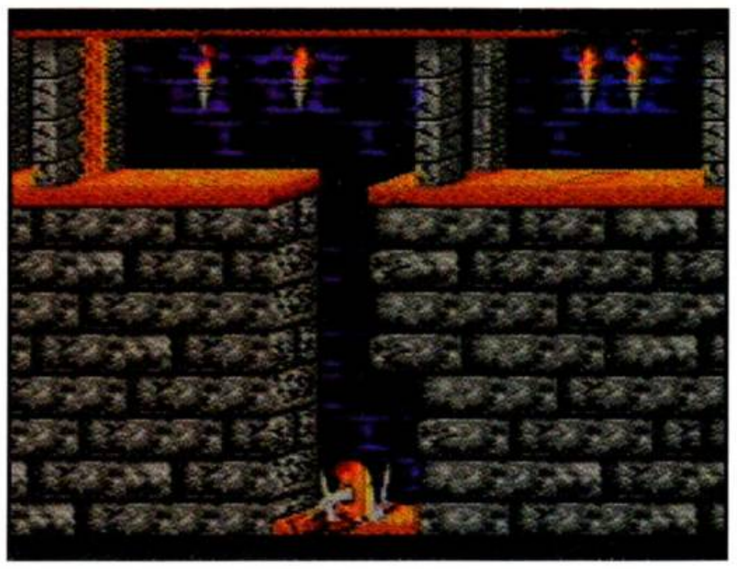


As most of you probably know, **Prince of Persia** is a multi-level action adventure in which a superbly animated player-character must move through several scenarios in order to effect the release of the eternally kidnapped princess and become the titular ruler of Persia.

The game begins with the player dropped, sans weapons, into the dungeons. He can either face off against an armed guard or traverse the entire labyrinth in order to find the sword at the end of the catacombs.

The multiple scenarios involve a series of trapdoors and kinetic puzzles which must be mastered in order to open gates, elude obstacles and conclude the adventure.

The game's primary appeal lies not only in its wickedly clever tricks and traps but in its exquisite, rotoscoped animations. Even on the small Game Gear screen, each character's movement, from leaps to falls to scrambling up to a higher level, are all flawlessly articulated. The problem, as mentioned earlier, is that the player control is too inexact for a game as precision-oriented as this. Once the character gets moving, he often continues for a few extra steps even after the gamer has signalled him to stop. Worse yet, leaps were very difficult to execute in the beta version.

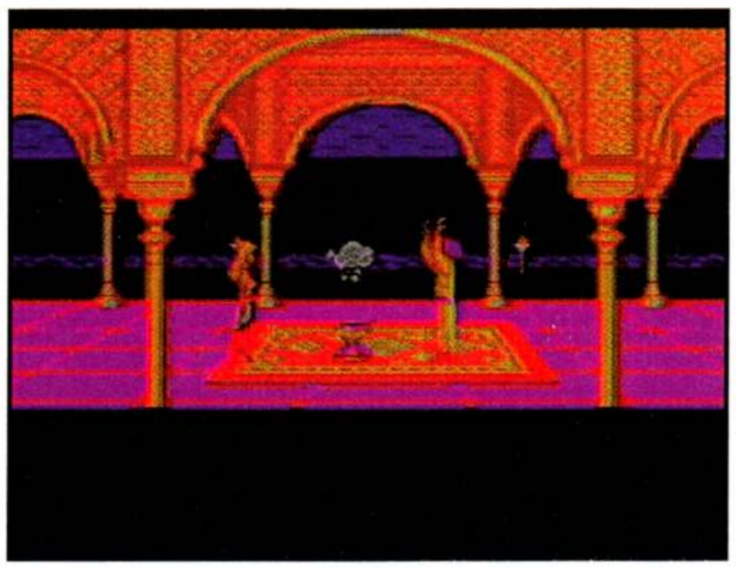


Death comes in many forms for those who do not look before they leap.

Given its flaws (serious though they may be), **Prince of Persia** is still an impressive contest with graphics as good as you're likely to see on *any* portable game system.

— Bill Kunkel

RATING	
Complexity	Average
Graphics	96%
Sound	80%
Playability	80%
OVERALL	83%



The player's goal is to escape from the dungeon and rescue the princess.

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'THE MYSTICAL QUEST' starring Mickey Mouse features lifelike Disney animation, 7 levels including Pete's peak & snowy mountains, and magical suits which give Mickey different abilities. **$59**

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'BATTLETOADS' allows you to play Rash and Zitz as they fight to rescue the fair princess. Along the way the Dark Queen and her evil cronies challenge you. Features 12 levels of fun and exciting game play, with 2 player cooperative or battle mode. **$45**

SEGA SHOOTERS

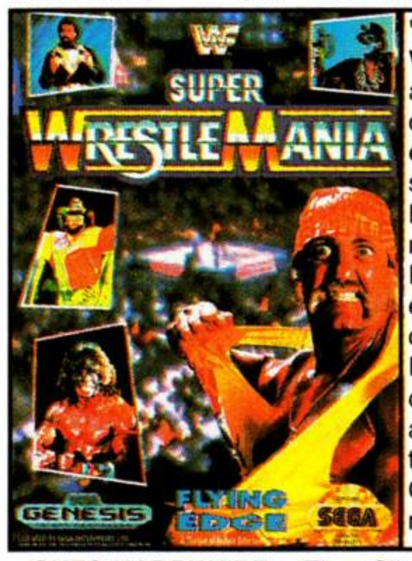
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'WWF SUPER WRESTLEMANIA' allows you to control 8 different WWF super stars like Hulk Hogan, Ultimate Warrior, & Randy Savage each with special moves. Features in and out of the ring action, singles, tag-team, or Championship matches. **$43**

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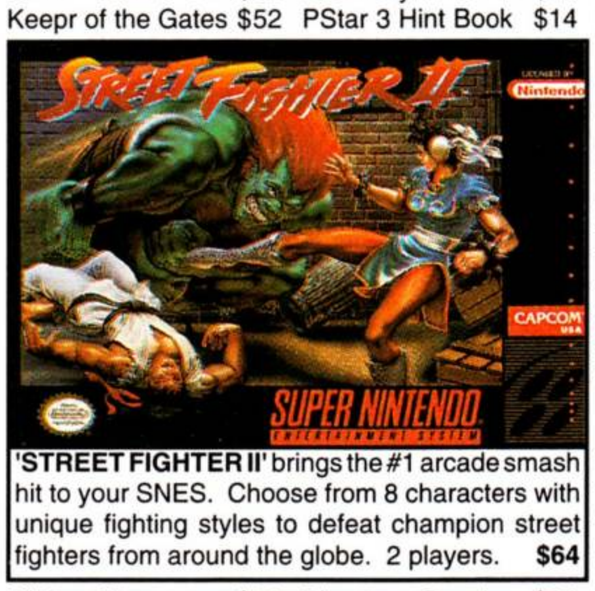
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'SPIDERMAN & X-MEN' gives you control of spiderman's web swinging super powers as you move through 7 levels of arcade-style action. Battle against famous Marvel villains. **$54**



'TERMINATOR 2 THE ARCADE GAME' is a race to save the future as you travel to a showdown with the T-1000. Features 8 levels of endoskeletons, flying Hunter Killers, and a variety of weapons for 1 or 2 players. Sega menacer compatible. **$43**



'STREET FIGHTER II' brings the #1 arcade smash hit to your SNES. Choose from 8 characters with unique fighting styles to defeat champion street fighters from around the globe. 2 players. **$64**



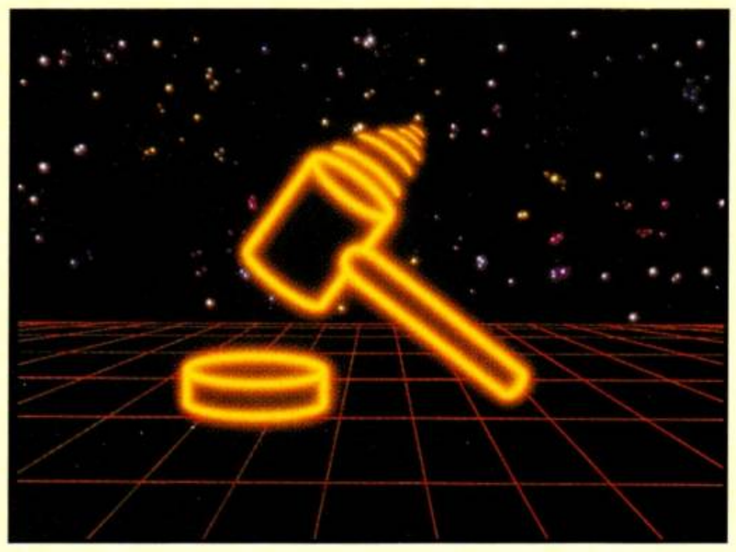
'TECMO SUPER NBA BASKETBALL' contains all 27 NBA teams and actual team rosters, 5 on 5 full court play, regular season or playoffs, all-star game, special plays, substitutions & injuries. **$54**

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JOYSTICK JURY

We got some great entries for this, the first fan-written column of reviews in **EG**. It would seem that there are many up-and-coming game reviewers out there, ready to give their opinions.

It wasn't easy to pick the two best reviews, because all the writers had good points to make. Here are the winners of the review contest, and some of the runners-up.

Darkseed

(Cyberdreams)
MS-DOS

Winning review
by Evan Karp

Log Entry 545: The embryo has been planted in Mike Dawson's head, the one that will allow us to

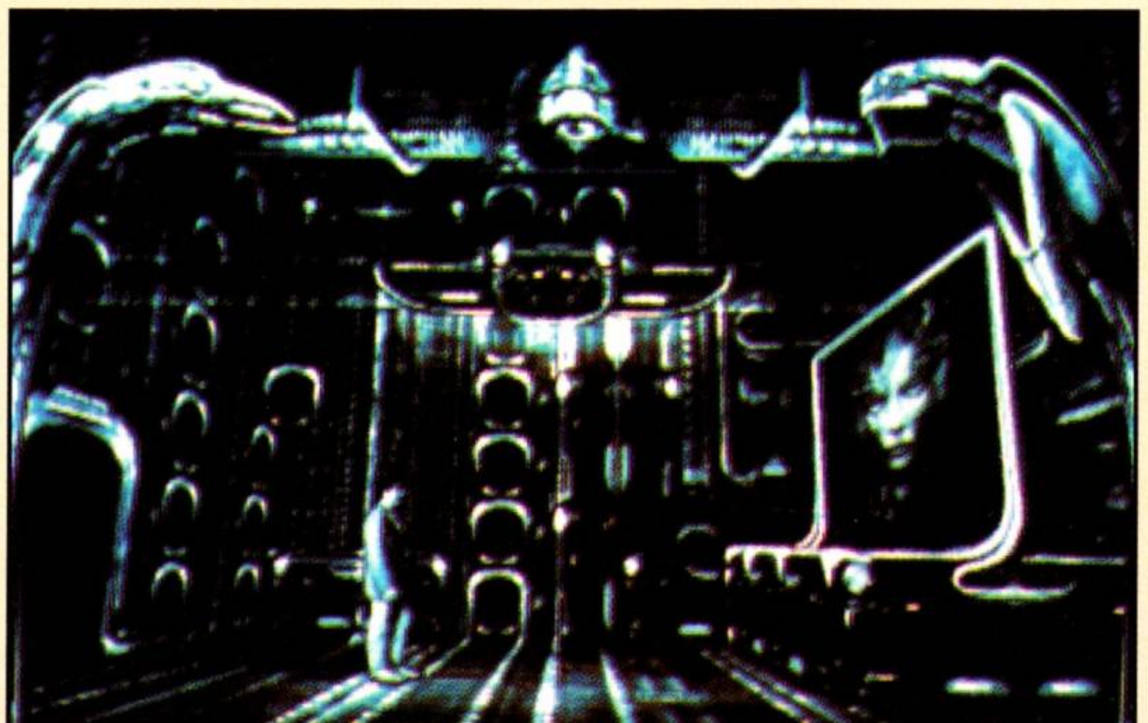


As in all adventures, pay careful attention to every place you visit.

take over Earth. Sure, Mike Dawson can stop us, but he'll have a long way to go. If he can't deal with the headache he's going to wake up with, he has no chance. He'll have to travel in his own world before even entering the Dark World that I live in. If he makes it that far, I doubt that he'll even realize that the two worlds mirror each other. He'll have to pick up items and use them at the right place. If he misses something, even if it's a small item, he may have to start his quest all over again. I also found out that someone may be controlling Mike Dawson's actions. Well, if it's true, I took precautions. The person who controls Mike Dawson will hear great sounds, and see Dawson's area in great detail, as well as my world. And me, I'll be recognized as a work of art, from someone called H.R. Giger. Good luck, you'll need it.

Runner Up Review
by Dan Brown

I think **Dark Seed** has got to be the weirdest game on the market. The game is a sort of horror/RPG scenario putting you in the shoes of a man named Mike Dawson. He has a headache because the new house he just bought is inhabited by alien beings, and the aliens have implanted an alien egg in his brain! The alien will hatch in three days and, of course, Mike will die in the process. The object is to kill the alien inside him before that happens. The game's graphics and music are superb, if you like horrifying scenes. All the backgrounds are done by the artist H.R. Giger, the same man who made the cover for the Players Guide to Science Fiction located on page 47 in the October issue of **EG**. I like the fact that the game gives you a lot of freedom. Overall, I am impressed by this title and Cyberdreams' work.



Team USA Basketball

(Electronic Arts)
Genesis, 1-2 Players

Winning Review
by Tony Bueno

Team USA Basketball follows in Electronic Arts' tradition of great sports titles, and it will not disappoint fans of their previous games.

The game play is definitely the most impressive feature. I found it very fun and challenging even when using the Dream Team. During this game, you have the options of playing 5, 10, 15 or 20 minute periods, and using any of the Olympic basketball contenders. In two player and non-tournament mode, you can choose an All-World team and also play any team against themselves. Rules and court configurations are exactly the same as in Barcelona, with the trapezoid lanes, free throw



lines, two period games, and a thirty second shot clock.

The graphics and sounds are also quite good. The players are well-animated, so they all can be easily identified. The sounds capture squeaking shoes on the court and the digitized voice of the referee. There is also a lengthy (but somewhat unnecessary) graphic explanation of the two teams' countries before every game.

All in all, **Team USA Basketball** is a fine sports game for the Genesis. It is recommended for basketball enthusiasts and fans of sports game in general.

Runner Up Review
by Joel Pritchard

"It's almost real!" **Team USA Basketball** is obviously the result of some brilliant programming. Though basketball is not a new concept, this game certainly adds a new dimension. Utilizing 8 Megs, the programmers at Electronic Arts definitely have created a winner.

The backgrounds are extremely bright and colorful. Not only do the players move smoothly, but you can also read the numbers on their jerseys! With realistic player movement and colorful sprites, video game realism takes on a whole new meaning.

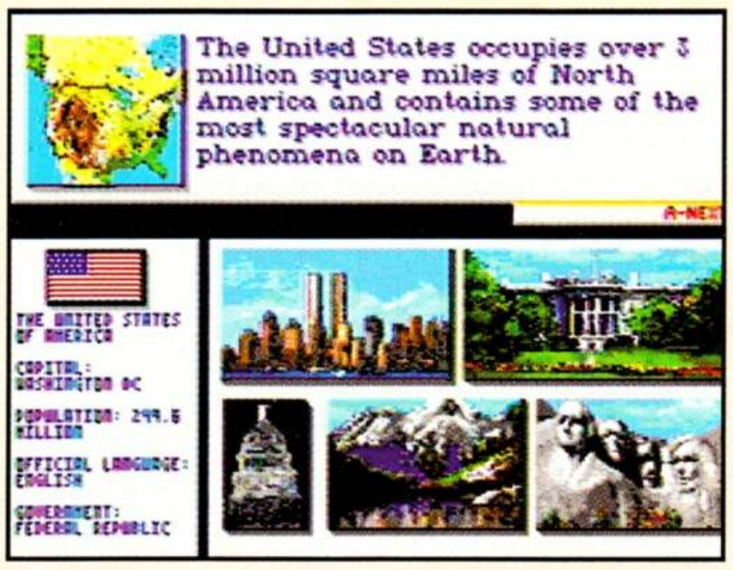
The soundtrack is another positive aspect of this game. The sound fits well and never becomes tedious or distracting. The sound effects make this game even more exciting.

Be ready for challenge and excitement. **Team USA Basketball** will test your hand-eye coordination. You can pass the ball, shoot it, or do signature moves. Once you catch on, you won't want to let go.

This cart is a must for anyone looking for a game that applies action, skill and challenge. The concept makes you feel more involved than most other games. The numerous moves and styles will appeal to players of almost every taste. **Team USA Basketball** is a must-have!

Honorable Mention Review by
Shawn Shackelford

Team USA Basketball by Electronic Arts for the Sega Genesis is quite a game! It is a limited edition basketball game which has the great Dream Team Olympic players all in one cart. Team USA goes up against 15 international basketball teams. The game action is a bit complicated by the slow movement, but it doesn't detract too much from the overall playability. The countries' national anthems was a nice touch, although



Information is offered on countries players may not be familiar with.

I think that Electronic Arts could have done the music a little better. If you're a basketball fan and like video games, this one's for you. The Dream Team plays on in your Sega Genesis! On a scale of 1 to 10, I give it an 8.

Join the Jury

Review a game and win games in EG's monthly contest!

Each month, **Electronic Games**' critics review dozens of new releases. They do a great job, but a lot of our readers are knowledgeable and perceptive about the games, too. For the first time in any gaming magazine, our unique monthly contest lets you strut your stuff. We'll pick two games each month, one computer and one video, and challenge gamers to review them. Then, in "The Jury," **EG** will print the best ones. If we print your review, you will win a video or computer game of your choice! (Any system except Neo Geo.)

The rules are simple:

1. All reviews must be of the nominated games.
2. Entrants can submit only **one** review of each game.
3. All submissions become the property of **EG**.
4. Reviews should be 200 words or less, typed double-spaced.
5. The month's two best reviews (one in each division), as determined by **EG** editors, earn the writers a video or computer game of their choice. (Sorry, no Neo Geo carts.)
6. The contest is open to anyone who has not sold professionally to **EG** within the previous 12 months (exclusive of this contest).

Games for Contest #4:

Joe Montana NFL Sports Talk Football III/(video game Genesis)
King's Quest VI/(computer game)

Deadline for this month's contest: **January 1, 1993**

Send entries to:

The Jury
(Electronic Games)
330 S. Decatur, Suite 152
Las Vegas, NV 89107

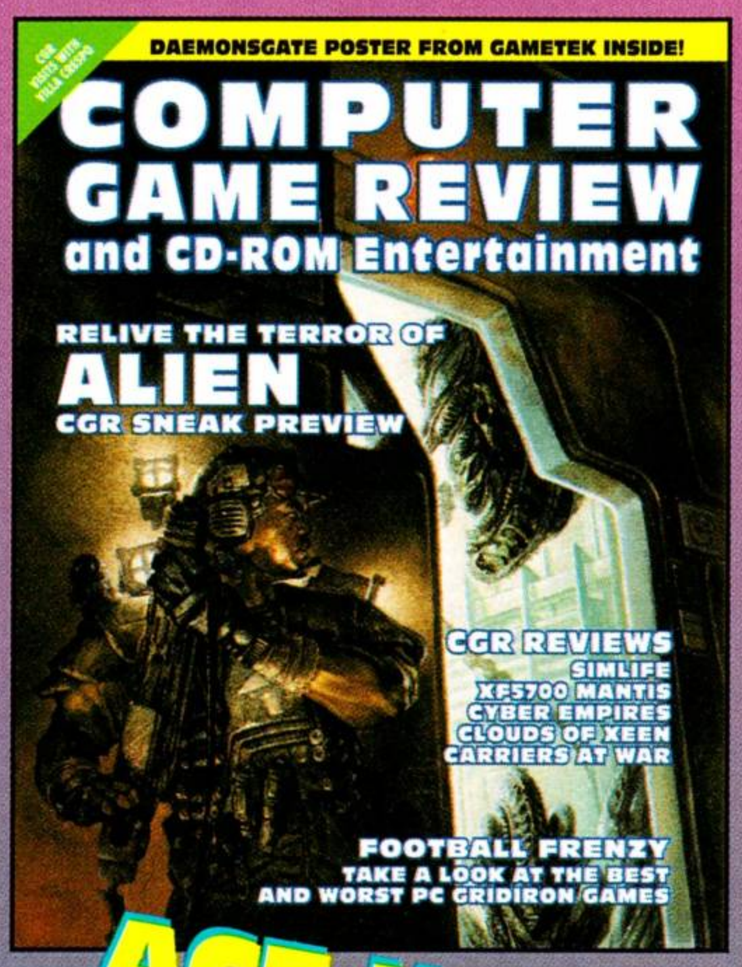
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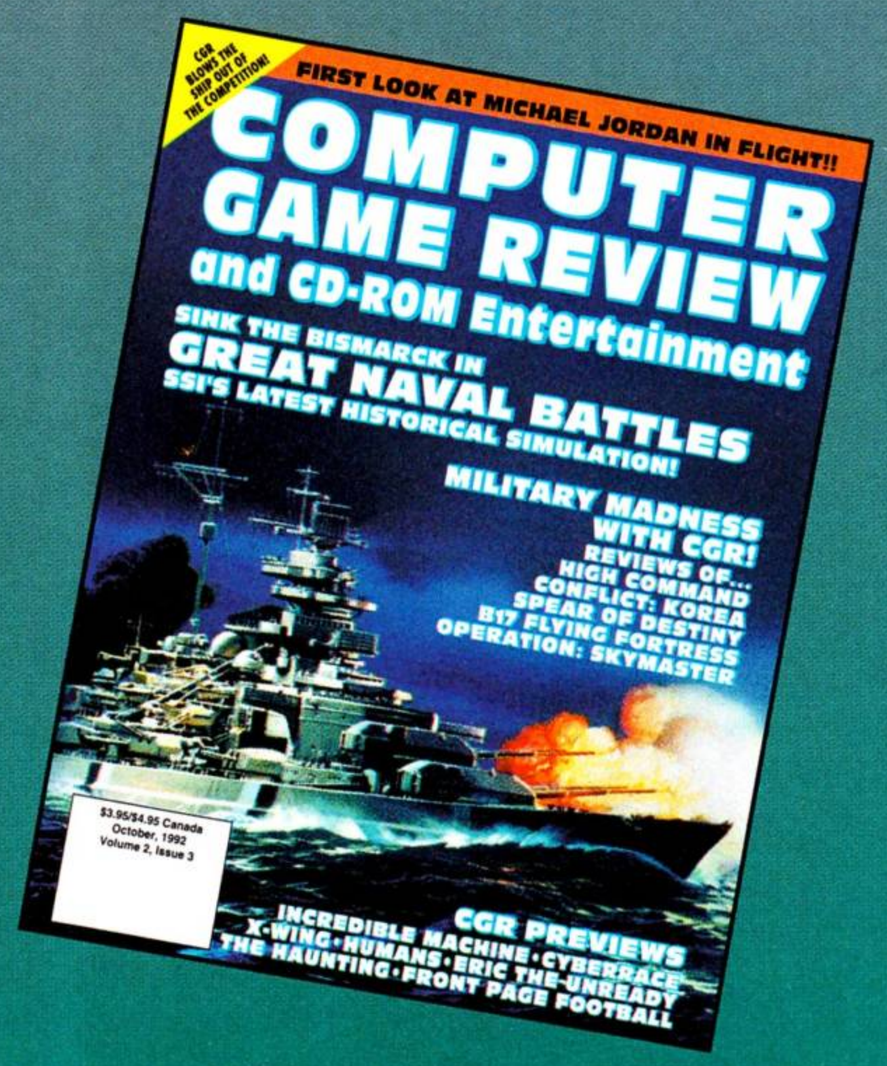
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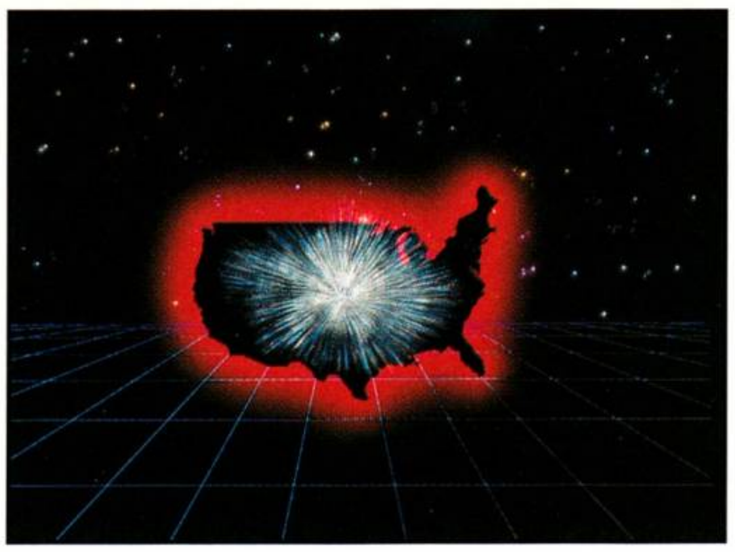
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FANDOM CENTRAL

Fanzines, Get Yer Fanzines!

by Arnie Katz

Space is limited this issue, due to our feature on the National Association of Electronic Gaming Enthusiasts. So let's dispense with my usual introductory spiel and get right to the good stuff — this month's new fanzines.

Totally Super NES #4
Edited by Andy Saito
3216 Colebrook Ct.
Mississauga, Ontario, Canada L5N 3E2
Bimonthly, $1.50 per issue
8 pages.

News, reviews, and tricks are the staples of this entirely editor-written fanzine. As its name implies, this is 100% devoted to Nintendo's 16-Bit system, though Andy evidences interest in all phases of electronic gaming, especially coin-ops.

An examination of the Superscope and its software continues, and there are also reviews of recent games, including two *Simpsons* titles for Super NES.

Andy's enthusiasm gives **Totally Super NES** a positive attitude towards the games that is infectious. This upbeat fanzine would benefit from longer reviews and more editorial presence.

Master Minds #4
Edited by Todd Lintner,
6406 Jacobs Way, Madison, WI 53711
Frequent, $1.00 per issue
16 pages.

This all-platform 'zine, reviewed in the October 1992 **EG**, continues to improve every issue. Todd keeps the tone light and friendly with feisty, funny lines like: "My colophon is bigger than yours! Nyah! Nyah!" This is one fan editor who *knows* how to have a good time!

That doesn't mean that Todd doesn't take gaming seriously, though. His reviews aren't long, but they generally hit the target. He doesn't let his overall enthusiasm for the hobby keep him from pointing out flaws as well as strengths.

Master Minds is one of the fanzines leading the way to more diverse subject matter. Gaming is still number one, but Todd also gives us flashes of his personal life and some interesting movie reviews along with the news, tips, and critiques.

Todd provides his own illustrations, with mixed results. The comic strip wasn't my cup of tea, but the cover is more successful. Maybe Todd could use some of his graphics talent to letter larger headings for the sections to make it easier to find things in this 'zine. There are better fanzines, but few are more appealing than **Master Minds**.

Paradox #2
Edited by Chris Johnston,
Jason Whitman, and Justin Schuh
316 E. 11th Ave., Naperville, IL 60563
Frequent, $1 per issue, 16 pages

Want a unique fanzine with a wide range of material about video and computer gaming? This opinionated yet humorous fanzine gets the Fandom Central seal of approval, even if they *do* call me a too-respectful "Mr. Katz" instead of "Arnie".

This trio of young editors blend well-reasoned, though forceful, opinions and armor-piercing humor with unexpected skill. **Paradox** leans toward fannishness (meaning articles that contain material about the hobby itself), but there's plenty here to stimulate and entertain the serious electronic gamer.

Instead of news and capsule reviews, **Paradox** has many short features and columns, each a tightly focused essay on a specific subject. Chris Johnston describes a visit to Steve Honeywell, editor of **CGR**. Readers like Lance Rice cavort in fandom's liveliest letter column, and there's an "Open Letter to Game-Busters." Jason Whitman ponders the fate of the NES, and much, much more. Game and fanzine reviews complete the picture.

Chris Johnston's commentary on the need to keep fandom in perspective as a hobby is welcome reading, but **Paradox's** editors should apply his views on pseudo-professionalism to their own fanzine. They've reduced such tripe, but there are vestiges, like the full-page subscription offer and numerous apologies for lateness. Fanzines can't truly be late, because no one should expect them to meet announced release dates like a prozine. A good fanzine like **Paradox** is worth a little wait.

It's hard to predict the future of a fanzine from its second issue, but **Paradox** is already making a serious claim to being one of the elite fanzines. If the staff can produce six issues a year, it could soon rival **Maelstrom** and **Cyberbeat**.

Attention fanzine editors: If you want your fanzine reviewed in **Electronic Games**, send your 'zine to Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.

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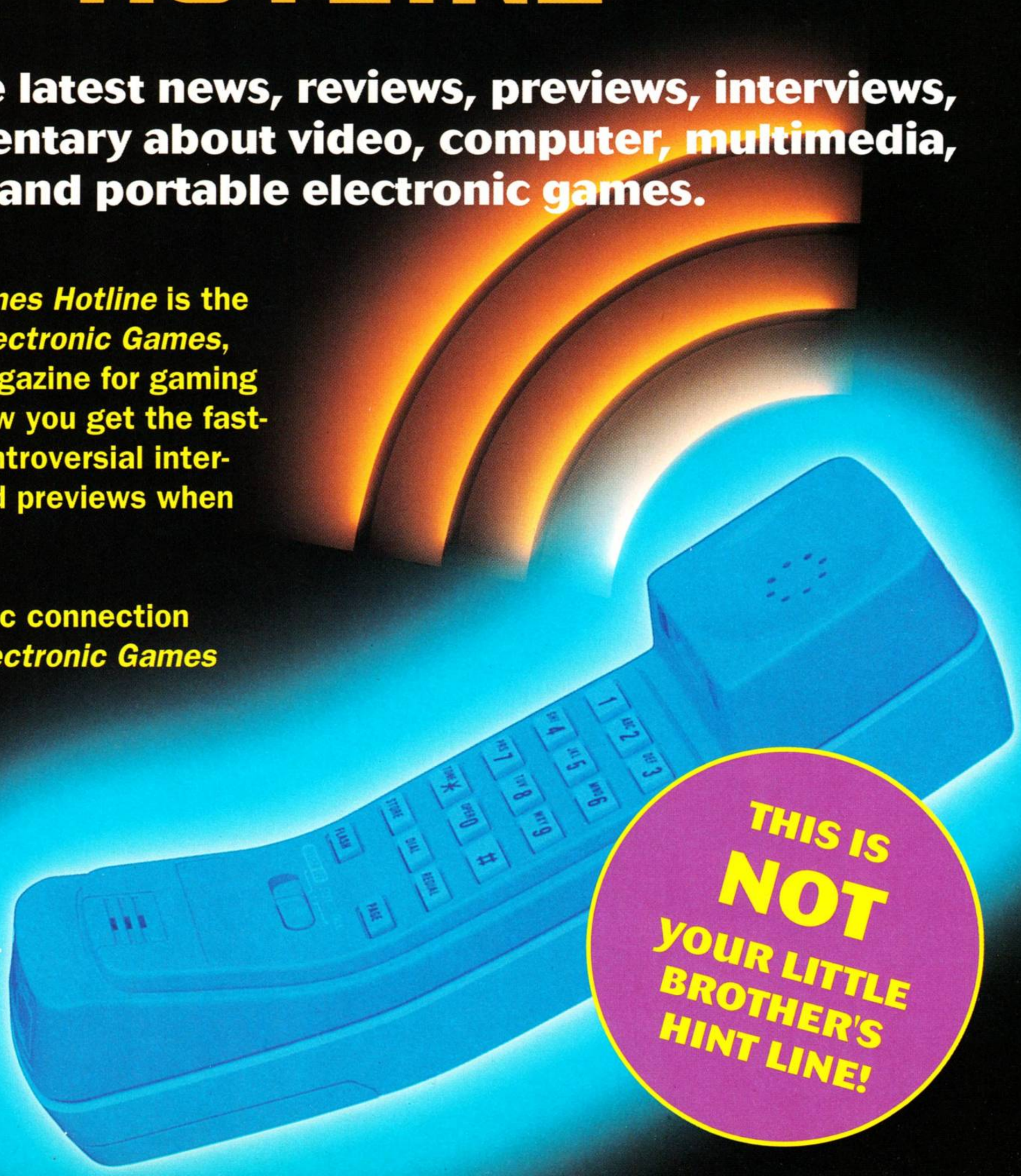
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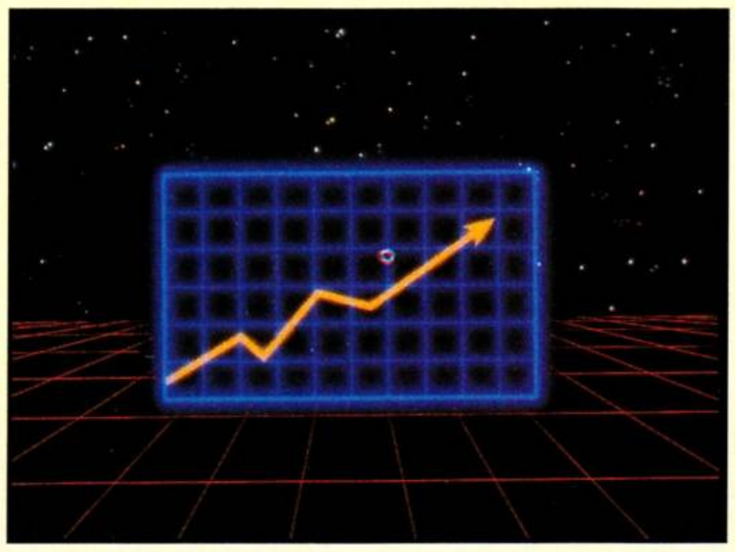
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KUNKEL REPORT

The Virtues of Virtuality

by Bill Kunkel

Your first impression upon entering a Virtuality center is how far removed it seems from the traditional concept of arcades. The boisterous, colorful and sometimes downright seedy ambience of the typical coin-op collective has been replaced by a sleek, almost silent storefront. Inside are anywhere from five to eight game systems and a bank of wall monitors offering two-dimensional coverage of the ongoing contests. Here, the sights and sounds are internal rather than external.

The Virtuality systems at New York City's South Street Seaport center seem more like transporter stations from the *Star Trek* universe than existing coin-ops (appropriately enough, a **Star Trek: The Next Generation** game is already in the works). Each system consists of a raised, circular platform onto which players climb after a concise but thorough briefing on how the technology works. Participants then don the high tech headgear and pick up the controller. Large, hoop-like contraptions are lowered to the players' waist level, in order to keep them from stepping off the edge of the platform. (Other centers offer Virtuality systems in a sit-down format that more closely resemble existing arcade games, but these stations are not as space efficient as the stand-up models.)

The headgear is the prime component of each Virtuality station. Inside each helmet, a pair of tiny monitors set into the eyepieces display the game environment in true 3-D. The helmet also contains sensors which track any player movement and display the appropriate visual images on the monitors.

The game stations are networked together so that players can compete head-to-head or in groups, with the systems created to accept a variety of software. The most popular first generation game seems to be **Dactyl Nightmare**, a survival contest in which players stalk one another across a multi-level, checkerboard landscape. Players turn in the direction they wish to move and press an action button to go straight ahead while a second button fires a hand weapon. There are objects to hide behind as well as a wild card in the form of an avian dinosaur who periodically picks up players and deposits them in random positions on the game field.



There are both standing and sitting models of the Virtuality machine.

I guarantee you have never experienced anything quite like Virtuality.

Is Virtuality the next "Big Thing" in electronic entertainment? Quite possibly, though there are drawbacks. For one thing, operator involvement is much higher than on the arcade level. Prospective customers require extensive explanation and personal attention; you can't stick these machines in the back of a 7-11 and let them run themselves.

Then there's the question of the headgear, which is not only too heavy for easy play, but comes in a one-size-fits-all format. While it is possible to tighten the headpieces, the monitors frequently fall below eye level and must be propped up by the player. There are, in fact, moments when the technology defeats itself, when simply turning around with all that equipment and dangling wires becomes a challenge in and of itself. Finally, at current prices ($5 per player for a three minute game in the New York center), Virtuality is an expensive experience.

On the plus side, I can guarantee that you have never experienced anything quite like Virtuality. If someone told me ten years ago that within a decade it would be possible to actually enter the gaming environment, I would have assumed they'd seen *Tron* too many times.

Virtuality is here. It may not be perfect, but it works. And all gamers with an iota of curiosity owe it to themselves to check it out.

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Gaming On-Line

The Prodigal BBS

by Ed Dille

Prodigy
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When first introduced in the late 80's, The Prodigy on-line BBS was almost as conservative as its parents, IBM and Sears. Fortunately, the designers of the service were attuned to consumers and considerable evolution has occurred in the interim.

In the early days, electronic gamers would have been hard pressed to find more than common shareware, but that has changed. Now, subscribers can access a dedicated Game Center. This banquet of entertainment combines Prodigy's basic service games, custom choice games, gaming news, a hint center, popularity polls for games and a Game Club together under a single menu.

Among the basic multi-player games (i.e., those that do not require additional charges) are **MadMaze, Where in the World is Carmen Sandiego**, and **CEO**. **MadMaze** is a classic type mainframe fantasy RPG that emphasizes communication and problem solving over hack and slash. Further, it is a massive game that boasts 50,000 regular players, only 100 of whom (on average) finish the quest each week.

Carmen Sandiego is an on-line translation of Broderbund's popular title that allows players to start a new mystery each week and compete against players from around the country for rankings in the "ACME Detective Hall of Fame." **CEO** is a non-real time multi-player business simulation that uses much of the knowledge one would acquire in pursuit of an M.B.A., but at a significant discount.

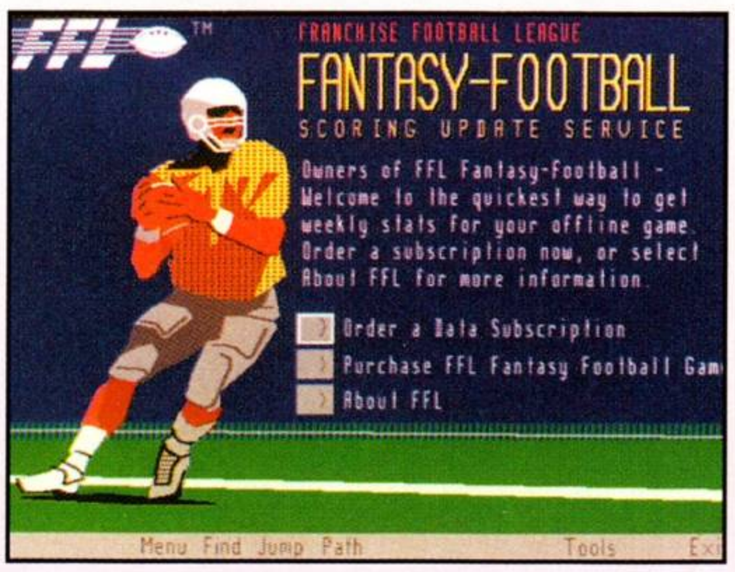
Custom choice games (pay-to-play) include **Mystery Party, Rebel Space** and **Golf Tour**. **Mystery Party** is similar to the board game, except that each one of eight characters is played by a team of members. A separate bulletin board is set up for each team to allow players to discuss events in the game and vote on the next move. Each game lasts for four weeks and is updated daily. **Rebel Space** is a galactic land rush game that includes aspects of exploration, conquest, colonization and combat. Fifty players compete in non-real time, seeking to improve eco-spheres and technologies of primitive races, and consolidate their holdings against marauding militarists. **Golf Tour** offers owners of **Jack Nickalus Golf, Signature Edition** (Accolade) to compete in opens for up to 150 players, or invitationals for 4-32 players. Courses are downloaded for unlimited practice and, when the player is ready, a ticket is requested. The player has three hours off-line to complete the round and upload the results. If one makes the cut, then the next round of play begins. Additional areas offer one person quick-play games and other topics of interest.

It is encouraging to see Prodigy striking agreements with third party developers like Accolade and Broderbund. Such trends indicate healthy growth in Prodigy's service.

Prodigy Made Easy (second edition)
Pamela Kane
McGraw Hill ($19.95)
290 pages (softbound)

As on-line services mature, they tend to become a morass of jump words and menus that are daunting to the average user. Furthermore, on-line time is wasted if you cannot pick your destination quickly. As such, guide books such as this are not only handy, they can be necessary.

Prodigy Made Easy simplifies and clarifies everything from initial instal-



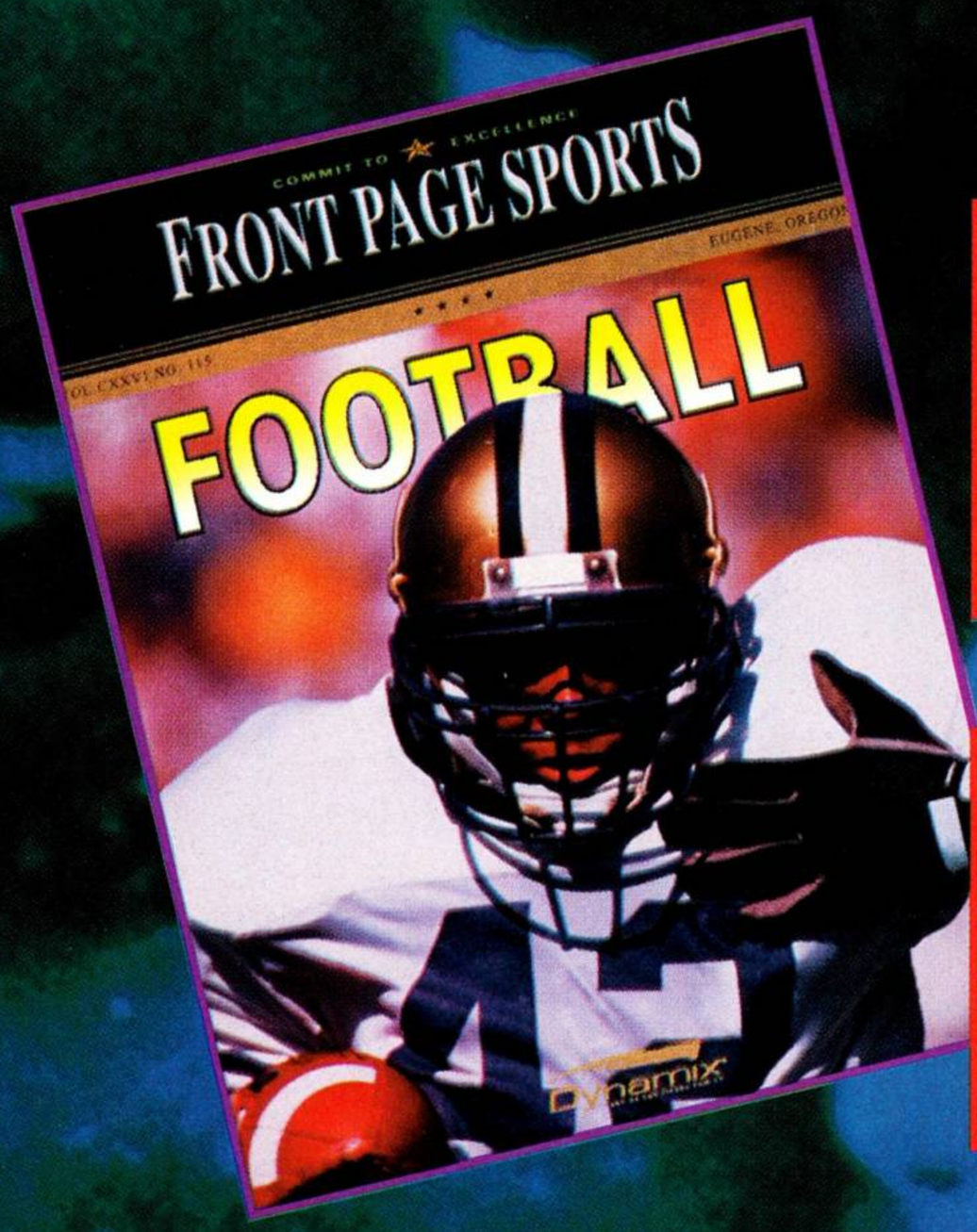
Fantasy-Football is just one of the entertainment choices on Prodigy.

lation to Power Shopping (a scary prospect indeed). Ms. Kane avoids the textbook approach and writes in a light, conversational prose. The book is also heavily illustrated with actual screen shots to accentuate the text.

The book will pay for itself by reducing user access time and increasing productivity while connected to the service.

— Ed Dille

This season, the most detailed football simulation ever hits the field... ...and sidelines the competition.

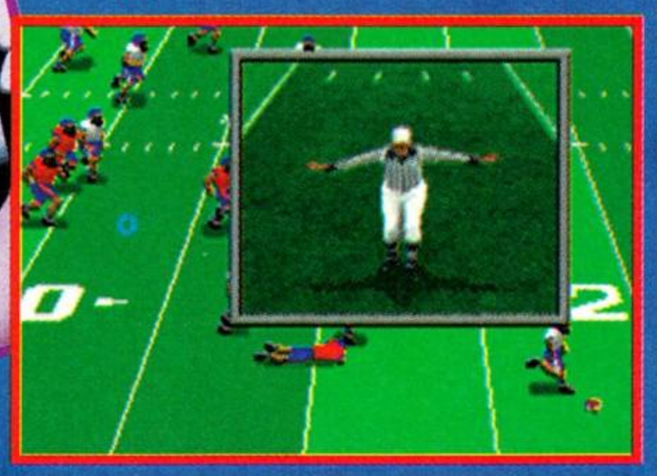




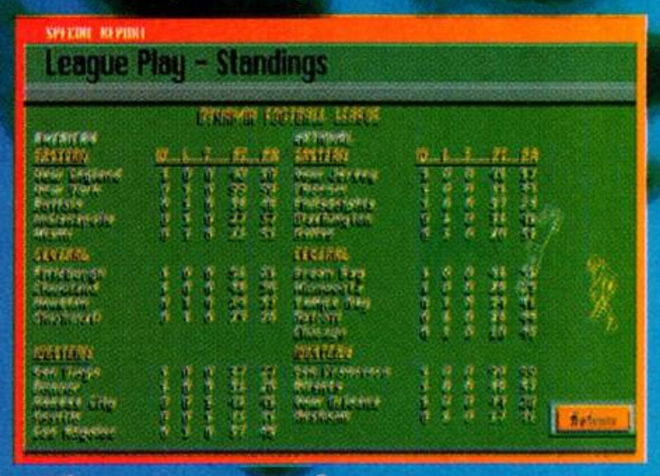
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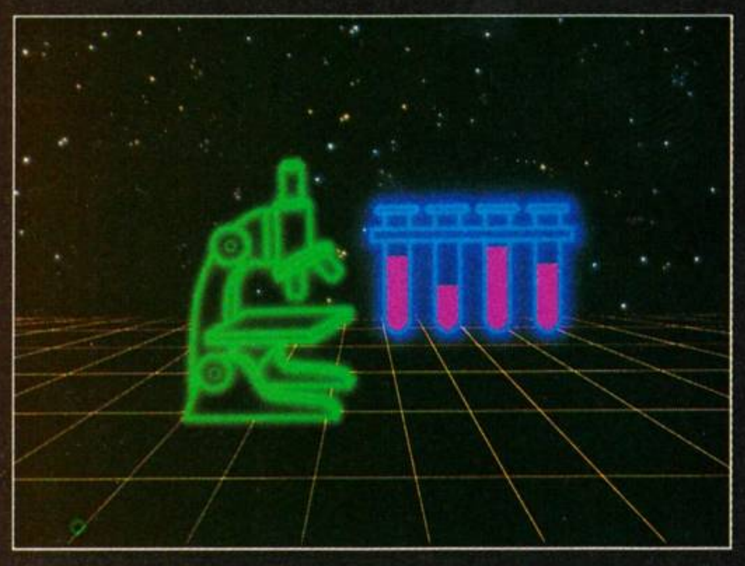
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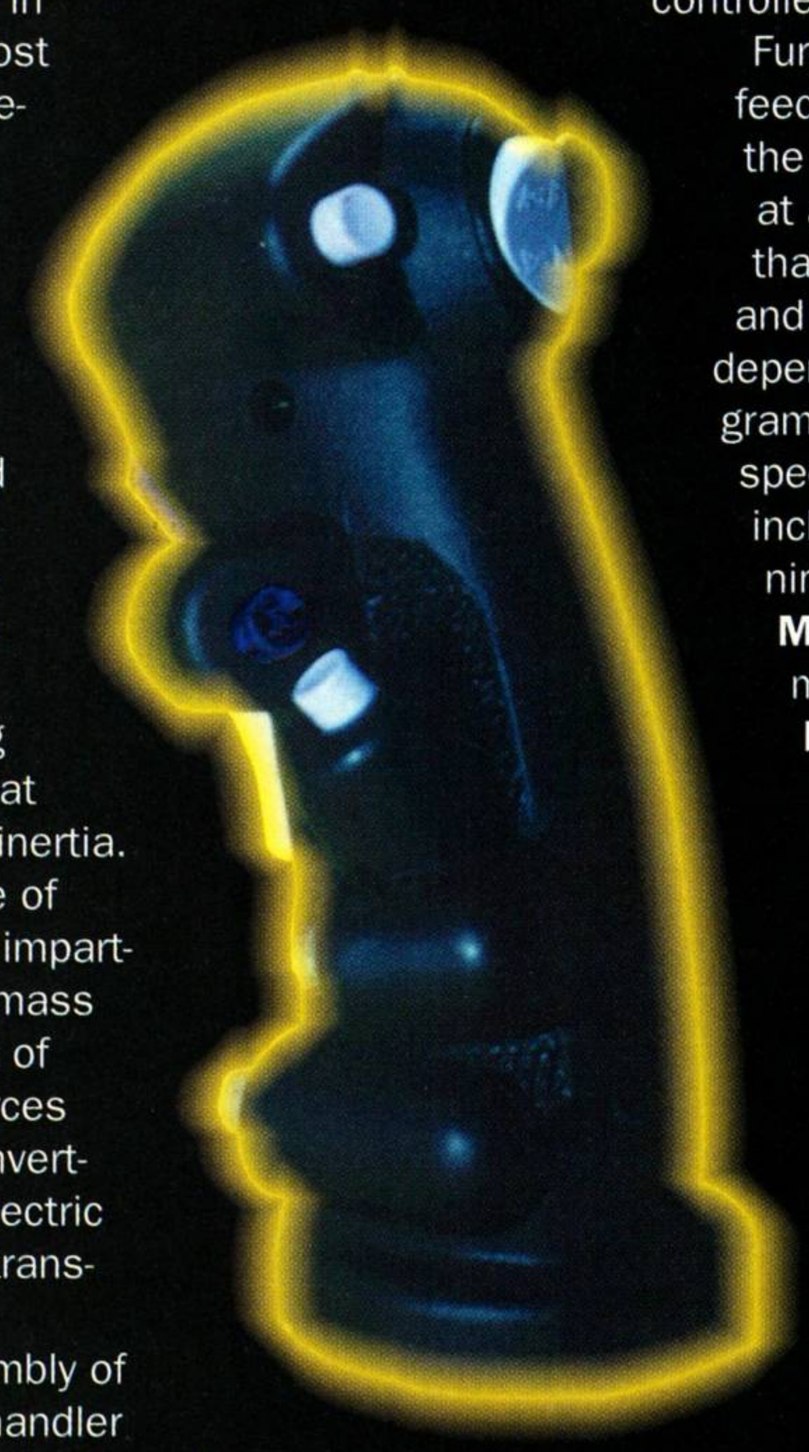
by Ed Dille

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16 Bit adaptor - Gives upward compatibility with SNES

Many gamers have wished for more control and precise movement when tackling their favorite games. Companies such as Nintendo have offered many products to help increase the player's enjoyment. The concept of registering player movement in three dimensional space is not new (remember the Mattel power glove?), but peripherals which incorporate this principle become increasingly valuable as designers move toward virtual reality-based games. Dane Galden, president of IMN Control, has developed a proprietary gravity sensor that registers both the direction and speed of movement away from centerline by the player's hand.

The principle of operation is similar to that of accelerometers used extensively in scientific evaluations to measure the force required to accelerate or decelerate a body in motion. Most accelerometers are mechanical systems, such as a mass suspended from a spring in a fluid which acts as a dampening medium that simulates inertia. The degree of oscillation imparted on the mass as a result of outside forces is then converted to an electric signal via transducers.



Disassembly of the Gamehandler controller won't reveal such a device, however, as IMN Controls has replicated the effect electronically. Ringing the inner base of the controller are sensors that register changes in electrical potential based upon player hand movements. These sensors are individually wired to a microprocessor which correlates the input of the motion sensors with that of the six controller/selector buttons.

Further, the microprocessor feeds the combined input to the video game control deck at a much higher data rate than traditional controllers, and the effects of this differ depending on the software program. Some examples of the special effects and changes include Mario and Yoshi running sideways in **Super Mario World**, single button moves for **Street Fighter II**, backwards movement for the Ninja character in **Revenge of Shinobi** and the ability to hyperwarp Turtles around the screen in **TMNT II** for the NES. Again, these features are software dependent and unpredictable since many games were developed and programmed before the controller actually became available. However, it is exciting to see what moves your favorite characters can perform with this new joystick. You might be surprised!

Some newer games will have special capabilities built into them in consideration of the controller, but

Some special effects include Mario and Yoshi running sideways and the ability to hyperwarp Turtles around the screen.

additional tricks and tips are discovered in the older games all the time. IMN Control publishes a free monthly newsletter for registered users of its products to update these secrets. Additionally, they sponsor monthly contests for the best new trick in that issue.

Selector arrangement is highly functional, allowing simultaneous operation of three buttons with the hand holding the stick, leaving the off hand completely free. The A button is normally the large finger grip on the front of the controller, although the player can selectively switch the A and B functions easily, even in the middle of play. This comes in handy if a better control scheme is desired and the player does not wish to reset the game. The B button is a small button located ergonomically in the thumb's normal resting place. Select is located on the bottom forefront of the unit, again to allow easy manipulation by the pinky finger.

The Start button, Rapid Fire and Slow Motion selectors are also located on the top of the controller, within comfortable range of thumb movement. The slow motion feature is active only when depressed, allowing the player to switch back and forth during tight spots in flying/shooting games like **Battle Command**. Additionally, the controller comes with a ten-foot cord for freedom of movement.

Controller sensitivity is an issue. Because the slightest movements are detected, there is a learning curve to be overcome. Furthermore, tilting the controller too far in any one direction reverses the electrical field read by the motion sensors and changes the character's direction of movement. In horizontally scrolling games like the **Mario** series, however, beginning with the controller tilted forward and wiggling the wrist back and forth can produce the fine control necessary for precision running and jumping moves. Regardless of sensitivity concerns, the combined advantages of the controller far outweigh the disadvantages.

Expandability is a marketing concern for IMN Control. They avoid making their own equipment obsolete by providing a 16 Bit adaptor for their NES controller at considerably less expense than buying the SNES version. The objective, naturally, is to encourage game players to retain their Gamehandler controllers when they upgrade to more capable consoles.

Other Expander Series add-on products due for release include an attachable RF remote that avoids the ill effects of infrared, a microphone/earphone adaptor that allows kids to talk back to their games, and a sensitivity adjust for expert players.

The overall ease of use and precise control make the Gamehandler a heavyweight contender in the world of third party game controllers.

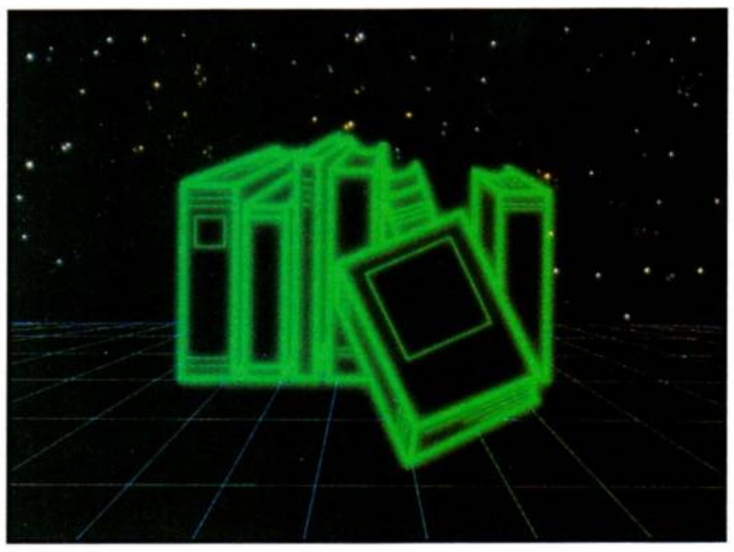
Gamers who use their products can expect a quality piece of merchandise for the price. The obvious message is that IMN Control seeks to be in control of the video game peripheral market. Its degree of success in that endeavor will depend entirely on how deeply its marketing campaign can penetrate the user base. With sufficient units abroad, cartridge and computer designers will be forced to program features which support the controller series; with the current success of the Gamehandler and future releases planned, it will probably happen. Since such inroads are already being laid in the Asian marketplace by Mr. Galden and his team, can the U.S. be far behind?

— Ed Dille

Dane Galden: The Man Behind The Magic

EG: What was the impetus behind the original idea for Gamehandler?
Galden: *I was fascinated with the idea of character control in 3-D space, leaving the other hand free to do other things. Right now that just means eating popcorn or something, but soon we will be releasing other new technologies to occupy that hand. At the winter CES in Las Vegas, we will be announcing a virtual reality based product that builds upon the existing Gamehandler system. I can't really say more about it now, but I think it's unlike anything out there so far.*
EG: What developmental issues posed the biggest problem?
Galden: *I think the biggest problem is to remain completely upward and downward compatible. We are trying to build a line of products that support and promote one another, such that players are not forced to buy new peripherals when they change systems. Additionally, we are in extensive negotiations with several game companies to get them to incorporate Gamehandler features into new cartridges.*
EG: In the interest of keeping consumer costs down, we think the 16 Bit adapter was a great idea. Will the other add-ons under development adhere to both your compatibility and pricing goals?
Galden: *Oh, absolutely! The RF remote, for example, can be plugged into the bottom of any of the Gamehandlers, making it instantly compatible for all systems, so players with multiple consoles will only need one. We're targeting that at $30 retail, to keep it well within the reach of most players. Also, because it's RF based, it won't suffer many of the intermittent problems associated with infrared devices. Also, the remote allows our earphone and microphone accessories to be fully remote. As another example, on the pricing side of the question, our sensitivity adjust (which will allow skilled players finer control) will retail under $15.*
EG: What user base do you have now, and how are you projecting its growth?
Galden: *It's tough to say exactly what our base is right now, but it's growing daily. We are projecting tremendous growth during the Christmas season and the first quarter of next year, when we formally announce our new virtual reality product.*

— Ed Dille



LORE

The Official Guide to Sid Meier's Civilization

Keith Ferrell, Compute Books, 224 pages (softbound, $14.95)

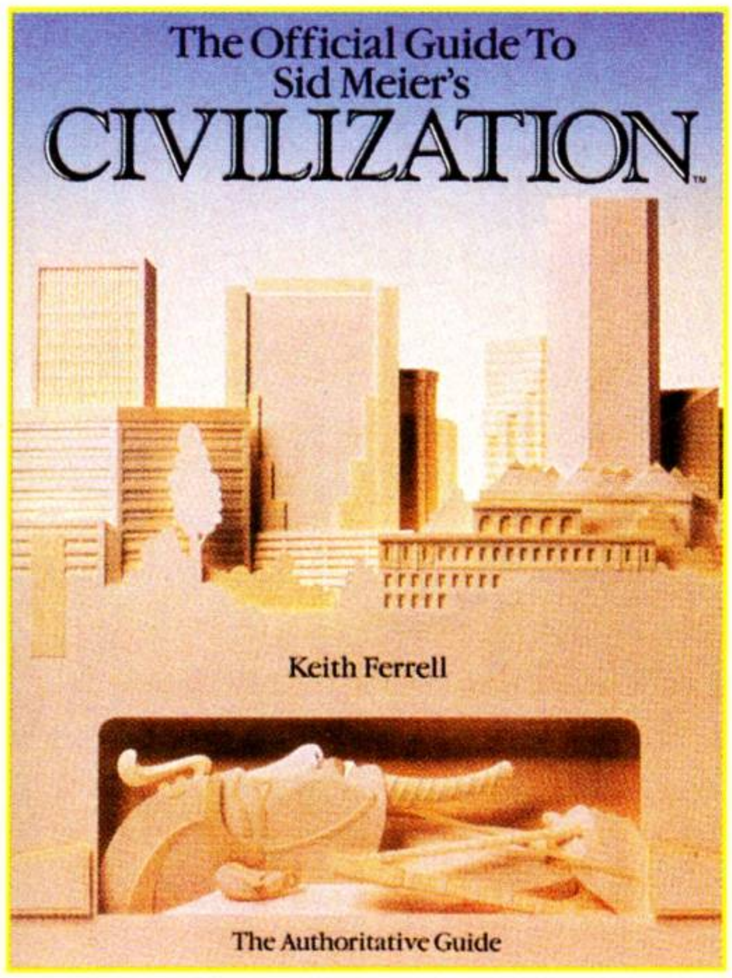
Only a handful of games ever achieve the design depth and rich play experience of **Civilization**. Guiding a culture from its primitive beginnings to the colonization of space is not only intimidating, it encompasses many interrelationships that are not readily apparent to most players. Sid Meier and Bruce Shelley anticipated this and provided players with a finely written manual an on-line "Civilopedia."

Despite their laudable efforts, or perhaps because of them, mastery of the game is highly elusive. This guide, written in collaboration with Sid Meier, provides players additional enlightenment in their quest to become either the sole remaining despot or the leader of the free world.

The first four chapters delve into the frame of mind of successful empire builders, address the issues of expansion versus consolidation, and lay a foundation for further discussion of the ideas portrayed in the game. A walk-through explores the initial phases of exploration necessary to survive the primitive era of the game.

Chapters five and six respectively explore defensive and offensive military considerations, and the oft neglected importance of diplomatic units is emphasized. Finally, the author cautions players against the stagnating effects of isolationism.

Chapters seven and eight detail cultural considerations and illustrate a proper balance of commerce and government. Keeping the population happy becomes increasingly difficult as one progresses from despotism toward democracy. Religious considerations, management of the labor force and proper allocation of resources between arts and sciences become critical.



The final two chapters concern periods of global war and peace. The discussions of nuclear diplomacy, economic warfare and technological deterrence are engrossing. Considerations surrounding pollution and global warming are also included to aid players who survive long enough to actually participate in the space race.

The first appendix delineates 175 hints and tips, categorized by points in the game, and conversations with Sid Meier and Bruce Shelley round out the offering nicely.

— Ed Dille

How to Design and Sell Video Games

Pat King, Sligo Video, 1 hour videotape, $19.95.

At one time or another, most video gamers have an idea for a game they'd like to see, and sometimes they feel the idea is good enough to try to sell. It's up against a lot of competition though.

Prospects are not necessarily hopeless for the persevering, which is why this videotape was made. Pat King, himself a game designer, interviewed a dozen professionals, one a lawyer, the rest involved with designing, programming and producing video games, among them **EG**'s own Arnie Katz and Bill Kunkel. King asked seven questions he's heard over and over from would-be game creators: how to get a video game idea programmed and marketed, to make a presentation, get an entry level industry job, make contacts, put together a development system, protect original ideas, and (the big one) what are the secrets of good game design? He caught on tape the kind of counsel and insights only those in the industry could offer.

It is made clear throughout that just an idea is not enough. Solid preparation and presentation are as vital here as in any effort. So too is direct involvement with some area of the industry. If this sounds daunting, it shouldn't; the video game industry is growing and vital. However, its economics have pretty much brought it past the point where anyone can make a success alone. Some of the paths of entry are shown here.

— Ross Chamberlain

The Electronic Games Reader Poll

The editors of **Electronic Games** want to know about you, the reader, so that we can tailor the magazine to meet your particular needs. The monthly Reader Poll will let us know what aspects of the electronic gaming hobby are most interesting to you. We also want to know what you're playing, and to receive your vote for the most popular game programs each month.

Just circle your choices below, then send your poll sheet (or a photocopy if you prefer) to:
Electronic Games Reader Poll, 330 S. Decatur, Ste. 152, Las Vegas, NV 89107.

Sex: Male Female
Age: Under 16 17-23 24-30 31-40 Over 40
Family Income: Under $20,000 $21,000-$35,000 $36,000-$40,000 Over $41,000
I regularly play: Video Games Computer Games Both
I spend _____ hours per week playing electronic games:
Under 2 2-5 6-10 More than 10
I spend under $_____ per week on computer and video games:
$20 $20-$50 $60-$100 More than $100

Please check all hardware you own or plan to buy in the next 12 months:

	OWN	PLAN TO BUY
Nintendo NES	____	____
Other 8 Bit Videogame	____	____
Genesis	____	____
Sega CD	____	____
Super NES	____	____
TurboGrafx-16	____	____
Neo*Geo	____	____
Game Boy	____	____
Game Gear	____	____
Lynx	____	____
Amiga	____	____
Macintosh	____	____
MS-DOS Computer	____	____
Other (write in name) _____	____	____



I will____ will not___ buy a Multimedia gaming system in the next 12 months.

I purchase my software at _____ Toy Store _____ Electronics Store _____ Mail Order _____ Other

I own _____ video games and _____ computer games. (Please indicate number.)

I plan to purchase _____ video games and _____ computer games in the next year. (Please indicate number.)

Please rate the following game subjects from 1 (no interest to me) to 10 (very interesting to me):

Science Fiction _____
Fantasy _____
Arcade _____
Sports _____
Martial Arts _____
Mystery _____
Military _____
Flight _____
Other (please write in category) _____

Please rate your interest in these types of electronic games from 1 (not interesting) to 10 (very interesting):

Video Games _____
Computer Games _____
Coin-Ops Games _____
MultiMedia Games _____

My favorite video games are:
1._____
2._____
3._____

My favorite computer games are:
1._____
2._____
3._____

My favorite multimedia game is:
1._____

My favorite coin-op game is:
1._____

Coming Attractions...

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Grab your trusty sword and mithril armor, and find out what the would-be wizard down the street has planned, because **EG's** magazine-within-a-magazine for February ventures into the mystic, mythical world of interactive fantasy gaming. This special section previews the hottest games in development, offers candid conversations with top designers, and takes you on a guided tour of Lord British's private domain.

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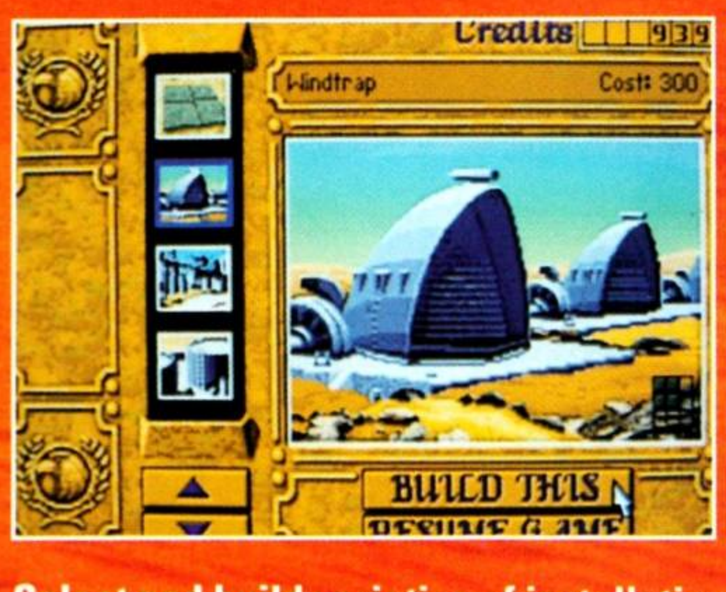
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