FREE INSIDE – EG'S 1993 DIRECTORY OF PC GAMES!

A DECKER PUBLICATIONS PERIODICAL

VOLUME 1, ISSUE 5

ELECTRONIC GAMES

VIDEO GAMES • COMPUTER GAMES • MULTI-MEDIA GAMES • PORTABLE GAMES • ARCADES

PLAYERS' GUIDE TO FANTASY GAMING

GAMERS BATTLE THE FORCES OF DARKNESS!

COMIC BOOKS ON CARTRIDGE

A CONVERSATION WITH ROBERT JACOB

HAT TRICK!

EG LOOKS AT THREE NEW HOCKEY HITS

$3.95/$4.95 Canada/£2.25
February, 1993

0 14302 80184 5 02

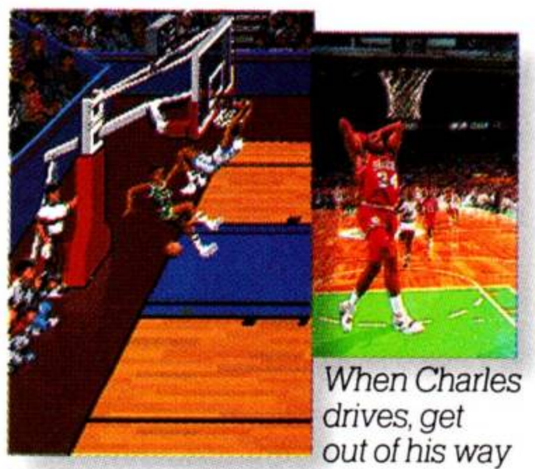
BORIS ©90

JAM WITH THE BEST IN THE NBA.

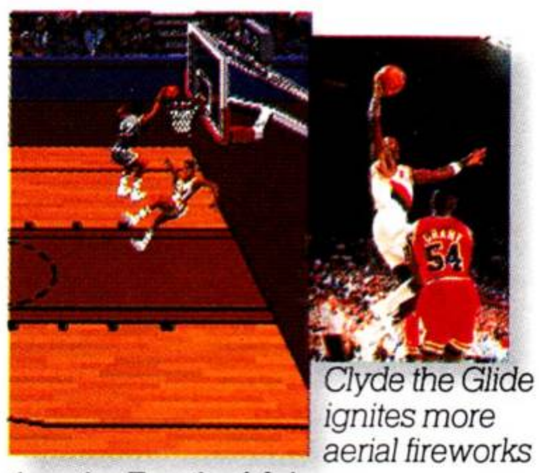
Barkley's Monster Dunk. Drexler's Tomahawk. Malone's In-Your-Face Jam. Rice's 360° Slam. Manning's Double Pump Jam. Ewing's Bounce-Ball Slam.

Welcome to Jam City. Bulls vs. Blazers™ and the NBA® Playoffs.™

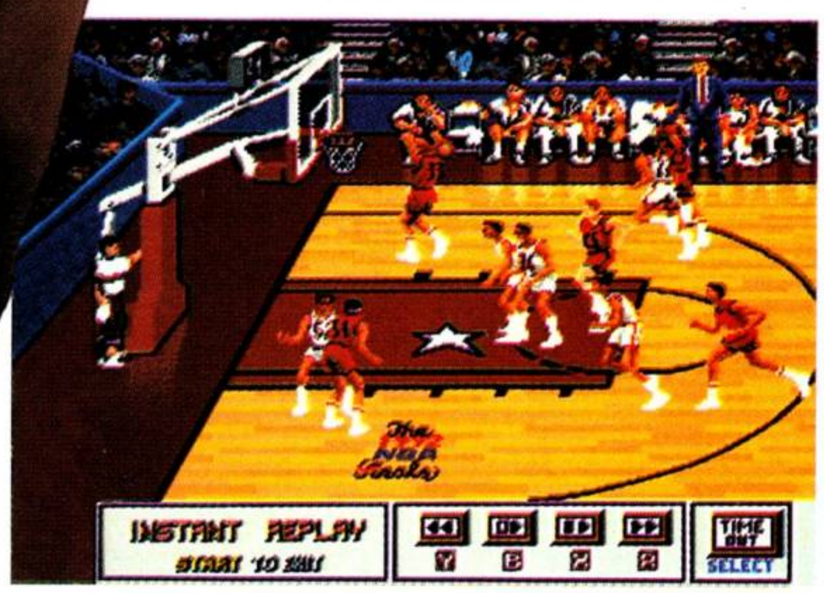
The game that raises pro basketball to new heights. With the complete rosters of all 16 1992 NBA playoff teams. The '92 East and West All-Star squads. And 5-on-5 action so hot, it scorches the hardwood.



When Charles drives, get out of his way or get bounced like a basketball.

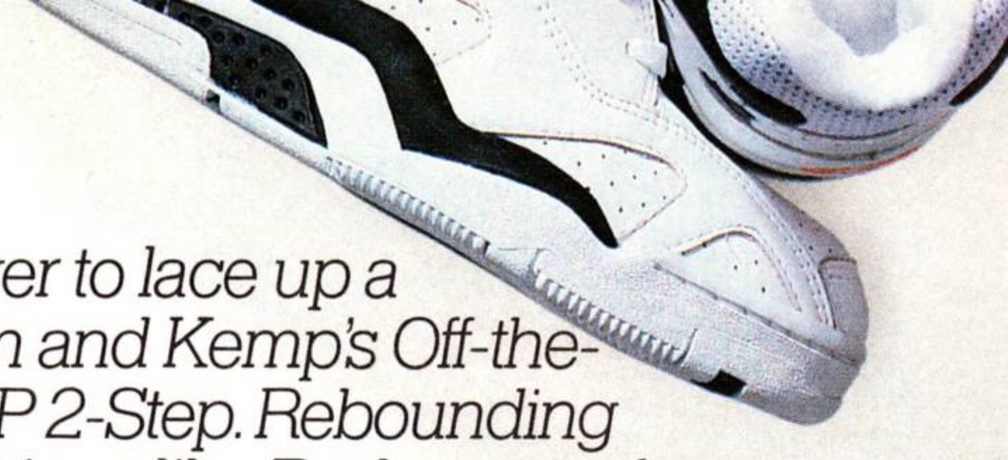


Clyde the Glide ignites more aerial fireworks than the Fourth of July.



With 5-on-5 gameplay, you get the biggest piece of NBA action anywhere.



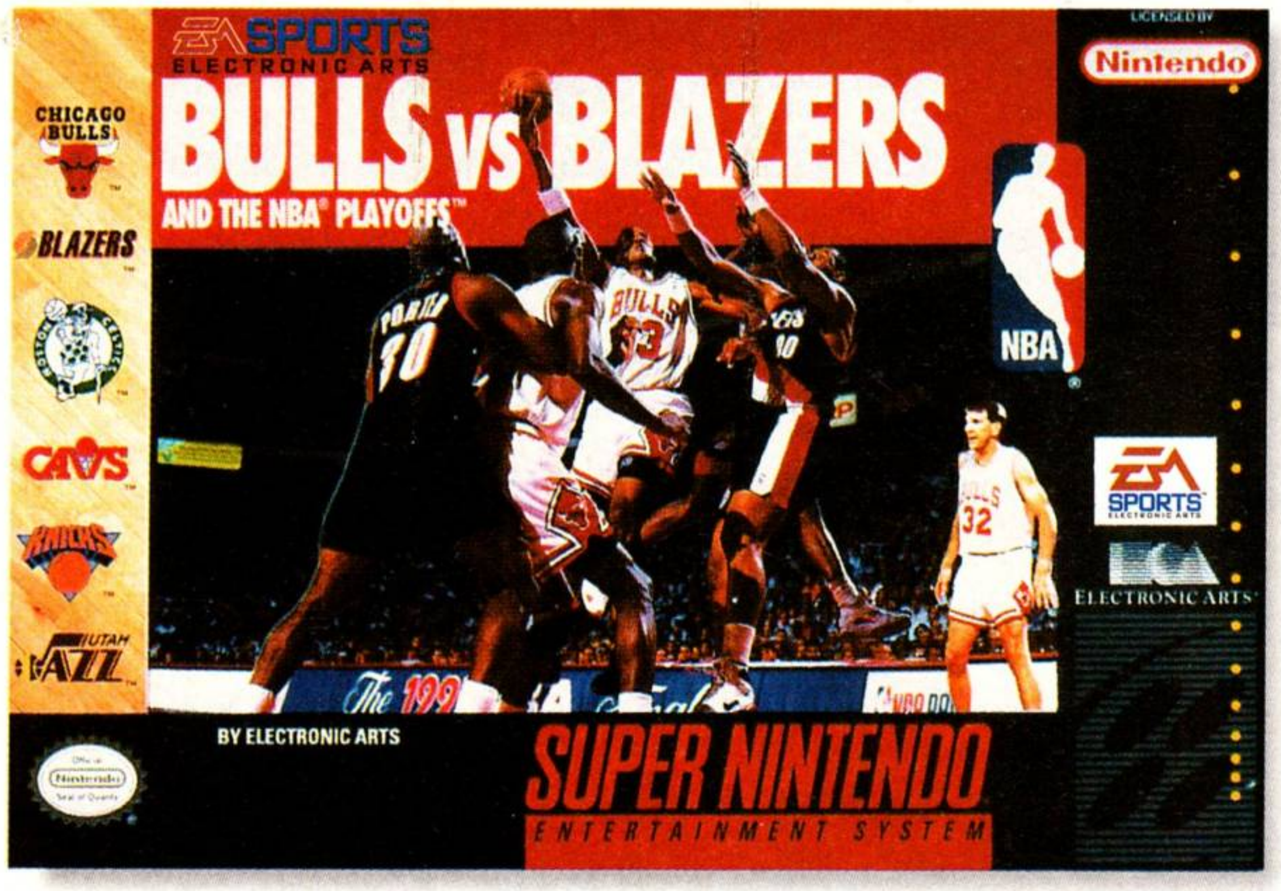


You get the signature moves of the best guys ever to lace up a pair of hightops. Dunks like Person's Alley Oop Slam and Kemp's Off-the-Glass Jam. Slick ball-handling like Hardaway's UTEP 2-Step. Rebounding machines like Rodman and Willis. And 3-point sharp-shooting like Mullin's patented jumper from the corner.

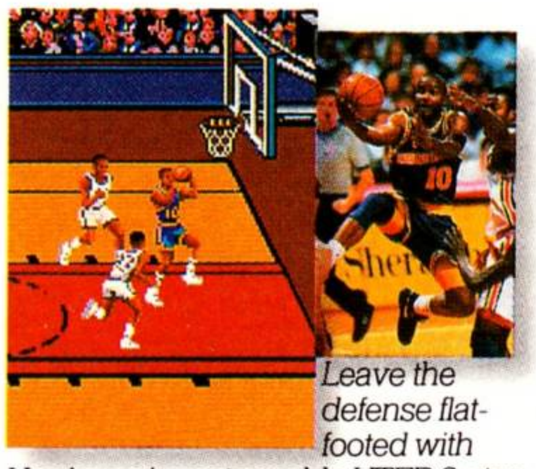
It's the NBA's biggest guns. And all their shots.

You start at Round 1 with all 16 playoff teams. From there, the action only gets more intense. Establish your inside game. Hit a few treys. Play tenacious "D." Nail letter-perfect foul shots with the exclusive "T" meter.™ Use up-to-the-minute game stats to know when a starter's fatigued and when to go to the bench.

It's a tall order. But if you can stand up to the competition, the NBA title is yours.



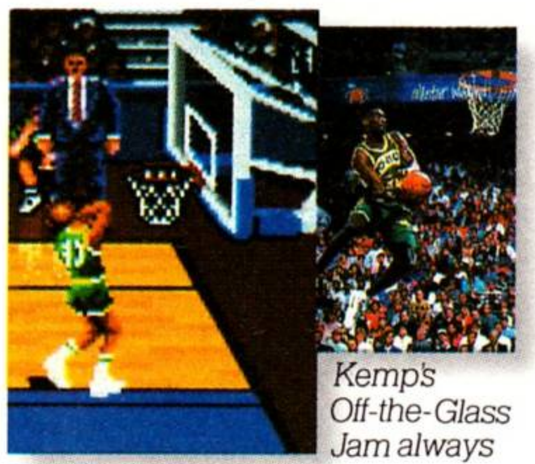




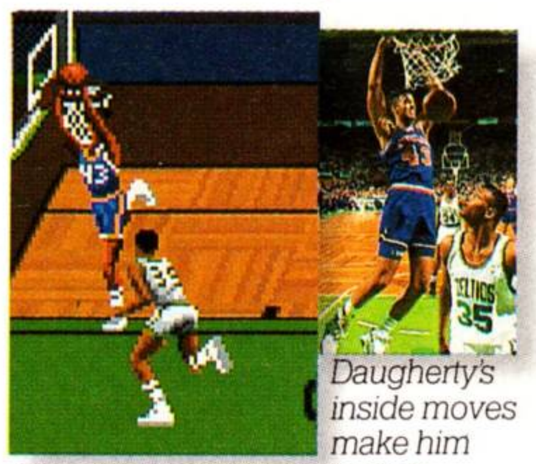
Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step.



The Mailman's In-Your-Face Dunk always makes a huge splash.



Kemp's Off-the-Glass Jam always shatters the competition.



Daugherty's inside moves make him Cleveland's center of attention.

EA™ SPORTS is all over the court like a loose ball. With coverage of every brick that clangs off the rim, every squeal of $159 sneakers. Instant replays. Scores from other games. Stats. Highlights. Jump at this chance to join basketball's elite. Visit your local Electronic Arts dealer or order by phone anytime: (800) 245-4525.

And play with the champions of the NBA.

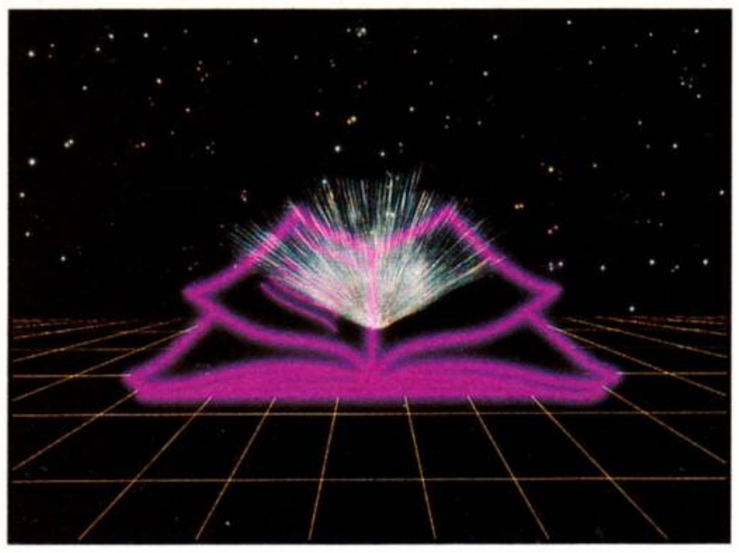


ELECTRONIC ARTS HINTS HOTLINE
1-900-288-HINT
HINT · 1-900-288-4468 · HINT

95¢ for the first minute, 75¢ for each additional minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Messages subject to change without notice. EA SPORTS, Bulls vs. Blazers and the NBA® Playoffs, and "T" Meter are trademarks of Electronic Arts. The individual NBA Team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc. NBA is a registered trademark of NBA Properties, Inc. Nintendo,® Super Nintendo Entertainment System,® and Super NES® and the official seals are the trademarks of Nintendo of America Inc.





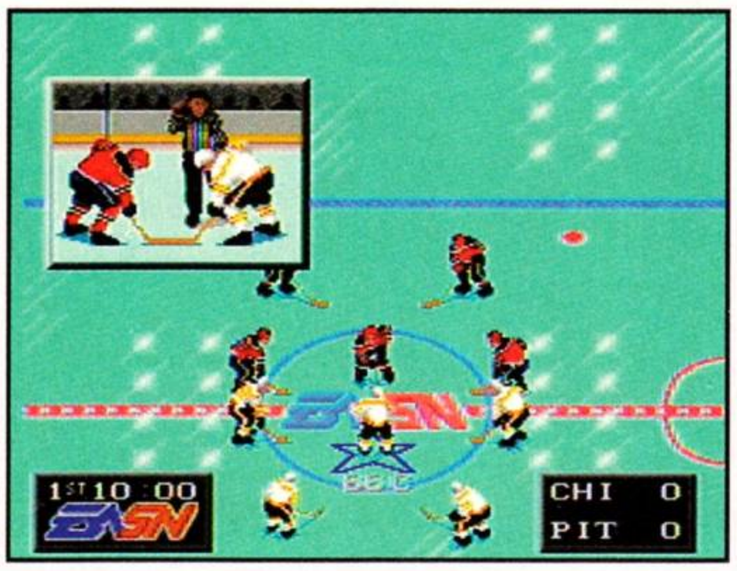
INSIDE EG

DEPARTMENTS

Power On!	6
Feedback	8
Hotline	10
Insert Coin Here	20
Game Doctor	22
Video Game Gallery	88
Software Gallery	104
CD Gallery	112
Portable Playtime	114
The Kunkel Report	116
The Jury	118
Playing It Smart	120
Test Lab	122
Lore	124
Fandom Central	126
The EG Poll	128
Things to Come	130



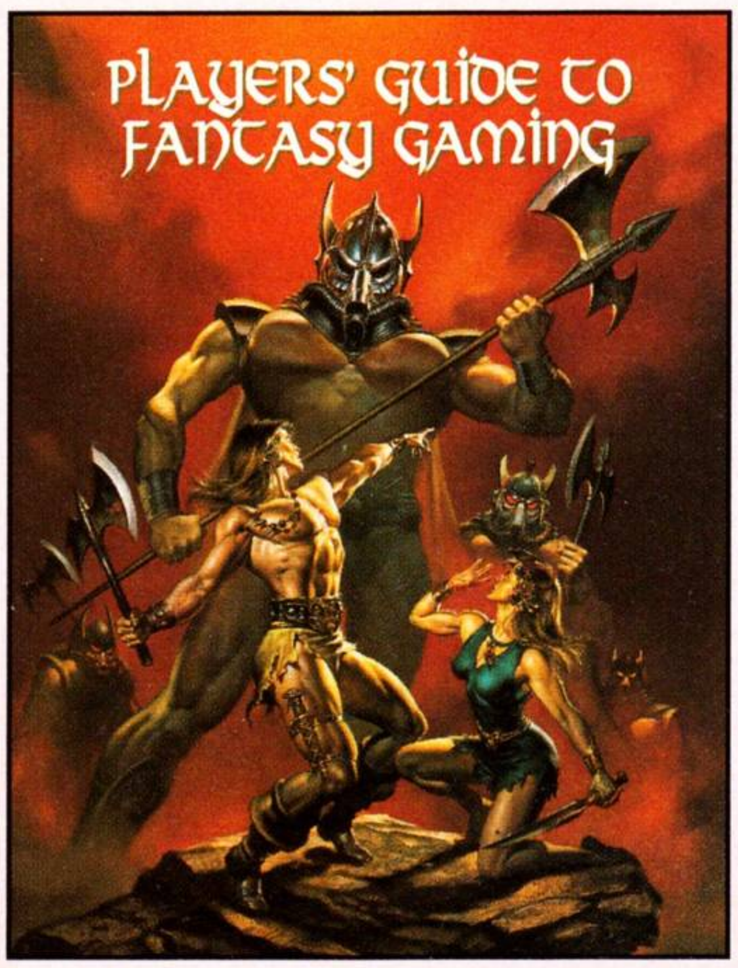
EG wraps up the year in PC games.
Game Directory — Page 35



Check out these great new hockey games!
Hat Trick — Page 72



Fantasy games are HOT and we have 'em!
Player's Guide — Page 78



FEATURES

- **Haunted House**
  EG explores a fantastic haunted castle...in Texas? Join us for a look at Britannia Manor.....**26**

- **EG Interview**
  A candid talk with Bob Jacob, about the next wave of video game heroes. Straight from the comic books to you!.....**32**

- **PC Games Directory**
  Ring in the New Year with EG, by remembering all of the best PC games of '92, with our exclusive PC Game Directory.....**35**

- **Sherlock Holmes**
  EA's PC hit is about to become a multimedia masterpiece, and EG has the inside info.....**68**

- **Hat Trick!**
  A quick look at three new hockey games for three top formats: NHLPA for Genesis, Gretzky 3 for PCs, and Hockey for the Lynx...**72**

- **Players' Guide to Fantasy Gaming**
  This months' Players' Guide is your escort into the worlds of wonder and imagination. EG looks at the best in fantasy gaming and throws in a few surprises just for fun....**77**

About the art — We at EG would like to thank the following artists for their contributions to this issue:

Boris Vallejo — Cover
Accolade for providing the Boris Vallejo art for the Fantasy Guide Cover. The art is from their game Onslaught.
Eric Curry — All department logos, and various photography
David Henderson — Lord British Feature
Cliff Spohn — EG Interview
Bill Vann — Hat Trick!
And the winner of this month's "I wanna grow up and be Elvis" essay is Sabrina René Wilson, who explains that 'music isn't really that important - but all that food...' Ms. Wilson will receive the Elvis vs. Don Hoe CD, plus a year's supply of Cheez Whiz. Thank you Ms. Wilson, for taking time to write.

PUGSLEY'S SCAVENGER HUNT™

As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt! En garde!







Screen shots shown are from the Super NES version of the game.

The name of the game

ocean®

Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131

Official Nintendo Seal of Quality

Nintendo ENTERTAINMENT SYSTEM®

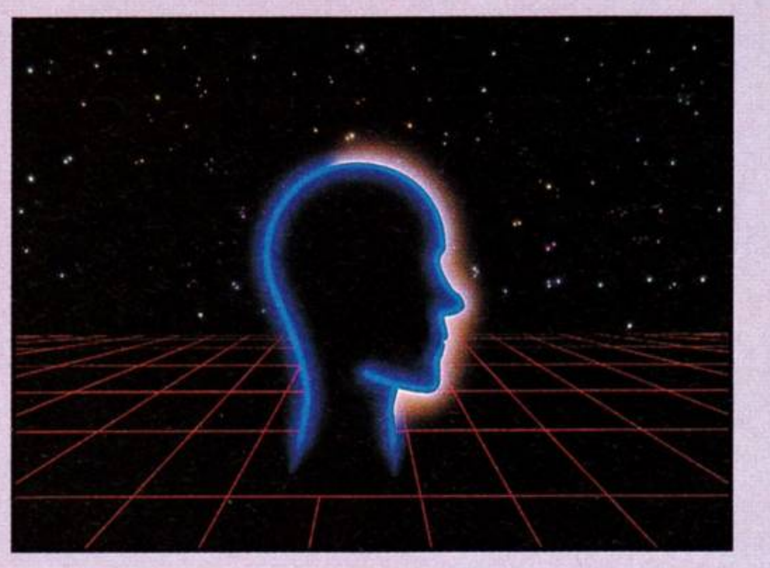
SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

The Addams Family™

Paramount

© 1992 H-B Production Co. All Rights Reserved. Based on the characters created by Charles Addams. TM designates a trademark of Paramount Pictures. Game program © 1992 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited. Nintendo, Super Nintendo, Game Boy™, and the official seal are registered trademarks of Nintendo of America, Inc.



POWER ON!

How Can I Look and Feel Good When I Got This Code?

Last month, I talked about the future. This is known within the editing fraternity as a "safe topic." Only the most thin-skinned, paranoid folks pick a fight over something like that.

Not this time. I'm wading into deep water to discuss one of the most controversial subjects in the entire field of electronic gaming. It's the kind of subject that makes even hard-nosed lawyers, possibly including those on retainer at Decker Publications, a little nervous.

What is this lightning rod for controversy? It's a concept called "look and feel." In the early days of video and computer gaming, this doctrine proved decisive in many court actions involving alleged software copyright violations.

The idea is simple: no game should look or play like any other game. The **K.C. Munchkin** case is the most famous example of a "look and feel" decision. To summarize, Atari Corp. charged that Magnavox's **K.C. Munchkin** cartridge for the Odyssey2 infringed its home version of **Pac-Man.** The Sunnyvale company prevailed, and drove **K.C.** from the stores.

Unfortunately, while this principle may be sound, the court didn't always apply it in a knowledgeable way. For example, there are still people who fervently believe that **K.C. Munchkin** was not sufficiently close to **Pac-Man**.

Since then, the courts have turned away from "look and feel" in favor of line-by-line comparison of program code. Legal minds mightier than mine felt it was better to have an objective standard. As a gamer, and game designer, comparison of code strikes me as an instance in which judicial ignorance of video and computer gaming is leading to abrogation of legitimate copyright protection.

If the standard becomes the code instead of the content, game creators will be at the mercy of unscrupulous publishers. It is possible to produce two games with different code that look and play identically from the point of view of the gamer, the person with the controller in hand. I'm no legal eagle, but it sounds like saying that someone can copy a novel word for word as long as it's printed in a different type font or utilizes a different binding.

I'm not qualified to draft the proper legal framework for future decisions involving electronic gaming copyright. That's a job for those who have made the legal system their life's work. What I *can* do is say that it is time to remove the vagueness and uncertainty from this issue ,which is so important to so many Americans, and to U.S. and foreign businesses.

It is time, I feel, for the federal government to empower a judicial commission to hear expert testimony on all sides, become familiar with the particular circumstances of interactive electronic entertainment and write guidelines to cover future cases in this area. Game designers deserve the same protection as creative artists in other media.

Electronic Games wants to know what our readers think about the murky copyright situation. We will print the most interesting letters in future issues—and send copies of them all to the U.S. Attorney General.

— Arnie Katz

ELECTRONIC GAMES

FEBRUARY, 1993

VOLUME 1, NUMBER 5

A DECKER PUBLICATIONS, INC. PERIODICAL

PUBLISHER
Steve Harris
EDITOR
Arnie Katz
EXECUTIVE EDITOR
Bill Kunkel
NEWS EDITOR
Joyce Worley
SENIOR EDITOR
Marc Camron
MANAGING EDITOR
Ross Chamberlain
ASSOCIATE EDITORS
Russ Ceccola, Ed Dille, Alex Rees, Rick Zalud
CONTRIBUTING EDITORS
Martin Alessi, Jay Carter, Joe Funk, Howard Grossman, Steve Honeywell, Mike Riley, Mike Vallas, Mike Weigand
ART DIRECTOR
Juli McMeekin
PRODUCTION
Colleen Bastien, Production Manager
Tim Ostermiller, Copy Editor
Jennifer Whitesides, Copy Editor
John Stockhausen, Ad Coordinator
Suzanne Farrell, Ad Manager

CUSTOMER SERVICE
(515) 280-3861

NATIONAL ADVERTISING DIRECTOR
Andrew Eisenberg
Eisenberg Communications Group
10920 Wilshire Blvd., Suite 1120
Los Angeles, CA 90024
(310) 824-5297

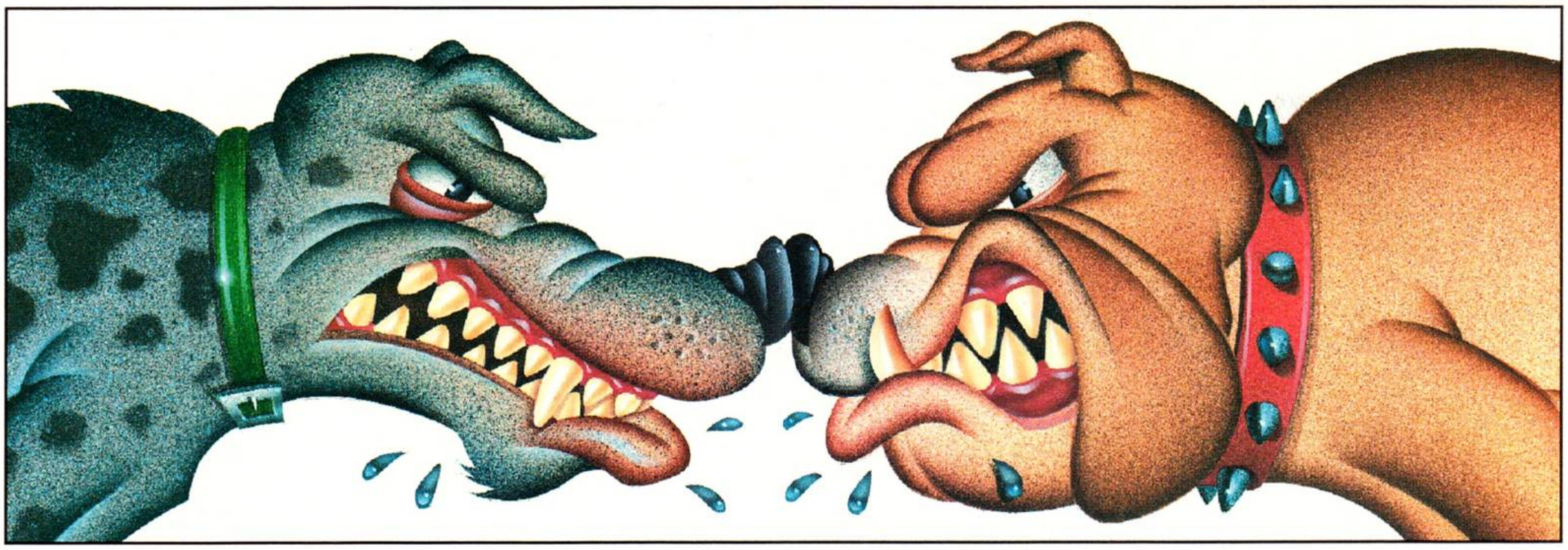
DECKER PUBLICATIONS, INC.
Steve Harris, President
Mike Riley, Vice President of Operations
Mark Mann, Financial Director
Cindy Polus, Financial Manager
Jeffrey Eisenberg, Advertising Manager
Harry Hochman, Circulation Director
Renée Delgado, Circulation Manager
Harvey Wasserman, Newsstand Director
Donna Cleppe, Newsstand Manager
John Stanford, Manufacturing Director
Debbie Maenner, Manufacturing Manager

DISTRIBUTED BY:
WARNER PUBLISHING SERVICES, INC.

Electronic Games (ISSN #1063-8326) is published monthly by Decker Publications, Inc. 1920 Highland Ave., Suite 222, Lombard, IL 60148. Subscription rates for U.S.: $23.95, Canada and Mexico: $33.95, and all others by air mail only: $80.00. Single issue rates: $3.95. POSTMASTER: Send address changes to Electronic Games, P.O. Box 7311, Red Oak, IA 51591-2311. For subscription changes, change of address, or correspondence concerning subscriptions call 800-444-3334. The editors and the publisher are not responsible for unsolicited materials.

No part of this publication may be reproduced without the expressed written permission of Decker Publications, Inc. Copyright © 1993, Decker Publications, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed in the USA.

You've Seen Dogfighting.



Now Experience Super Dogfighting!



Beads of sweat crawl into your eye sockets. Chills shoot up your spine. Fingers fumble for control. That's what you can expect when you squeeze into the cockpit of Super Strike Eagle, the most realistic flight simulation ever created for the Super NES.™

Super Strike Eagle will challenge you with outrageous aerial dogfights in 7 explosive war theaters. Each brought to life by vivid graphics and eardrum-popping stereo sound!



Twist and bend your way through enemy fire with wild roll and pitch functions. Vaporize enemy targets with awesome firepower. Blast a friend clear out of the sky in head-to-head competition mode. Or, bark commands at your friend as you fly together in the same F-15.

Super Strike Eagle from MicroProse. Any other flight sim is for the dogs. To order, visit your favorite retailer or call **1-800-879-PLAY!**

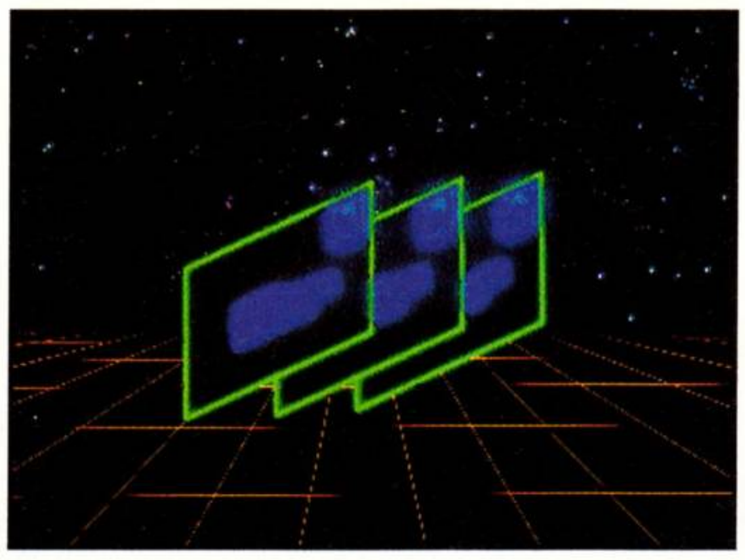
LICENSED BY Nintendo

MICROPROSE™ ENTERTAINMENT • SOFTWARE

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED. Nintendo®, Super Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc.© 1992 Nintendo of America Inc.



FEEDBACK

Letters From Our Readers

Wants To Attend CES

Congratulations! What an enjoyable experience to read a magazine on gaming without a single "cool, awesome, or dude" to be found! **EG** was pure pleasure with interesting and thought-provoking articles about our hobby... I enjoy reading about the early days of video games and their development. As a kid we owned the first home **Pong** game to come out; it was very exciting at the time.

Can you let us know about the Winter Consumer Electronics Show? When is it? Where is it? How much is it? Will it be open to the public?

Dennis England,
Tulsa, OK

The Winter CES is Jan. 7-10 in Las Vegas, but it is not open to the public. The Summer CES, June 5-8, will be open to the public for one day, June 8, in Chicago's McCormick Center. Too soon to know the price; last year it was $10 at the door. Hope to see you there!

More Rotten Eggs

Kudos to Arnie Katz for his hard-hitting commentary on the state of Easter Egg hunting in modern-day video gaming (Nov. 1992). Although Katz condemns such hidden items as no more than marketing tools in today's cartridges, I think we can look back a decade to the first home video game that relied heavily on the discovery of Easter Eggs.

Atari, in the peak of hypocrisy, rebounded from lambasting Warren Robinett and other such programmers guilty of sneaking hidden messages past Quality Control, to designing a series of games whose ultimate goal was to decipher and assemble Easter Eggs tucked away in the program and game documentation. VCS fans will recall the infamous **Swordquest** series: **Earthworld**, **Fireworld**, **Waterworld,** and the, alas, never-released **Airworld.**

More recently, **Alex Kidd: High-Tech World** (Sega/SMS) *required* the gamer to perform an unrealistic and unimaginative sequence of moves (a specific action 100 times!) to receive an item essential to finish the game.

In the early days, when Easter Eggs were faithful to their definition, true cranium crunching and intrepid investigation were required to uncover those special bonuses. Today, step-by-step instructions are frequently given away by the manufacturers to significantly alter play. If a game must rely too heavily on such prizes, the basic play mechanics of the program should be reexamined. Let's put Easter Eggs back into perspective as rewards for creative and exploratory game play, not as essential elements of play.

William Simpson,
Los Angeles, CA

What used to be an incentive to careful play has become a burden on the game mechanics, that depends on rote actions, not skill. Let's put those eggs back in the carton!

Fears Censorship May Come

In *East Meets West*, game companies are taking things a bit too far. I feel that they are trying to make all games cater to all people. This will never be the case, seeing that different people have different tastes. Personally, I, like many other people I have spoken with, am outraged. Companies must remember, it's only a game. But then again, this is the age of censorship. Just like music and art, why not add video games to the list?

Justin Clarke
Skaneateles Falls, NY

At this stage, censorship only exists at the company level, where the manufacturers try to avoid outraging our sensibilities with actions unacceptable in our culture. But sometimes they go overboard, and are much more "protective" of us than we would actually wish.

Dreads A Crash

How much longer before another crash? The market's flooded. There are so many companies making games, it's hard just to pick out one you'll play and the prices are outrageous!... Most SNES games are at the $50 to $70 mark. You can't possibly expect me to believe memory chips are that expensive!

Russell Tober
Petoskey, MI

Prices are from a combination of things, not just chips. The single most expensive part is probably R&D—Research and Development, which may take a team of people a year, or sometimes even longer.

Actually, a crash seems unlikely at this point. What is more likely is a Shake-Out, particularly now that CD games are coming in, as some companies find the high-stakes competition for sales too expensive.

Keep those letters coming; Write to us at: Electronic Games - Feedback, 330 S. Decatur, Ste. 152, Las Vegas, NV 89107.

Oops! We inadvertently failed to credit two of our reviewers in the Software Gallery in EG's December issue: Marc Cram did **Darwin's Dilemma**, and Joyce Worley covered **Lord of the Rings II.**

CYBERDYNE SYSTEMS
800 SERIES MODEL 101
SYSTEM ACTIVATED

ØØ **PROGRAM OVERRIDE**
[MISSION DIRECTIVES]

MISSION ONE - LA, 2029
DESTROY ENDOSKELETONS
AND HKS
DEFEND HUMAN HIDEOUT
PENETRATE SKYNET
ENTER TIME FIELD

MISSION TWO - TODAY
PROTECT JOHN CONNOR
DESTROY CYBERDYNE
TERMINATE MIMETIC
POLYALLOY T-1000
PREVENT JUDGMENT DAY

WEAPONS - SELECT
>> RAPID FIRE MACHINE GUN
>> ROCKET LAUNCHER
>> 10 GAUGE SHOTGUN
>> M-79 GRENADE LAUNCHER

T2™: THE ARCADE GAME™ NOW ON GENESIS™!

RELENTLESS PULSE-POUNDING ACTION OF #1 ARCADE SMASH... WITH OR WITHOUT THE SEGA MENACER!

















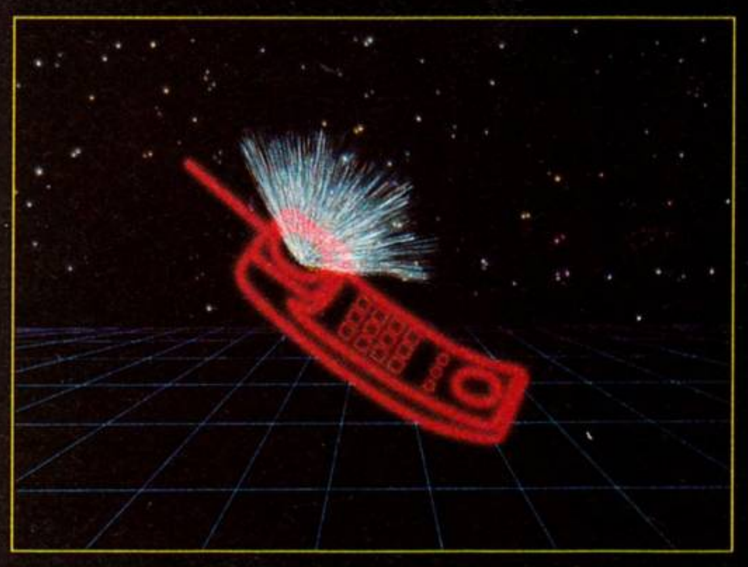


ALSO AVAILABLE ON GAME BOY®

ARENA ENTERTAINMENT™

LJN LTD.®

TERMINATOR, T2, ENDOSKELETON and Depiction of ENDOSKELETON are trademarks of Carolco Pictures Inc. (U.S. and Canada); Carolco International N.V. (All Other Countries) and used by Arena Entertainment under authorization. Sublicensed by Midway Manufacturing Company from Acclaim Entertainment, Inc. © 1991 Midway Manufacturing Company. Nintendo®, Game Boy® and the official seals are trademarks of Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. Arena Entertainment™ is a trademark of Arena Entertainment. © 1992 Arena Entertainment. All rights reserved. LJN® and The Arcade Game™ are trademarks of LJN, Ltd. © 1992 LJN, Ltd. All rights reserved.



EG HOTLINE

Compiled by: Joyce Worley

EA Gets Smart

Electronic Arts nodded at the $210 million educational market with a new corporate division, EA*Kids, and unveiled a line of edutainment games. Aimed at ages 3-13, the company promises there'll be no drill and practice nor curriculum-based products, but educational content embedded in play value.



The first products in the line use state-of-the-art graphics, easy-to-use control systems, and musical accompaniment. Animations reward choices, and levels of difficulty keep the programs interesting and replayable.

Cuckoo Zoo is a tour to see the animals.

Scooter's Magic Castle is a 15-room exploration, each with its own game.

Peter Pan's Story Painting Adventure is an adventure with art tools.

Kid Vid makes music videos from banks of songs and characters.

Eagle Eye Mysteries has almost 60 detective cases to solve.



All games will be available initially for MS-DOS and PC compatibles, and later this year for Macintosh computers, at around $49 each.

Rumors Fly In CD Tug-of-War

Nintendo may have jumped the gun when it announced the SNES-compatible CD-ROM machine from Sony before sending the design specs to Sony, but the plans for the machine remain unchanged. Sony spokesmen said "There must have been some confusion," but there is still an agreement between Sony and Nintendo toward development of the new game machine.

The agreement originated in January 1990 to create the Sony Playstation, a CD-SNES hybrid. That plan fell through, and was modified in September 1992.

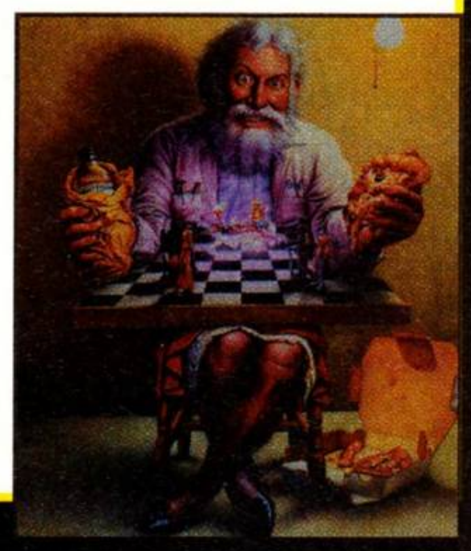
The confusion came when Sony spokesmen said there were no plans to develop an SNES compatible CD-ROM unit. Sony spokesmen were unable to say just what equipment any new CD-ROM might be aimed toward, since design specifications from Nintendo for the new game system are still pending.

Nintendo spokesmen explained that the rumors were unfounded, and that Sony would receive the specs early in 1993, so that work could go forward on the hardware, per the agreement between the two companies.

Chessmeister Lampoons Classic Board Game

Spectrum Holobyte's got its corporate tongue right in its corporate cheek, and chess purists may be shocked at the plans for **National Lampoon's Chess-Meister 5 Billion and 1**.

The company is using *Lampoon*-style humor in the game, and filming live action, then rotoscoping, to produce a funny, fantasy-oriented chess set for adults. Sorcerers, knights, barbarians, and court jesters (for pawns) make up the set, and the player sees amusing encounters as the game progresses. For example, one of the characters (Death the Grim Reaper, as the Bishop) chops at conquered pieces in a dance of death to a disco beat. The art, which has a definite touch of bawdiness in spots, is being created by Mike McGinty, best known for his movie posters for *Earthquake* and *National Lampoon's Vacation.*



Access, Virgin Sign CD Deal

Virgin Games has just entered into an agreement with Access Software for CD-ROM rights to the Access hit golf game, **Links.**

Under terms of the deal, Virgin will market CD-ROM versions of **Links** for Sega CD and SNES CD-ROM. Live action film and on-location pictures will enhance the reality of the program, which is already noted for its SVGA graphics in the PC version.

Extra Game on Turbo Cart

Turbo Technologies revealed, in an exclusive **EG** interview, that their pack-in **3-in-1** cartridge is actually encoded with a fourth game.

The company plans to reveal access to a code that will make **Bomberman** playable. It should be known during the month of January.

360 Steps Into Space

Three-Sixty Pacific, Inc. is going into the far future of space travel and intergalactic war with their latest simulation, **Battlecruiser: 3000 AD**. It combines space adventure with flight simulation, resource management and strategic missions, and is slated to reach retailers in April, 1993.

The program puts the player in command of the defense of a consortium of planets against the aggressive Gammulans through over 50 missions. State-of-the-art graphics and a soundtrack by The Fat Man round out the design by Dr. Derek Smart.



Zorking Out at Activision

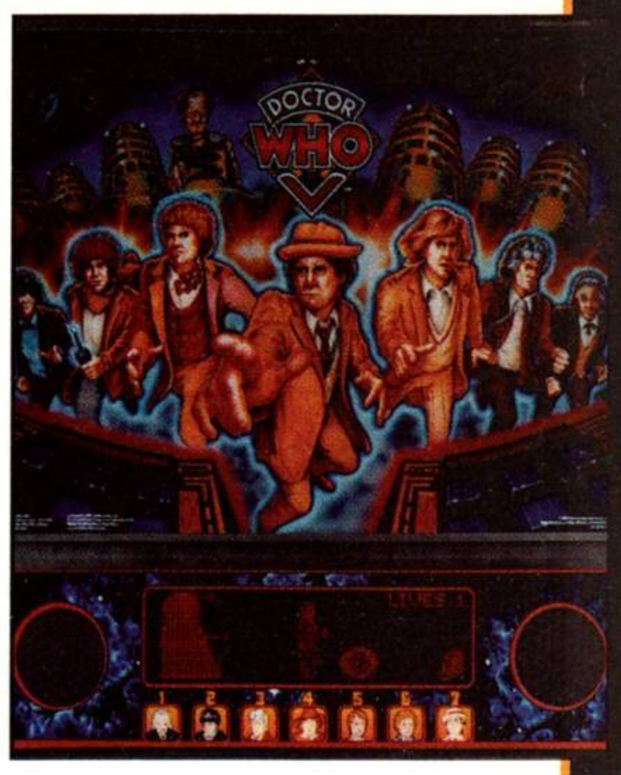
Zork is livelier than ever, according to sources at Activision. The company is turning the classic series, which began as text-based adventures, into a live-action adventure, with actors and action already on film at Activision studios.

The new version will be initially released in March or April for play on MS-DOS computers, and will contain over one hour of spoken dialog. CD ROM editions will follow, probably toward the end of 1993, for both Macintosh and MS-DOS.

Pinball For Who

November 23, 1993 marks the 30th anniversary of the BBC's first broadcast of *Doctor Who*, the world's longest running science fiction series. Bally is celebrating the event with a pinball. **Doctor Who** features a complicated story line reminiscent of Whovian tales, involving The Master, an army of Daleks, and all seven Doctors.

Game play utilizes a multi-level playfield, the Doctors' voices and special effects from the series, sequenced targeting, an embedded video game on a dot matrix display, and virtually unlimited scoring through a series of multi-pliers, loops, and waves that push points into the hundreds of millions. The good doctor is more exciting than ever!



Psych Prof Touts Games

Dr. Geoffrey Loftus made it official in his book *Mind At Play.* According to the psychology professor, video games are actually good for kids.

The doctor says the games help players acquire social skills and improve their self-esteem. He also praised video games for their role in bringing family members together, teaching learners to solve problems, and (of course) for increasing hand-eye coordination skills.

Acclaim Signs Synthetic Actors

Acclaim Entertainment has acquired the technology to create synthetic actors through an exclusive agreement with Biomechanics and Ardent Studios. B&A Studios, motion study experts and biomechanical, medical and sports analysts, create lifelike on-screen images, using mathematical data for geometric modeling, texture mapping and motion capture. Robert Holmes, Acclaim's president, said, "Using this technology, we can both speed the animation process and deliver three-dimensional realism." The company can generate animated life-like figures from sets of still photographs.

The "synthetic actors," based on inanimate objects or live originals, can be incorporated as video game characters in all sorts of interactive media, including CD-ROM. Acclaim believes the process will cut current animation costs.

Video Games Top Wish List

Video game related products formed the top three of a list of nine toy categories wanted by children for the 1992 holiday season according to a special "North Pole Poll" conducted by The Gallup Organization Inc. The SNES took top honors in a separate retailer poll by Golin/Harris Communications.

Gallup made two concurrent telephone surveys of children aged 7 to 16 and their parents.



The children were asked which gifts they would most like to receive; parents were asked which they believed their children would prefer. Video game systems were tops across the board, with 63% of the children and 59% of the parents; portable video games took second with 54% and 47% respectively, and a video game came in third with 43% and 37%. Among the youngsters, both boys and girls ranked video game systems tops with portables second; boys also gave a video game third place, but girls put this fourth after a prerecorded video tape.

Of the 50 retailers surveyed (ranging from Toys 'R Us and Macy's to Toy World and FAO Schwarz), the Super Nintendo ranked first with 48% listing it as probable top seller. The Sega Genesis tied with Trolls in second place, and the general category of video games tied in third with Lego's and Batman figures.

These retailers anticipate **Street Fighter II** as the top-selling video game, followed by **NCAA Basketball** and **Sonic the Hedgehog 2**.

Carmen Gets Recognized

According to a recent telephone survey, four out of five kids recognize Carmen Sandiego, making her one of the most popular characters in the country among Americans aged 10-14.

Carmen stars in her own PBS TV program, a half-hour game show first aired in September 1991, and in seven detective games which have sold more than three million copies worldwide.



Fuji Offers Tips and Advice

Fuji Photo Film's computer products division produced a series of free publications called *F1,* offering advice and tips on computer-related topics. The first four-page issue, for instance, covered data backup, from "What Is Backup" to "Why Should I Purchase A Backup Software Program." Steve Solomon, the division's vice president and general manager, said, "We chose backup for the first issue because it is too often overlooked by many PC users."

To prevent virus damage, Solomon recommends the following safety measures: make frequent, complete backups of your hard drive



and data disks; invest in an anti-virus program, and use write-protection on floppy disks.

The free publications are available at most computer software stores.

The Sears Connection

A pivotal moment for the gaming hobby occurred in 1971-72 when Nolan Bushnell brought his idea for a home entertainment unit to Sears.

Nolan showed a dedicated **Pong** player to the manager of the games department, who was dedicatedly uninterested. Next he showed the **Pong** machine to the manager of the toy department, who didn't want to play.

In desperation he took the prototype to Tom Quinn, manager of Sears sporting goods department. Tom thought it was wonderful, and believed that home video games might become a hit someday.

Sears helped Atari obtain domestic letters of credit so Nolan could proceed in business, and had 100% of Atari's first year's output of game players, which were private-labeled *Telegames.* When the *Atari 2600* was first released, the Sears version was called the *Video Arcade.*

One more person provided the final link in the important Atari-Sears connection. It fell to Dick Lehrberg, then sales coordinator for Sears and eventually buyer for all games, to work with Sears' stores, introduce video games, and convince each management team to carry the new devices.

EG salutes Tom Quinn, Dick Lehrberg and Sears, for their important contributions to the electronic gaming hobby.

VISIT STRANGE PLANETS, MEET WEIRD ALIENS, NUKE THEM.



SEGA GENESIS







Tired of swinging sticks at dragons? Then join the FW Space Marines and blast off on 18 intense wartime scenarios! You'll be deployed on planetary assaults, spaceship raids, and those thrill-packed Seek and Destroy missions every true-blooded Space Marine lives for! With a platoon of laser-tot'n grunts and a shipload of weapons, you might have a rats chance in ...

Breach — It's not just a role-playing game, it's a futuristic adventure!



Sammy®

American Sammy Corporation
2421 205th St., D-104 • Torrance, CA 90501

American Sammy Corporation® and BREACH™ 1992 are trademarks of American Sammy Corporation. SEGA GENESIS™ and SEGA™ are trademarks of Sega Enterprises Ltd. BREACH 2 software Copyright © 1990, Omnitrend Software, Inc. Sega™ and Sega Genesis™ are trademarks of Sega Enterprises Ltd. Licensed by Sega Enterprises Ltd. for play on the Sega Genesis™ System.

A Look to the East...

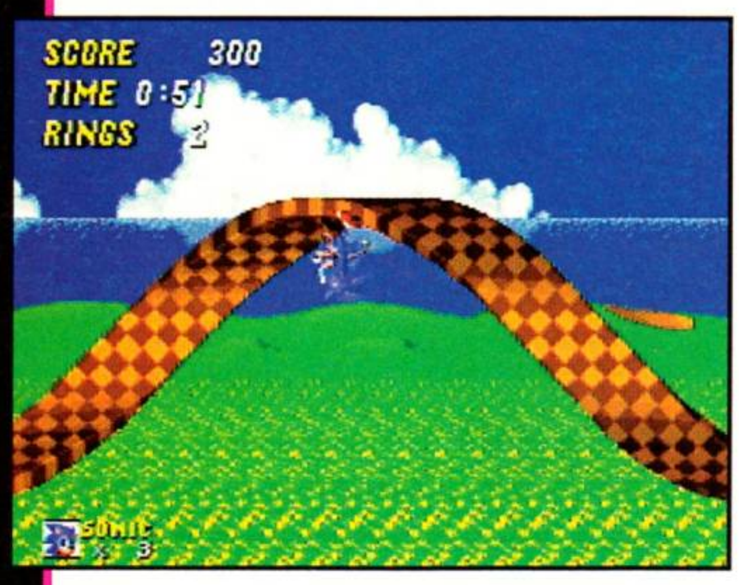
by Marc Camron

Catching Up...

For years it has seemed like those of us living in the United States have been playing catch-up when it comes to video games. This holds especially true for anyone who has been playing games from the Atari days. Back then, when a new game was announced, it would appear in the magazines, and then in the stores. Now, thanks in part to columns like this one, games are announced that people will wait months for. Some games may be talked about and never seen at all.

The reason for this is simple, the majority of games being released nowadays come from Japan. This has been true ever since Nintendo revitalized the industry in the mid '80s and will probably remain so for a while.

When a game is programmed overseas, it must be translated and "made suitable" for the different audience the United States represents. This takes time. With some of the more complicated games, it could take months.



Some companies are not committed to bringing their product to the U.S.

Square Soft. is waiting to see how well **Final Fantasy Mystic Quest** sells, before they commit to releasing any more of the **Final Fantasy** games for the Super NES. And the games known as **Final Fantasy 2 & 3** for the 8-Bit Nintendo, will most likely never see the light of day on this side of the Pacific.

Still there is hope. Lately, the gap between Japanese and American release dates has been closing. And it seems that the bigger the title, the closer the release dates come together.

Mystical Quest Starring Mickey Mouse was only out for a couple of weeks in Japan before being released here in the U.S.

The same holds true for what proves to be the biggest Game Boy title of the year, **Super Mario Land 2: 6 Golden Coins.**

And in an unprecedented move, Sega took their biggest game of the year, **Sonic 2**, and released it world-wide on the same day - November 24: **Sonic 2'sday**.

Further, Sega has officially stated that they are trying to close the gap in these release dates by developing for all countries at once.

The reason for this is simple. Game companies have been losing money because many mail-order houses have popped up, selling grey-market merchandise. While the sale of these games in the U.S. violates no law, it is discouraged by all of the game companies.

And as long as the game companies feel a loss of profit, they will do everything in their power to fix the problem. And in this case the answer is easy.

Release the games at the same time.

Epyx Starts New Label



Epyx, Inc., the veteran gamemaker, launched a subsidiary label for sale of edutainment products. Everbright Software's first product is **Bible Builder** for the PC market.

Non-denominational in approach, the game challenges players to assemble fragments of hidden verses with the aid of hints scattered through animated biblical scenes.

"Everbright Software will give a unique identity to our edutainment line," said William Lanphear, Epyx CEO. "The Epyx brand will continue [with] hit computer games as well as creativity products."

Sierra Prepares Teacher Packs

There'll be plenty of funware in the classroom, if Sierra gets its way. The company has prepared special Teacher Lab packs for



two of their most popular edutainment titles, **Castle of Dr. Brain** and **EcoQuest.**

The special packages contain, in addition to the game software, hundred-page curriculum guides that apply the appropriate class levels and create assignments. Teachers may buy either game with a 2-disk license for $59.95, or 5-disk license for $149.95 for the complete teaching set.

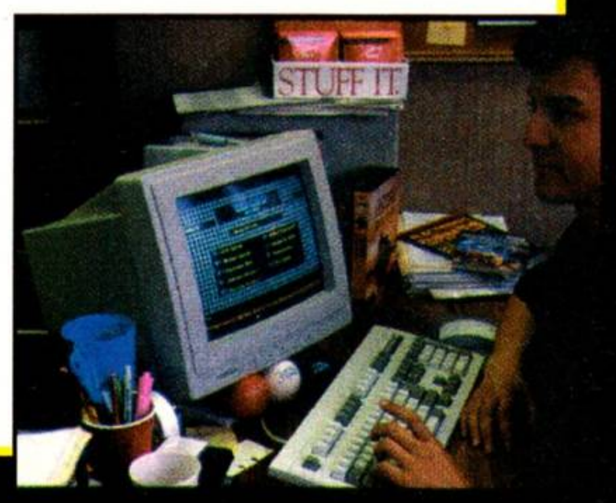
Sierra also announced a new IBM version of **Mixed Up Mother Goose** which incorporates many of the upgrades that were created for the CD-ROM version, including all of the songs.

Due soon are **Eco-Quest II** and **Twisty History**, a time travel adventure to Ben Franklin's era.

Interplay Goes On-Line

Interplay Productions started an electronic bulletin board so customers can access products hints, upgrades, demonstrations and technical support.

The BBS is open 24 hours for modem users at (714) 252-2822, and there is no charge to consumers for its use.



CATCH THE TAITO HEAT WAVE



This head bangin' hard checkin', free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and CHECK it out!



Oversized mutant morsels are at their boiling point. Indulge in a menu of madness, so spicy, it will make your eyes water. These dirty dishes need to be cleaned up, so grab your pan and start cookin'!



Cogswell has violated the rights of the aliens by setting up a mining colony. Help George gather gadgets that will help him get to the colony and shut down the power. George's clumsy habits will have to be overcome.



This hard-hitting cart will cause some real headaches. You'll need to unleash your fatal fists on some bad dudes and crazy creatures. So, punch-in because this job will take a real superhero!



Behold! The ultimate brain buster! Rotate maze after maze as you try to get your ball through before time runs out. Levels of geo-metrical motion will keep you dizzy. You'll have a ball!



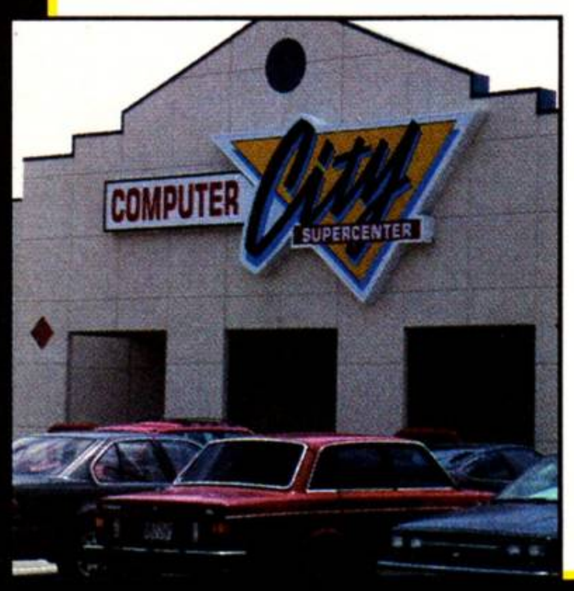
Fred uncovers a treasure map and sets off on a wild adventure to find the loot. Help Fred through seven adventure- filled stages in this journey.

Taito, On The Ball, Sonic Blastman and Panic Restaurant are trademarks of Taito Corporation. The Jetsons® and The Flintstones® are registered trademarks of Hanna-Barbera Productions, Inc. ©1992 Hanna-Barbera Productions, Inc. Hit The Ice™ ©1992 Taito Corporation. ©1990 Licensed from Williams Electronics Games, Inc. Nintendo Entertainment System, Super Nintendo Entertainment System and Game Boy are registered trademarks of Nintendo of America, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. ©1992 All Rights Reserved.

TAITO™
THE ONLY GAME IN TOWN.

Computer City Goes National

Computer City superstores continue to appear in major markets throughout the U.S., with its 17th location opening in Las Vegas, and others were scheduled to open in St. Louis and Baltimore before the end of 1992. The division of Computer SuperCenters International, Inc., a wholly-owned subsidiary of Tandy Corporation, sells over 5,000 name brands in addition to Tandy, including personal computer products by Apple, AST, Compaq, Hewlett-Packard and IBM. Computer City president Alan Bush said, "We will continue our aggressive plan to open 12 to 15 new Computer City SuperCenters each year."



Comdex Scoops

Access has a new Tex Murphy adventure in the works; it's scheduled for July release... **Lemmings 2** (Psygnosis) uses digitized speech to deliver messages, as the different Lemmings tribes use individualized attributes, such as stacking, hang-gliding, ballooning, and more... Capstone's **BridgeMaster** and **Trump Castle III** use SVGA graphics, and are modem and network enabled. The company plans a CD-ROM version of **TCIII** by March... **Flicks** databanks 30,000 movies with expert PC search routines; this is the ultimate movie-lovers' tool, with an embedded trivia game, from Villa Crespo this Spring... ICOM plans **Global Golf**, a CD extravaganza that lets you golf in unusual locations, such as atop Mt. Everest, at the Tower of London, and other amusing spots...

Put Your Mac On Television

TV Link, a presentation unit that converts PC video output to television compatible signals, now has an adapter that lets it display Macintosh screens as well.

It's designed chiefly for business presentations, so that computer generated text and graphics can be displayed on a regular television set, but according to KDI president Eugene A. Cafiero, the $1,165 TV Link "can even be utilized to enhance video games. It's extremely versatile."

KDI Corporation's system provides NTC composite, S-Video, RGB, RF and VGA outputs in resolutions up to 640 x 480, with up to 16 million colors, and output can be recorded to a VCR.

Crystal Ball

In presentation, **NFL Video Pro Football** (Konami & Spirit of Discovery, for PC and compatibles) is the hottest gridiron strategy simulation ever produced. The multi-windowed game screens offer the player not only a diagram of each play (along with the score, field position and other crucial data) but also full-motion, black and white footage direct from NFL Films.

All 28 pro teams are available to be coached from a selection of 150 offensive, defensive and special team plays. Developed by Park Place, creators of EA's **John Madden Football** and **NHL Hockey** for the Genesis, **NFL Video Pro Football** should really get the juices flowing for armchair coaches.

If **Total Distortion** (Pop Rocket, Macintosh with CD-ROM drive) sounds more like an alternative rock band than a computer software title, consider that it bills itself as a "music video adventure game" with the ambitious goal of simulating an interactive rock-media theme park on CD-ROM. Players move through a 3-D cinematic environment, chatting with computer characters who talk back, checking out rock stars, making music videos and monkeying with everything from electric guitars and radios to video games and books on sorcery. It's like an MTV production of ***Cosmic Osmo*** *Meets Fantasy Role-Playing.*

Gary Grigsby's Pacific War (SSI, PC and Compatibles), an ambitious hex-grid wargame based on WWII action in the Pacific Theatre, spans over 78 million miles in territory. The entire Pacific end of the war is covered in amazing detail, including amphibious invasions, carrier combat, kamikazes, strategic bombing and submarine warfare against merchant shipping.

Designer Grigsby poured an incredible amount of research into this project, giving it the look of one of the most sophisticated war simulations ever produced.

Despite the title, **Dune II** (Westwood/Virgin, PC and Compatibles) is not a sequel to Virgin's **Dune**. Both the original **Dune** and this Westwood game were in development at the same time with no interaction between the two creative groups. Interestingly enough, the European team that produced **Dune** and the Las Vegas development house that produced **Dune II** both had visions of a game with a heavy strategy component.

"This is **Sim City** meets a war game," explained Louis Castle of Westwood, describing **Dune II**. "It's definitely a strategy game." Hot graphics and a slick interface, not to mention the superb job Westwood did on **Kyrandia,** make this one of the most anticipated new properties on the computer game horizon.

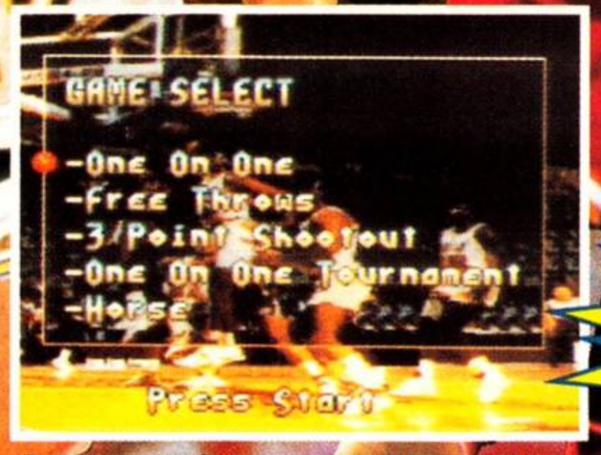
JAM IT HOME!



OFFICIAL LICENSED PRODUCT®

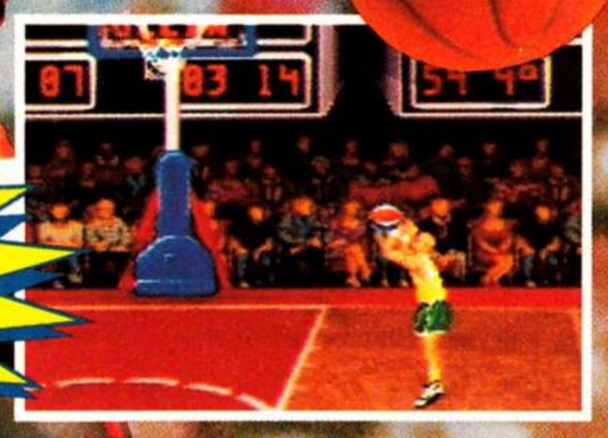
DON'T BE DENIED... TAKE THE NBA® ALL-STAR CHALLENGE™!!!

Rock the rim with 27 of the hottest NBA® All-Stars. Downtown or in the paint, driving offense and intense "D," take it to the hoop with the likes of Patrick Ewing, Clyde Drexler and Chris Mullin. If you're looking to Play with the Pros, then NBA® All-Star Challenge™ is the game for you!



5 BACKBOARD SHATTERING WAYS TO PLAY!

NOW FOR THE SUPER NES™!



SCORE FROM DOWNTOWN!



NBA® ALL-STAR CHALLENGE™



Available for SNES™ & GAME BOY.

LICENSED BY Nintendo®

LJN LTD.

Official Nintendo Seal of Quality®

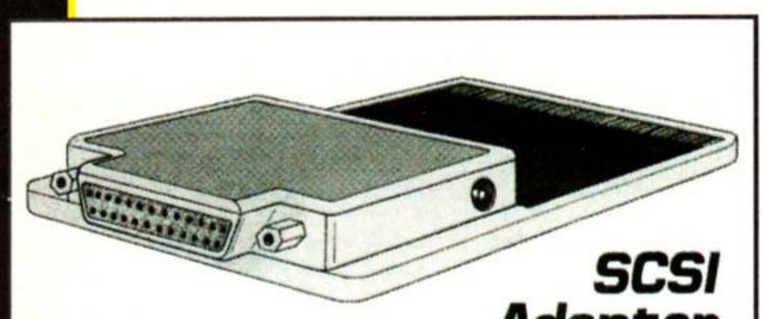
All NBA and Team Insignias depicted are the properties of the respective NBA Teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. Super Nintendo Entertainment System®, Nintendo Entertainment System®, Game Boy®, Game Link™ and the official seals are trademarks of Nintendo of America Inc. Play with the Pros™ is a trademark of Acclaim Entertainment, Inc. © 1992 Acclaim Entertainment, Inc. All rights reserved. All-Star Challenge™ & LJN® are trademarks of LJN, Ltd. © 1992 LJN, Ltd. All rights reserved.

Duo Doubles As PC-CD Drive

Turbo Technologies Inc.'s adaptor for its Turbo Duo machine lets the Duo be attached to a computer to serve as an all-purpose CD-ROM. Dubbed the **Intelligent Link**, it is plugged into the TurboChip slot, then into the SCSI port of a Macintosh or MS-DOS computer, which enables the Turbo Duo to read CD-ROM disks for that computer.

The MS-DOS adaptor is not MPC compatible, so there are some limitations to its usefulness. The Macintosh prototype demonstrated at Comdex had no apparent limitations to the CD games it would accept.

The **Intelligent Link** will retail for under $100. The SRP for the Turbo Duo is currently $299. The price and the expanded capabilites make the Turbo Duo and **Intelligent LInk** an attractive CD option for Mac and PC owners.



SCSI Adapter

November EG Readers' Poll

These are the top games, according to the November readers' poll:

Favorite Video Game
1. Street Fighter II
2. Sonic
3. Zelda III
3. John Madden '92
4. Final Fantasy 2
4. Revenge of Shinobi

Favorite Computer Game
1. Out of This World
2. Kings Quest IV
3. Falcon 3.0

Favorite Multimedia Game
1. Ys
2. Loom

Favorite Coin-Op Game
1. Street Fighter II
2. Mortal Kombat
3. X-Men

Acclaim to Support Top CD Platforms

Acclaim games soon will be available for all CD systems, thanks to a series of agreements signed by that company. Acclaim Entertainment reached separate agreements with Nintendo of America, Sega of Japan, and Sony Corporation, to publish CD-ROM software for their CD systems.

Acclaim president Robert Holmes said, "We are proud to be able to support the foremost interactive entertainment hardware companies as the industry shifts to optical disc media."

Acclaim's first Sega CD software, a World Wrestling Federation title, is due shortly, with titles for the Nintendo and Sony systems scheduled for later in the year.

Top Coin-Ops: September 1992

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

Best Upright Videos
1. *Mortal Kombat*; Williams
2. *Streetfighter II:CE*; Capcom
3. *Lethal Enforcers*; Konami
4. *Terminator 2;* Midway
5. *Sunset Riders;* Konami
6. *Turbo Out Run*; Sega
7. *Steel Gunner;* Namco
8. *Double Axle;* Taito
9. *S.C.I.*; Taito
10. *Super High Impact*; Midway

Best Deluxe Videos
1. *Virtua Racing*; Sega
2. *Suzuka 8 Hours*; Namco
3. *Stadium Cross*; Sega
4. *Final Lap 2*; Namco
5. *Race Drivin';* Atari
6. *Steel Talons;* Atari
7. *X-Men*; Konami
8. *Grand Prix Star*; Jaleco
9. *Hard Drivin';* Atari
10. *Mad Dog*; Betson/ALG

Best Coin-Op Software
1. *World Heroes*; SNK
2. *Art of Fighting*; SNK
3. *Street Fighter II;* Capcom
4. *Aero Fighters*; McO'River
5. *Undercover Cops*; Irem
6. *Wrestlefest;* Technos
7. *Steel Gunner 2;* Namco
8. *Raiden*; Fabtek
9. *King of Monsters 2;* SNK
10. *Atomic Punk 2*; Irem

Best Pinball Machines
1. *Addams Family*; Midway
2. *Fish Tales*; Williams
3. *Lethal Weapon 3*; Data East
4. *Cue Ball Wizard*; Gott./Prem.
5. *Terminator 2*; Williams
6. *Getaway*; Williams
7. *Black Rose*; Midway
8. *Fun House*; Williams
9. *Hook*; Data East
10. *Super Mario Bros.*; Gott./Prem.

Top Selling PC Games: Sept. 1992

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.

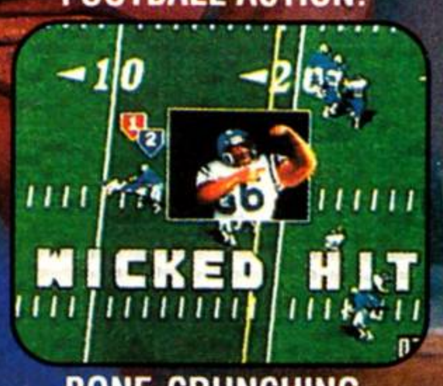
Top MS-DOS Games
1. *Falcon 3.0: Op. Fighting Tiger;* Spectrum Holobyte
2. *Wing Commander;* Origin
3. *Darklands;* MicroProse
4. *Might & Magic: Cloud/Xeen;* New World
5. *B-17 Flying Fortress;* MicroProse
6. *Civilization;* MicroProse
7. *Birds of Prey;* Electronic Arts
8. *Quest for Glory III;* Sierra
9. *Hardball III;* Accolade
10. *Links-386 Pro*; Access

MS-DOS Educational Games
1. *Where in the World is Carmen Sandiego;* Brøderbund
2. *Mavis Beacon Teaches Typing;* Software Toolworks
3. *Your Personal Trainer for the S.A.T.;* Davidson
4. *New Math Blaster Plus;* Davidson
5. *Algeblaster Plus;* Davidson

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



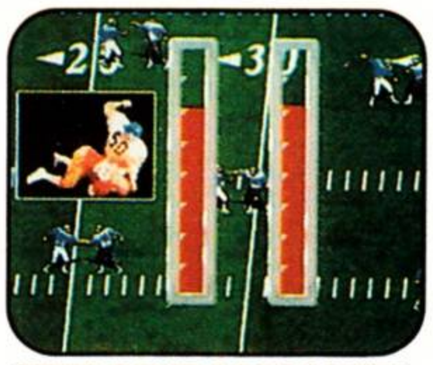
AUTHENTIC ARCADE FOOTBALL ACTION!



BONE-CRUNCHING TACKLES!



OVER 30 OFFENSIVE AND DEFENSIVE PLAYS!



SETTLE THE SCORE WITH AN ALL-OUT BRAWL!



BASED ON THE ARCADE SMASH!

SUPER HIGH IMPACT

Super High Impact for Genesis brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from 18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

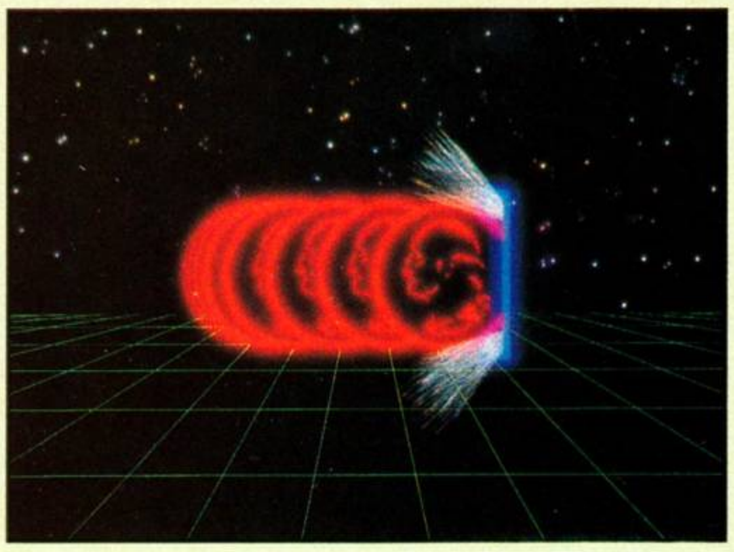
Stop watching from the sidelines... This is football action so real... it's Bone Crunching!

ARENA ENTERTAINMENT™

OFFICIAL SEGA SEAL OF QUALITY

THE PLAY WITH PROS!

Super High Impact® ©1991 is a registered trademark of Midway® Manufacturing Company. Used by permission. Sega and Genesis are trademarks of Sega Enterprises Ltd. Arena Entertainment™ is a trademark of Arena Entertainment. ©1992 Arena Entertainment. All rights reserved.



INSERT COIN HERE

Are You Game?

by Jay Carter

In the past we've tended to look at the application of technology as a way to help better define the direction coin-op is taking to provide us with leading edge entertainment. Admittedly, we can see the advances in the latest video games as well as pinball machines. However, there is yet another game category that is experiencing a convergence of old line fundamentals with new age developments—novelty amusement equipment.

Back in pre-history, these were the machines that tested our strength, gave us a prediction for the future or otherwise provided us instantaneous gratification for our money. More recent vintage efforts have delivered rather simplistic game principles resulting in the winning of some prize, plush toy or otherwise. In addition, recognize that what we're talking about here can include such diverse attractions as skeeball, air hockey, foosball and even pop-a-shot basketball games.

Today the notion of ticket dispensing games might best be seen as challenges for a younger audience who look longingly at a display case filled with everything from penny candies to personal electronics. But don't be misled into thinking that some of the current machines aren't just pure fun for solo or competitive play. Nor should you dismiss these games as not having an impact on what you'll find at your local amusement emporium.

In fact, the success of this area of game design has been nothing short of remarkable, with almost every major manufacturer looking to tap into this growth market. More and more, we are seeing the influences of what might best be described as "value-added" novelty/redemption games. Two great examples of this



trend can be found with the introduction by Williams Electronics, two years ago, of a baseball game called **Slugfest** that awarded players with collectible baseball cards or Midway's **Super High Impact** video game which spit out football cards.

Whether it's to win something in addition to playing a solid game, or the main objective for even playing a machine in the first place, what shouldn't be minimized is that many current introductions in this category are really very entertaining on their own merits as an alternative to more conventional equipment we typically think about when we consider the world of coin-op.

Highlighting the recent crop of releases is Data East's **Lizard Command** which is nothing more than a non-stop, all-out head-to-head assault where you get to maneuver your tank from side to side, while firing ping pong balls against an opponent's tank. The controls are straightforward with a joystick to slide your tank away from an incoming barrage or to better align your own attack strategy. A single button provides access to firing your arsenal of ping pong balls at your enemy's lizard target in order to score points and win the battle.

From the wonders of **Virtua Racing**, Sega has also recognized the popularity of novelty games with the introduction of a machine that, from the distance, might look like a video game cabinet but is really a very simple concept brought to life for coin-op.

Remember those labyrinth games we might have gotten as a Christmas gift? Some were plastic, others were made of wood, with lots of holes and a little steel ball to control around and through the maze.

Well, Sega has what they're calling a "redemption game system that's totally programmable" with three dif-

ferent playing surfaces. **Awesome Rat**, **Awesome Loop** and **Hi Tension** provide different layouts and graphics, with the need to use a single joystick to tilt the playfield in order to get a ball from start to finish.

Taito's **Monkey Mole Panic**, besides being a great name for a game, features nine large buttons (in three rows of three) on the front of the cabinet with a video screen that displays corresponding rows of animals waiting your attack. Pound the right button and the appropriate critter feels your wrath with a hammer on the noggin. Hit all the animals and you'll clear a wave as the action gets more fast-paced as well as difficult. And lest you think that the menagerie of alligators, crabs and cockroaches are really stupid, they can don battle helmets for added protection against your button pounding. Also thrown in is a bonus weightlifting round after every five stages. There's also the ability for two-player competition and up to four machines can be linked together for some real outrageous fun.

Rounding out this spotlight of novelty/redemption games is an ingenious creation from Premier Technology, makers of Gottlieb pinball machines. Just a few short months ago, this company introduced their **Super Mario Bros.** pinball with the hope being that the license might appeal to those video game fans of the Nintendo legend.

Now comes **Super Mario Bros. Mushroom World**. With its backglass graphics and dot matrix display scoring, it looks like a standard pinball machine. However, by design, there are some not so subtle differences. Begin with the fact that the game itself is a smaller version (although game height is adjustable) with a downsized playfield. There are two flippers to control, thumper bumpers, kick-out holes, drop target banks and even an elevated ramp to send the ball spiraling up and around, but the primary intent is to deliver single ball play and the chance to win tickets based on points you're able to total.

All in all, activity continues unabated to further the future for these types of games and many more that are coming in the months ahead. However, suffice it to say that development continues to advance in an effort to appeal to each and every coin-op game enthusiast looking for new challenges.

If golf is your passion, Irem might just have the action you've been waiting for. Featuring some exceptional on-screen graphics, **The Irem Skins Game** captures much of the excitement of real golf for two to four players. There are three different game options, including stroke play, match play or a high stakes skins competition.



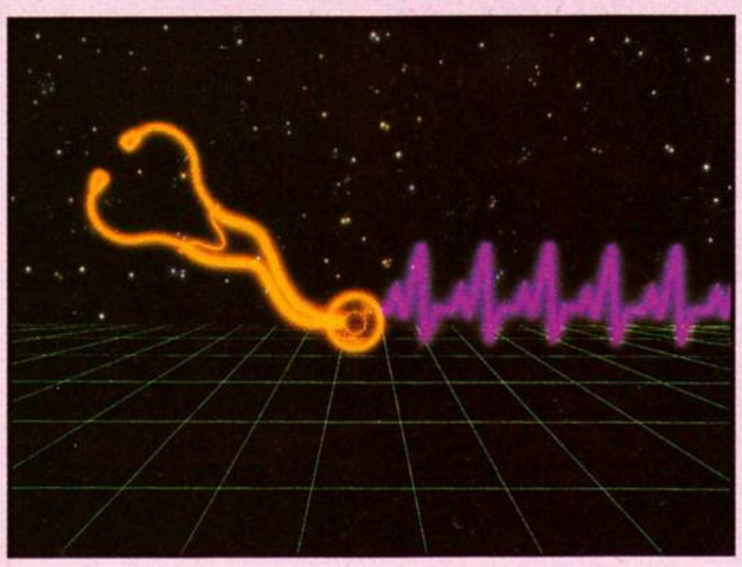
There are four different golfers to choose from, each having their own unique abilities. You can select the power hitter who can drive the ball great distances but lacks accuracy, the technician with his accuracy hopefully making up for lack of power, the pro who represents the best balance of skills, or the magician who provides some nifty hooks, slices and spins when the course layout leaves you looking for a more direct approach.

In addition to highly articulated controls for shot direction, stance and even the amount of power you want to use, **The Skins Game** serves up two different 18-hole courses and a special memory feature allowing players to keep personal records, individual ranking and comparison to other players from one visit to the next, via entering your name or initials.

Want to test your ability in interstellar warfare? Well, get ready to man your battlestations with Atari's **Space Lords**, a dual monitor extravaganza that can accommodate up to four players or even be linked to provide action for eight combatants. What's interesting here is that there are pilot and co-pilot stations with the former able to control a throttle for speed and direction, a flight controller for steering, and a hyperspace button to get out of tight situations. There's also a trigger for firing unlimited lasers and a fire button for sending out nukes.

When two players team up side-by-side, the co-pilot not only means double the firepower, but also controls a cloak button for undetectable flight as well as a turbo cloak for rapid transit. **Space Lords** also allows you to choose from three different modes. In the solo game, you have to destroy a specific number of alien ships in order to advance through the multiple waves. Team mode provides head-to-head action, and melee has a knock-down, drag-out dogfight in outer space as the objective. No matter what mode you're in, a nice game play touch is the ability to switch to a rear-view perspective and see what's behind you, along with full mobility in a truly dazzling 3-D universe of colorful asteroids and gaseous nebulae that lie in your wake. In addition, you can also customize your ship before a battle to enhance your maneuverability, defense and firepower capabilities.

And that's it for this time around in the amazing world of coin-op games. Until next time when we'll feature the latest and greatest offerings, keep playing and have some fun!



GAME DOCTOR

Q&A With The Gaming Guru

by The Game Doctor

Happy holidays, electronic gamers. Alas, gift-giving (and receiving) can lead to product problems or even severe philosophical disturbances. Fortunately, we are here every issue to serve your needs and calm that fevered brow. Now, while I've got the goodwill flowing, let's get down to the questions…

Q: We hear a lot about features like "rotation" and "scaling," but what do these terms really mean? Can't you just program the game to rotate or scale or whatever? And if computers, like the 486 PC, have so much memory, why don't their games blow away video games? When I read the bits and bytes and stuff for video game systems, they seem pretty lame compared to the power of the computer numbers.

D. Mullins
San Antonio, TX

A: *Certain game features tend to become buzzwords; we hear them constantly, but we don't always understand them. Rotation is the built-in ability to take any graphic presentation and, literally, rotate it. Scaling automatically determines the location of a character or game sprite and keeps the size of that sprite in scale with the objects around it. For example, a character in the foreground of a scene will be bigger than if he/she/it moves to the background.*

The key thing to remember here, however, is that these are built-in features of the machine. Video game systems have never had the power of contemporary computer systems; the Atari 2600, after all, was created to play 2K games while home computerists were tinkering with their 48K Apple IIs. But video game systems have also maintained an advantage over their more powerful computer cousins: they don't have to do anything but play games. They don't need to produce spreadsheets or do desktop publishing; they don't need Operating Systems or any of that stuff. So every iota of computing power the machine has is dedicated to game-oriented tasks. Video game systems, for example, are designed to handle sprites, or moving on-screen objects. Computers have to be programmed to handle that kind of visual information.

Scaling, rotation and Nintendo's other famous Mode-7 features are built-in. That means that developers don't have to waste time or precious memory space telling the video game system how to perform the kinds of functions game players want.

Q: Will the company that produced **Mad Dog McCree** be turning out similar arcade games? I thought this game was absolutely incredible. How did they do it and will any of these games ever appear on home systems?

John Daly
Chicago, IL

A: *The company in question, American Laser Games (ALG), has already released a sequel to that hit title. The follow-up is called* ***Mad Dog II: the Lost Gold****. Once again, players fire at a variety of on-screen bad guys while searching for a legendary treasure. The game runs on either a 33" or 50" screen for maximum impact. A sci-fi title is also in the works and may be ready by the time you read this. Specific details are not available, but it should be just as impressive as ALG's first effort.*

For those readers unfamiliar with this game series, ALG uses full-motion video, with elaborate sets and actors, as the actual game screens. Players use a target gun to fire at the on-screen characters. There's nothing all that revolutionary about this type of game, but ALG's interface and hardware allow the most realistic flow of action and interaction ever seen with this kind of technology.

ALG started out, by the way, producing ***Hogan's Alley****-type simulators for police forces around the country. This type of elaborate staging simulation was seen in the FBI training sequences of the film* Silence of the Lambs *and in countless T.V. police shows. The person being tested walks down a simulated street and a variety of targets pop up in doorways, windows, etc. Some are bad guys and some are innocent bystanders. The object is to quickly recognize the bad guys and take them out while leaving the bystanders unmolested. Not all police departments have the budget to construct such simulations, however, so video alternatives provided by companies like ALG have been attractive to them. The dollars earned in arcades, meanwhile, have proven quite alluring to the folks from ALG, which had a certified hit with* ***Mad Dog****. The game received extensive media coverage, including a segment on the nationally televised* Today Show.

TURBO TOUCH 360™ DOES WHAT OTHER CONTROLLERS DON'T

	TURBO TOUCH 360	OTHER CONTROLLERS
ELIMINATES NUMB THUMB	Yes	No
QUICK RESPONSE	Yes	No
EASY DIAGONAL	Yes	No
TRUE CIRCULAR	Yes	No
BETTER CONTROL	Yes	No
LONGER PLAY AND HIGHER SCORES GUARANTEED	Yes	No



For use with Super Nintendo Entertainment System®



For use with Sega Genesis® and Master System®



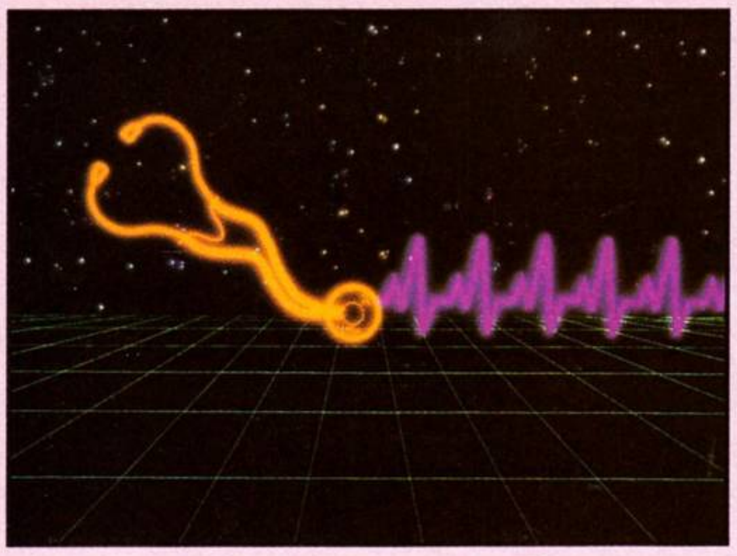
For use with Nintendo Entertainment System®

TURBO TOUCH 360™ BY TRIAX™

Technology Break-through in Video Game Control

For the name of your nearest Turbo Touch 360 retailer or to place an order, call 1-800-858-7429

Patent Pending. Sega, Genesis and Master System are registered trademarks of Sega of America, Inc. Nintendo, Nintendo Entertainment System(NES) and Super Nintendo Entertainment System (Super NES) are registered trademarks of Nintendo of America, Inc. Turbo Touch 360 and Triax are trademarks of Triax Technologies. ©1992, Triax Technologies



GAME DOCTOR

Home versions of the ALG con-tests are in the talking stages at this point; ALG is definitely interested, but there are still lots of details to work out.

Q: How much would it cost me to buy a copy of the arcade version of **Street Fighter II** and how would I get one?

Terry Balor
Westbury, NY

A: *The last time I looked,* ***Street Fighter II*** *was selling for just under $1,000. The* ***Championship Edition*** *is more expensive, but the original game can be had for less than a third that price. Used arcade games can be purchased at some local dealers (check the Yellow Pages for your area) or through the back page section of coin-op trade magazines such as* RePlay.

Q: I was just wondering why some games released in Japan never make it to the U.S.? And then the games we do get have been edited, [such as] the blood reduction in **SF II** and the girls in **Final Fight**. I don't see the reason for this, because we've got games where you can use machine guns and bazookas to blow guys away.

Danny Blair
Patterson, CA

A: *You must remember that there are profound cultural differences between the U.S. and Japan, most of which are not related to a game's violence content as much as to its social implications. Capcom, for example, insisted on several changes in the U.S. edition of* ***SF II*** *because it was felt that some of the materials would be offensive to Americans, who are more aware of racial and sexual stereotyping.*
The reason why the vast majority of Japanese games are not brought to the U.S. remains the same, however: the people in charge do not believe they will sell.

Q: I think companies are relying too much on digitization in video games. I enjoy digitized images in games, but when it is totally full of real life images it makes me wonder why I don't just rent a movie. We have already strayed too far from the path of playability. For example, in the game **Lethal Enforcers** by Konami, I would rather have seen them put in more color and animation and less digitization. Does anyone out there agree with me, Game Doctor, or am I the only one?

Mark Kanter
Peoria, IL

A: *This is an excellent point. I agree that digitization of images is reaching the point of diminishing returns. Even with CD-ROM and laserdisc technology available to coin-op game companies, full-motion full-screen digitized images consume so much memory that the developers are limited in terms of animation and interactivity. Another technology, similar to the rotoscoping process used in animated features, uses live actors on film as the basis for more traditional animation by basing the graphics on tracings of the live footage. This provides the best of both worlds: realistic-looking characters and character movement.*

After all, as the earlier question about ***Mad Dog McCree*** *points up, players can already play the equivalent of interactive movies. Heavily digitized, computer generated images can't hope to compete with this kind of technology.*

Q: It seems like every computer game I buy nowadays has a list of credits about the length of what I see at the movies. I won't test your "patients" by asking for explanations of every job, but how about: producer, concept, designer, programmer, artist and cinematography? I already figured out sound and music.

Guy Ralphe
Burbank, CA

A: *The producer is sort of the go-between for the creative people and the financial people. He generally sets the "milestones" or periodic deadlines for different parts of the game to be completed and has an artistic overview of the entire project. Concept is credited to the person(s) who dreamed up the idea, often the designer(s). The job of the designer(s) is to forge a workable document, with storyboards (illustrations of what finished screens might look like), that transforms the concept into an actual game. Design documents contains everything from probability formulas to text entries and can fill hundreds and hundreds of pages.*

The programmers take the data contained in the design document and shape it into code comprehensible by the computer. The artists draw the characters and backgrounds while the cinematographer handles the animations and shapes the visual elements into an aesthetic whole.

There are, of course, a variety of other skilled artists who can play roles in the creation of software. In some CD-ROM products, actors, actresses and entire film crews are called into play, and with the digital quality of CD sound, entire orchestras can now accompany our interactive entertainment.

And that about brings this month's office visit to a close. Remember, *please* do not expect personal responses to Game Doctor letters; we receive as many as fifty letters a day and it's discouraging to get a letter requesting information for a school project, etc., when we know there's not enough time to properly answer. Remember to send all questions, comments and corrections to:

The Game Doctor (EG)
330 S Decatur
Suite 152
Las Vegas, NV 89107

Breathe New Life Into Your Nintendo® For Under $20



Don't throw your Nintendo® into the closet. Now, there's a great new way to get more fun, excitement and challenge out of your Nintendo games. It's the Turbo Touch 360 controller from Triax. A state-of-the-art, hi-tech control pad that will make you think you've just gotten a whole new system. Thanks to the revolutionary "touch sensor," which allows you to control direction and response with just a touch of your finger, you'll be reaching higher levels with more challenges, more excitement and longer play. If you're not, Triax will refund your money.

There's no need to push down. Just pass your finger across the "touch sensor" and you will get better control, faster response and, of course, no more "numb thumbs."

And the best news is that you can have this whole new video experience for under $20.00 — the price of your Turbo Touch 360. Your Nintendo and the Turbo Touch 360 — an incredible, new winning combination!



TURBO TOUCH 360™ BY TRIAX™

Technology Break-through in Video Game Control

For the name of your nearest Turbo Touch 360 retailer or to place an order, call 1-800-858-7429

Patent Pending. Nintendo is a registered trademark of Nintendo of America, Inc. Turbo Touch 360 and Triax are trademarks of Triax Technologies. ©1993 Triax Technologies

The Ultimate Adventure

Lord British creates a live-action role-playing masterpiece

By Russ Ceccola

Everyone likes Halloween, but no one loves it more than Richard (Lord British) Garriott, creator of **Ultima** and founder of Origin Systems. "Britannia Manor 1992" was his most amazing Halloween adventure yet.

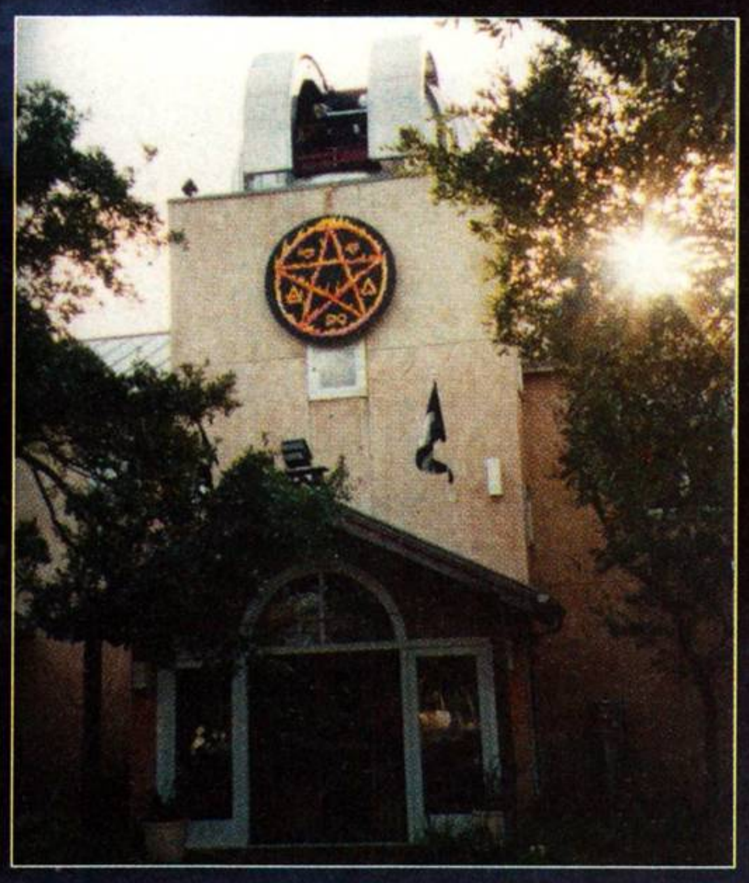
No expense was spared to bring Garriott's ideas to life.

Garriott's fascination with haunted houses began in childhood. He used any excuse to transform his parents' house into a treat for neighborhood kids. He presented three "spook houses" while Origin was based in New Hampshire, but the move to Austin, TX, unleashed his imagination. The Austin spectaculars have intricate stories, more characters, and greater special effects. "Halloween," he admits, "is just an excuse to do this large, elaborate interactive experience. It's not a 'haunted house.' It's a fully interactive, hands-on, full-contact experience unlike anything else in the world."

Garriott and Origin spent $55,000 on consumables like tarps, lumber, makeup, food, paint, costumes and even aspirin. High End Systems loaned $100,000 of concert lighting and lasers and $30,000 of audio gear. Additionally, $100,000 of cameras and video gear helped the event run smoothly. A neighbor helped fill the enormous power needs.

This translates to $200-$300 for each guest, but Garriott felt each penny was worth it. "Musicians know how well an album does based on its sales, but they never get to see a user's response to their music. That's why they value live performances. That's really what this is for me. This is one chance to get direct, instant feedback from people enjoying one of my creations."

Running "Britannia Manor 1992" was as tough as building it. The all-volunteer crew donated 15,000 man-hours. "I Created Britannia Manor"



Brittania Manor 1992 was held on Halloween, and what a party it was.

T-shirts went to those who volunteered 25 hours, tickets to the Zachary Scott Theater rewarded 50 hour veterans, and 100+ hour workers get a video compilation of the three Austin adventures.

Despite occasional equipment malfunctions, they brought the adventure to life smoothly every night. Earphones kept the 20 managers in contact so that they could make quick fixes and handle emergencies without destroying the experience for the guests. Amazingly enough, only about $2000 or $3000 in damage was done to the house. The volunteers were careful during construction and took care of the house so that it would be left in almost the same state it was in before.

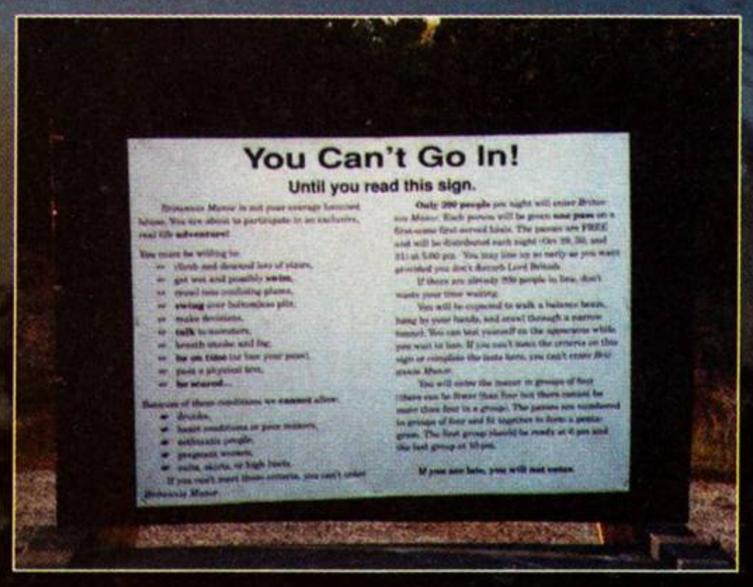
"There are physical and mental tests in the adventure," Garriott warned guests. "If you don't pass these tests, though you are likely to return alive, you are not likely to return in the same physical and mental state." Some groups got doused with water, and a few even were asked to leave.



People came from all over to get a good look at the Haunted House.

Surprisingly few glitches marred the weekend. On Friday, the boat that guests row around the moat sprung a leak and slowly sank over the course of the evening. The last five groups had to swim to the tiny island to continue the adventure.

The only disappointed visitors were the inevitable turn-aways. Early arrivals camped out along Garriott's driveway and formed groups to make ticket allocation easier. All tickets were gone by opening night. Only 1,000 got to enjoy the adventure, and over 15,000 had to wait until next year. Parties of four entered the gates every 4 1/2 minutes. "The purpose was not to see how many people we could get to go through the house, but how cool an experience we could put together for those people psyched up enough to camp out to get tickets and those others fortu-



There are certain rules people must follow before entering the manor.

Highlights From A Survivor's Journal

Selections from Russ Ceccola's adventure journal.

Heat, lightning and occasional thunder, heralds of a later storm, enhanced the man-made sound effects as I beheld Britannia Manor on Halloween night.

Rounding out my party of four were Robert Garriott, president of Origin; Scott from High End Systems; and Scott's girlfriend, Helen.

(The gate opens magically. Lord British asks the party for help against the Guardian and introduces the first guide.)

We pushed through the brush to the edge of a creek. After our guide told the Guardian's minion that we wanted to visit the old hag, he tossed a rope to us. One by one we swung across the creek and crawled through a small hole at the minion's feet.

(The old hag has the party sign the book of those attempting the adventure. The party returns to the Manor through a secret entrance, where they hear a woman's cries for help.)



Lord British speaks with some of the guests visiting his manor.

She was a would-be rescuer who had fallen victim to sewer rats. "Only one of us was able to continue. His name is Brother Maynard. You will know him by the ankh he wears as his symbol," she whispered.

(They cross a bridge and flee a monster ambush. Waiting at the top of a spiral staircase is the Gargoyle King. He gives each a triangular medallion, symbol of the Fellowship.)

The demon Batlin was far below us, playing his pipe organ.

We tiptoed... but to no avail. Batlin heard us and screamed at us to leave his house. He disappeared, and we heard heavy footsteps ascending stairs. The guide moved a candle on a shelf to reveal a secret stairway.

(A fortune teller says that destroying the three power sources for his Black Gate, the Sphere, Cube and Tetrahedron will defeat the Guardian. After a wall collapsed and monsters attack, the party uses a hidden exit. A werewolf chases the party up the hill to a giant purple tetrahedron.)

Two harpies stood chained to pedestals outside the tetrahedron.

When we showed them our medallions, they allowed us to enter. We saw a tiny triangle on a pedestal. I grabbed it. The harpies screamed as we ran from the tetrahedron with our prize.

Highlights From A Survivor's Journal...

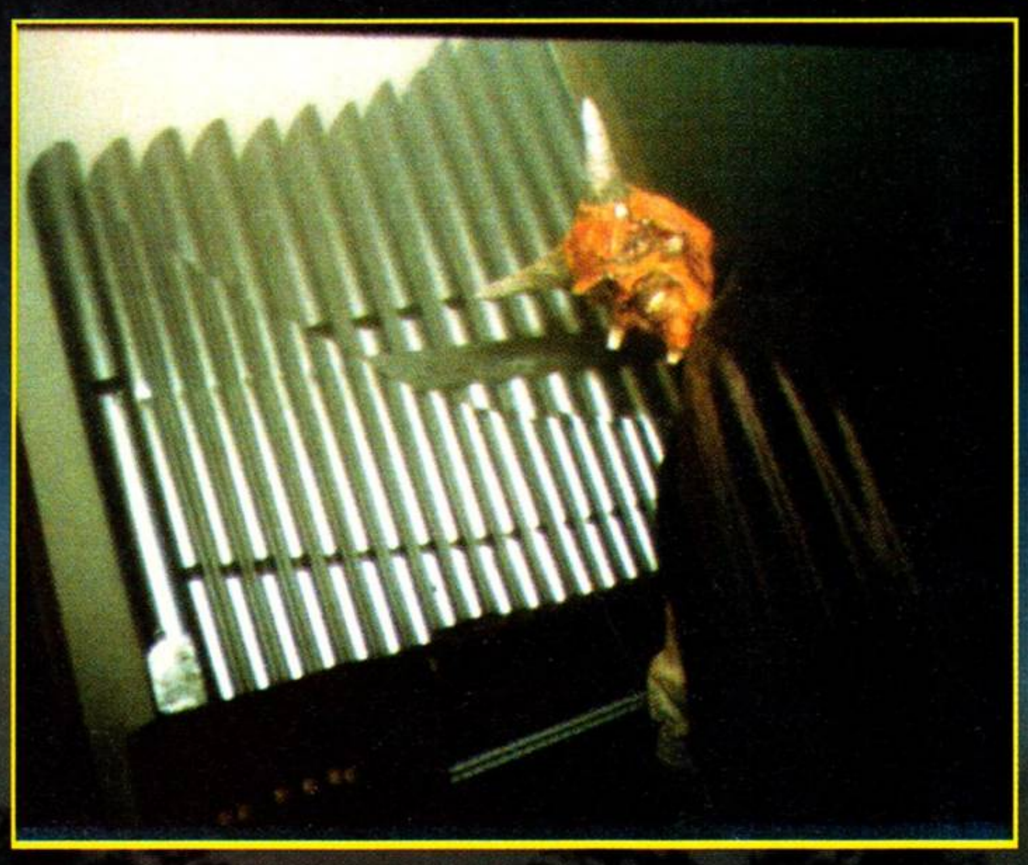
(The party rows across the moat and meets the Water Elemental sitting on a rock. He attacks them with water spouts, but they paddle to safety.)

A giant sphere was on a float to the left of our dock. The guide urged one of us to reach inside and grab its core. Helen found a black marble, and the guide led us toward the woods.

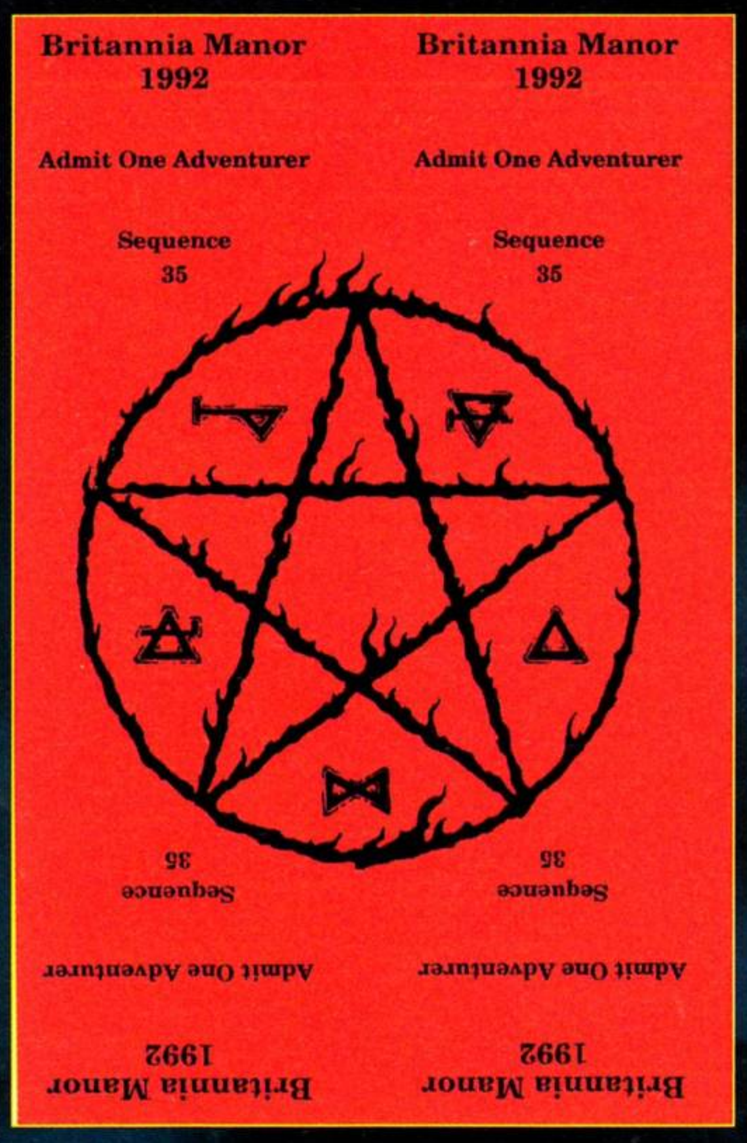
(The party spots Brother Maynard's ankh painted on a tree and takes heart. The guide takes them inside a mausoleum. When the werewolf tries to break in behind them, they escape through one of the crypts.)

Helen went first. When the guide closed the door, we heard a scream. When he opened the door again, she was gone. I was next. I slid into the crypt and prepared for the worst. As soon as the door closed, the whole crypt turned upside down, and I rolled out into a passage with bodies hanging from the ceiling and a woman locked in a cage up ahead.

(The woman describes Dr. Miles, who performs vile experiments in his laboratory. The Earth Elemental threatens them while they crawl through a tunnel, but the party scurries along the crawlspace to the laboratory. The doctor captures Helen, but eventually lets her go.)



The doctor opened a small door and we crawled through. I only found three walls. I told everyone to turn back, but it was too late. A door slammed behind us and we moved forward at incredible speed. We



The tickets to get into the house carry the flavor of the whole event.

careened out of control down a bumpy hill in the darkness. We stopped after 20 terrifying seconds, and a guide let us out.

(Returning to the Manor, the party followed a waiter to the kitchen, where a cannibal cook wants to make them dinner. They flee to the next room in time to see a mad butcher chop off a dead woman's hands.)

A television screen in the center of the room showed static. Orange lasers streamed from its sides and a suit of armor and some chairs were also in the room. The screen crackled and the Guardian's face filled it. "So, Scott, Robert, Russ and Helen, you wish to stop me?" he snarled. "Once I enter your world, you will suffer the most painful deaths of them all! Why not deal with you NOW? Get them!!" The chairs and armor came to life and chased us back into the butcher's room.

(The party leaves through the meat locker. The guide's warning prevents them from losing their souls to the Wind Elemental's touch. After a statue of Lord British encourages their quest, they meet a giant monster and bravely walk through its mouth to a slide.)

A new guide motioned toward a fire about 50 feet ahead. Priests bowed to the flame in worship to the Fire Elemental. Past the fire was a giant cube, sure to contain the last core. The guide told us to pretend to worship the fire, but the Elemental sensed us. "Clumsy fools! Who hast thou allowed to venture upon this sacred rite?" said the fire. Two bursts of flames 40 feet high roared from the fire. The priests dropped dead at our feet.

(Taking the cube, the party visits the Black Rock Mine. When trolls capture the guide, a miner takes the party up the hill in a mine cart. The miner shows them into a crawlspace before the trolls catch him. The party's path is blocked by two guards.)

One wore an ankh on his breastplate. The other asked if we were of the Fellowship. Before we could reply, Brother Maynard stabbed the traitor.

The next room held the Black Gate. A red laser force field surrounded two robed monks guarding a fluorescent pentagram on the floor. The Guardian glared from a giant screen at the back of the force field. Brother Maynard pointed out a podium. While we placed the cores, the Guardian cursed and raved from the portal. "Damn you meddlers," he screamed. "You shall pay for your transgressions!" A blinding flash accompanied the Guardian's final scream, His image twisted and turned, the lasers flickered and the room rumbled.

The guard Maynard stabbed yelled to the robed monks to stop us. Brother Maynard opened a door to a room with soft walls. We heard the inimitable voice of the Guardian scream from the other room: "You think you have won? Think again!!" The walls closed, and we were stuck tight. We kicked and screamed to no avail.

Our prayers were answered. The wall flipped over and we four brave adventurers tumbled out the other side.

We had completed our quest — and saved Britannia.

TEST YOUR ELECTRONIC ARTS AQ (EA ATTITUDE QUOTIENT):

R U A GENESIS GENIUS?

PART 4

What's your Electronic Arts AQ (Attitude Quotient)? Take this quiz* and see if you have what it takes. Write the answers to all seven questions on your completed entry form and send it in. If you have a high AQ you could win 3 Genesis titles from Electronic Arts.

*Missed the first three quizzes? No sweat. It only takes one quiz to test your AQ.

QUESTION #1

Q: IN JOHN MADDEN FOOTBALL™ '93, WHICH NEW FEATURE *WON'T* YOU FIND:

A. The "No Huddle" Offense.
B. 38 Pro Teams, including the eight greatest-ever teams as picked by Madden himself.
C. Halftime show featuring Roseanne Barr-Arnold.
D. Game stats for players and teams saved on battery back-up.
E. Madden's digitized voice, blasting out comments like "Boom! Where'd that truck come from?"



QUESTION #2

Q: IN NHLPA® HOCKEY '93, A ZAMBONI™ IS:

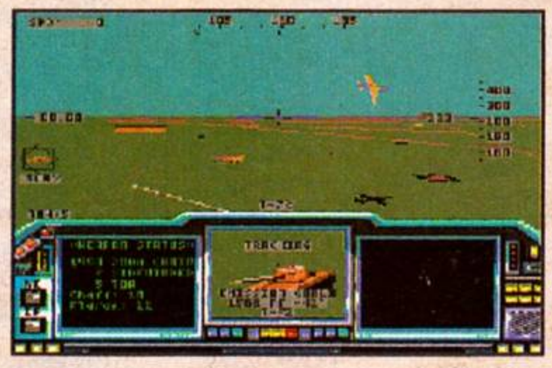
A. A naked fan streaking across the ice.
B. When the puck gets stuck in the goalie's jock.
C. The grunt you hear when a stick hits something other than the puck.
D. When the line to the ladies room wraps three times.
E. The machine that grooms the ice between periods.



QUESTION #3

Q: IN LHX ATTACK CHOPPER™, THE HELICOPTER IS SO TOP SECRET THAT:

A. Pilots have to fly blindfolded.
B. No one has ever seen one in operation.
C. They can only fly at night or on Superbowl Sunday.
D. They're made of glass so they don't even cast shadows.
E. The guy that designed the rotor doesn't know what it goes to.



QUESTION #4

Q: IN BULLS VS LAKERS AND THE NBA® PLAYOFFS™, THE *EA SPORTS™ T-METER* IS:

A. A new device for making clutch free throws.
B. A dipstick for the locker room tea service.
C. Jersey size for players over seven feet tall.
D. A unit to measure how far coaches throw chairs.
E. A rap version of the Star Spangled Banner.



QUESTION #5

Q: IN CRÜE BALL™, HEAVY METAL PINBALL, YOU CAN:

A. Talk with a Liszt.
B. Eat a bowl of Schubert.
C. Smash a bust of Beethoven.
D. Get a Handel on your life.
E. Get off on Chopin veggies.



QUESTION #6

Q: IN LOTUS TURBO CHALLENGE™, THE OPERATIVE F-WORD IS:

A. Flatulent.
B. Frilly.
C. Female.
D. Fast.
E. Foul.



QUESTION #7

Q: IN ROAD RASH™ II, WHICH WEAPONS CAN YOU CARRY:

A. Clubs and chains.
B. An accordian and a license to use it.
C. A boom box playing Barry Manilow's Greatest Hits.
D. A bag of chili pepper suppositories.
E. A dead white poodle named Fifi.



THINK YOU HAVE A HIGH AQ? PROVE IT! WIN BIG WITH ELECTRONIC ARTS.

SEND IN YOUR ANSWERS AND SEE THE ENTRY FORM BELOW TO FIND OUT WHAT YOU COULD WIN.

ANSWERS TO PART 3:

#15 D #16 C #17 B #18 E #19 D #20 D #21 B

ANSWERS TO THE PRO BOX FROM PART 3

#1 Thrynn #2 The Fierce Fish Win the Cup #3 Natasha #4 Incredible Eagle

WATCH FOR QUIZ PART 5

for the answers to Quiz Part 4.



FAST FINISHER BONUS



Wear it on your sleeve! Free Electronic Arts "EA Attitude" T-shirts to the first 50 entrants who send in completed entries. Earliest postmark wins.

PROVE YOU HAVE A HIGH AQ:

Just fill out this form and mail it to us. All completed entries qualify for a drawing to win any 3 Genesis games from Electronic Arts, including these hot soon-to-be-released titles:

TONY LARUSSA BASEBALL™ — Coming soon from EA SPORTS. Play a full season, compile player stats, and even choose your dream team from all the players of the big leagues. The most realistic baseball game to hit 16-bit!

DESERT STRIKE™ II — A new threat has emerged from the jungles of South America, and now it's time to win the war on drugs. Use new vehicles and weapons to battle an evil Drug Lord in 9 new explosive campaigns.

JAMES POND™ III — Pond is back, and wetter than ever! This time he's got the help of a springy new sidekick, Furrel Frog. Control fish or frog in this new exciting adventure in the James Pond series.

Your Answers

#1_____ #2_____ #3_____ #4_____ #5_____ #6_____ #7_____

Name _____

Address _____ Apt. _____

City _____ State _____ Zip _____

Daytime Phone _____ Birthdate (month/day/year) _____

Send completed Quiz to:
AQ QUIZ PART 4, Electronic Arts, 1450 Fashion Island Blvd. San Mateo, CA 94404
(Entry must be postmarked by 3/31/93, drawing will be held 4/16/93.
Winner will be contacted by mail.)

_____ I would like to be a Genesis game advisor to Electronic Arts. Give me a call sometime.

Employees of Electronic Arts, their agencies, or affiliated companies are not eligible.

Sega and Genesis are trademarks of Sega Enterprises Ltd. Bulls vs Lakers and the NBA Playoffs, John Madden Football, Road Rash, and LHX Attack Chopper are trademarks of Electronic Arts. Crüe Ball is a trademark of Mötley Crüe, Inc. NBA is a registered trademark of NBA Properties Inc. NHLPA is a registered trademark of the National Hockey League Player's Association. EA SPORTS is a trademark of Electronic Arts.

ELECTRONIC ARTS®

EG INTERVIEW

The Four Color World Of Bob Jacob

A Gaming Visionary Talks About Comic Books And Interactive Entertainment

by Arnie Katz

Robert Jacob's passion is pop culture. Most of the games he has designed, produced, and published were derived from mass media. As chairman and executive producer of Cinemaware, Jacob produced spectacular arcade adventures based on classic film comedies (**The Three Stooges**), adventure serials (**Rocket Ranger**), and 1950's monster movies (**It Came from the Desert**).

Cinemaware took computer gaming by storm in 1986, but suffered from what Jacob acknowledges was a slow reaction to "drastic changes that took place in the market in 1990." The decay of the Amiga gaming market, a major income source for Cinemaware, combined with the unexpectedly strong resurgence of cartridge systems to put the company on the shelf.

"Cinemaware was dead," Robert recalls, "but I'd been in the electronic games business for 10 years, and I wanted to stay in it." Rising from the ashes came Acme Interactive. Among the games produced by this tightly-knit group since 1991 are **Evander Holyfield Boxing** (Sega/Genesis), **David Robinson Basketball** (Sega/ Genesis), and **Wings II** (Namco/ SNES).

Jacob also spearheaded the development of two games which pointed the way to his new company's future: **Batman Returns!** (Sega/Genesis) and **EX-Mutants** (Sega/Genesis). The latter proved an especially fateful title, because it cemented the long-time relationship between Jacob and Malibu Graphics' Scott Rosenberg.

In August 1992, Malibu Graphics and Acme Interactive merged to become Malibu Comics Entertainment, Inc. (MCE), with Rosenberg and Jacob as co-owners. Jacob directly controls the gaming arm, Malibu Interactive, while his partner oversees the comics end of the business. It is as much a friendship as a business arrangement, and Jacob professes not to remember who is president and who is chairman of MCE. "Who cares?" he says with a laugh.

To his delight, Bob Jacob now finds himself in an ideal position to implement his ideas about turning comic books into interactive entertainment. "One of the goals of the merger is the idea of reaching critical mass. If you have a comic that sells well and make a game that sells well based on it, you've got a head start for a property in the marketplace," he says. "Once you have the comic book and the game, it's easier to do a trading card deal, a t-shirt deal."

In one case, Malibu already has the ball rolling. Sega has bought the video game license for the popular comic book *Dinosaurs for Hire* and will turn it into a Genesis cartridge in late 1993. Meanwhile, Fox is considering *Dinosaurs for Hire* as the basis for a possible animated television series.

Robert Jacob believes that comic books and electronic games share a strong affinity. "On one level, it's the same market," he says. "The same audience that plays video games buys comic books. It's predominantly males 12 to 18." To a gamesman like Jacob, it comes down to more than marketing, though.

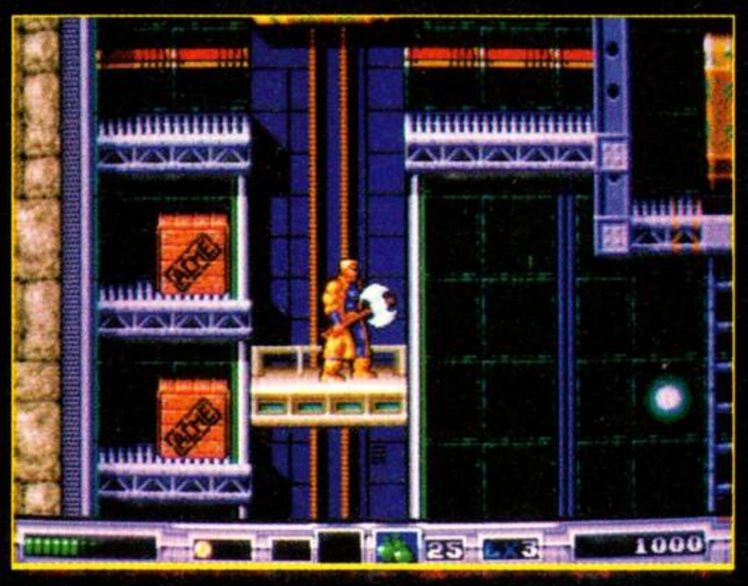
"On a creative level, one of the enduring themes of video gaming is being a hero, going out and conquering insurmountable odds," he explains. "I think that premise works well in comic books, too, so comic book heroes translate well to gaming."

A major new line of Malibu Comics will spark many of Malibu Interactive's future video games, according to Jacob. The comic book operator has brought together top talents like Steve Gerber, Larry Niven, James Hudnall, and Mike Barr to create a new universe of associated super-doers. Three monthlies are scheduled to premiere in June, two more in July, and a total of at least eight before the end of 1993.

The universe, put together at an October Malibu writers summit meeting, features an all-new cast of interrelated characters. They wrote the back story for the whole line.

"We basically want to create a rational explanation for super heroes," Jacob notes. Whereas most previous comic book universes grew haphazardly, "We wanted to plan out the relationships among the characters for the first 18 months," Jacob explains.

"We are working on at least one video game based on the characters which we will launch in June," he states. The star of the first video cart based on the universe hasn't been chosen, but Prime is the early front-runner. As conceived by Jacob, Prime is a 13-year-old, well-adjusted and highly intelligent boy who gains the power to turn into an adult super hero. "When he's Prime, he still sees the world as a 13-year-old would," Jacob elaborates with mounting enthusiasm. "The irony is that once he goes back to being the kid, he doesn't want to take orders from parents. He becomes more aggressive with the girls in his class, because women are coming on to him as Prime," says Bob. "The more famous he becomes as a super hero, the more his real relationships and home life fall apart."



Ex-Mutants is the latest comic-to-game conversion for Bob Jacob.

Malibu's universe hopes to succeed where attempts by Marvel and DC to start new universes have failed. Jacob sees Malibu Interactive in somewhat the same situation, due to his belief that "I don't think there's been a truly successful game that takes comic book characters and translates them to interactive media."

He is quick to point out some problems that have plagued previous attempts. "Most of the games which have been done were produced in Japan," he says. "No one can argue with the quality and ability of Japanese designers and programmers, but the fact remains that super hero comic books are a uniquely American pop cultural environment. Even with the best intentions and abilities, sometimes they just don't get it."

Jacob indicates that forthcoming video games will avoid another pitfall, the reliance on the time-tested, side-scroller game format. "We have to think beyond that," he asserts.

"And there needs to be at least some role-playing elements," he adds. "It can't all be combat. That's the way to build up a connection between the player and the character." The company's forthcoming comic book games will also benefit from what Jacob termed "a year-long effort to build up bit-mapped 3-D scaling technology."

"The technology has now become available for the first time to allow us to bring the super heroic experience to the player." The note of certainty in his voice left no room for conjecture about who Robert Jacob believes will accomplish that feat. It would take a true villain to dispute his implied prediction.



Hit! Fly! Shoot! Ride!

Get Tengen's great hits for your Genesis™ and you'll do more than play. Everything's so real, you'll *live* the action and excitement!

RBI™4 has such awesome animation, graphics, sound and realistic play, you'll experience every crack of the bat, every roar of the crowd as you play in the big league!

In **STEEL TALONS**,™ feel your stomach drop, your hands sweat and your heart pound as you fly the Army's most advanced attack helicopter on dangerous combat missions!

Fire away in **RAMPART**,™ an explosive game of superb strategy, graphics and action, as you seek to conquer the Middle Ages!

Ride your bike with twice the fun and laughter when you wreak mischief as **PAPERBOY™ 2**!





Super real baseball graphics and action — and more!



On Sale Now!



On Sale Now!

On Sale Now!



Advanced combat flight simulator with 360° polygon graphics.



Build fortresses and position cannons before the battle!



All-new graphics with action on both sides of the street! Coming Jan. '93!



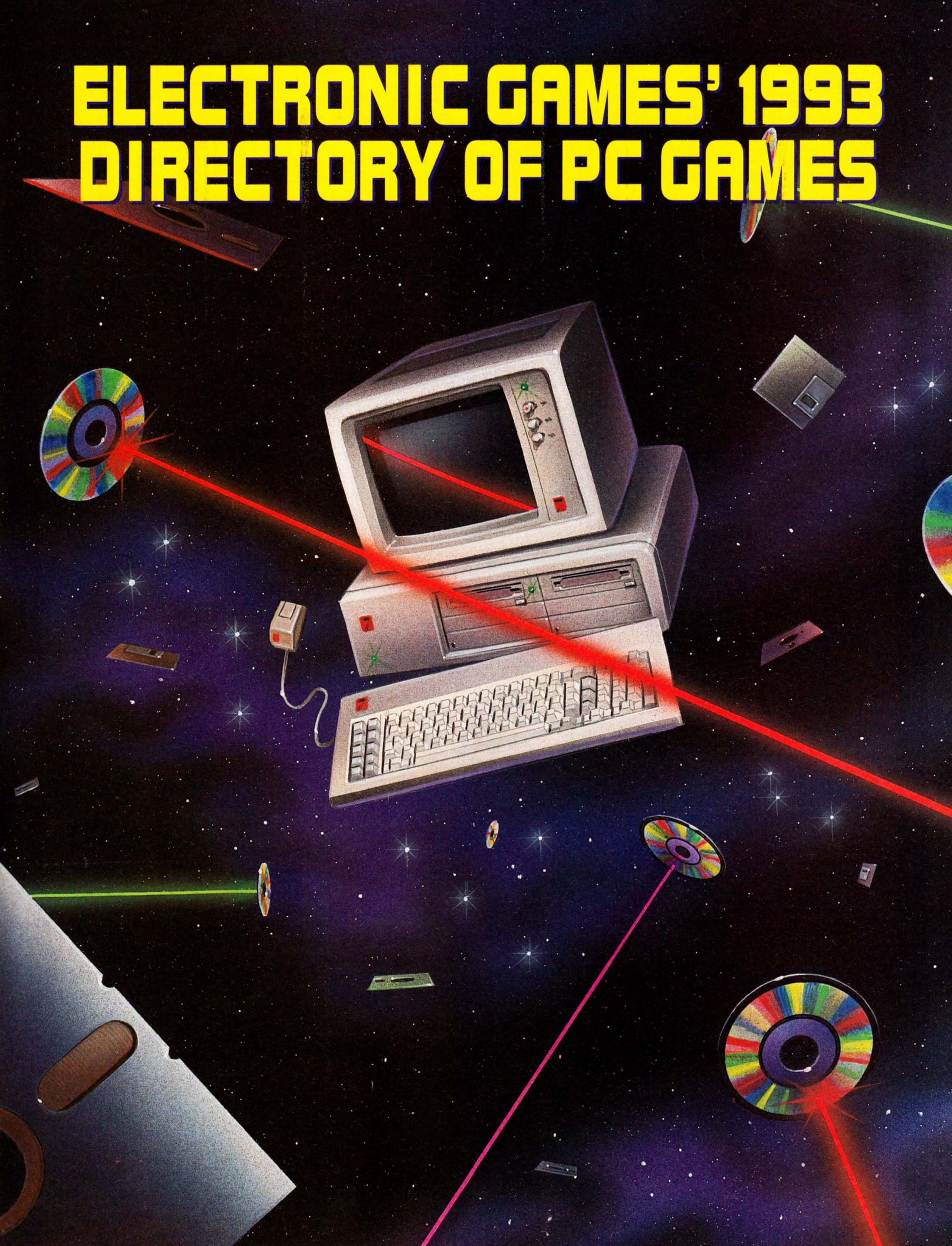
Buy the full line of Tengen hits at *Toys* "R" Us, *Kay-Bee Toys*, *Target*, *Babbage's*, *Electronics Boutique*, *Software Etc.* and other fine retailers!

Or call **1-800-2-TENGEN** to order.

TENGEN VIDEO GAMES

PAPERBOY: TM and ©1984 Atari Games Corp. Licensed to Tengen, Inc. ©1991 Tengen, Inc. All rights reserved. RBI: TM and ©1987 Atari Games Corp.; licensed to Tengen, Inc. ©1991 Tengen, Inc. All rights reserved. RAMPART, STEEL TALONS: TM Atari Games Corp.; licensed to Tengen, Inc. ©1992 Tengen, Inc. All rights reserved. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd.

ELECTRONIC GAMES' 1993 DIRECTORY OF PC GAMES



ROBOCOP 3™



OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a batallion of ED-209's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!

ORION
PICTURES CORPORATION

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

Nintendo ENTERTAINMENT SYSTEM®

Robocop™ 3 TM & © 1992 Orion Pictures Corporation. All Rights Reserved. TM designates a Trademark of Orion Pictures Corporation. Game program © 1992 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited.

Ocean of America, Inc.
1855 O'Toole Ave.
Suite D-102
San Jose, CA 95131

The name of the game

ocean®

The new face of horror.

Plunge into a chilling maze of terror where vampires, werewolves and zombies prowl the dead of night. Confront Kairn, whose lethal powers flow from the blood of his murdered family. Will you emerge as the final victor? Or become his final victim? Your fate will be sealed within the Veil of Darkness.

- Unravel terrifying riddles. Fulfill bone-chilling quests. Clash in a deadly face-off with the vampire Kairn.
- Live the horror with heart-stopping graphics and animation, stunning cinematic sequences, haunting music, and blood-curdling sound effects.
- Fight for your life in one of three combat levels. Use the right weapon to destroy each ghoul, werewolf, and zombie. Or die.
- Meet a host of spectral characters whose dark secrets reveal more of the mystery.
- Sink deep into this gothic nightmare with state-of-the-art game play. Immerse yourself with the easy-to-use Real Time Visual point-and-click interface.
- Record every step you take with line-of-sight auto-mapping and print-out feature.

For more information, call SSI at 408/737-6800.

SSI

Veil of Darkness™

IBM 256-color VGA









©1992 Strategic Simulations, Inc. All rights reserved.

Computer Entertainment 1992
— A Look Back at the Gaming Year —

by Arnie Katz

Big changes hit computer gaming in 1992. Publishers made bold moves and adopted new strategies to prepare for still greater changes coming in 1993 and 1994.

MS-DOS rules the computer gaming universe. The Amiga, seriously hurt by lagging hardware penetration and rampant piracy, has virtually retired from the home entertainment market. Amiga game sales have never been as strong as many hoped, despite its excellent capabilities. The Macintosh software situation is more encouraging. Spectrum Holobyte, Sierra, Sir-Tech, and other companies are producing a steady stream of excellent Macintosh products, and Apple's strong sales reports suggest that the upward trend will persist in 1993.

Multimedia became a significant factor for the first time last year. Entertainment disks still sell in the low thousands, rather than hundreds of thousands, but everyone in the industry speaks glowingly of the mass market potential. Every major publisher developed at least one floppy title with obvious CD plans.

The 386sx was the hardware standard during the year, though several companies issued games which only ran on a 486. This premature support for the 486 platform produced disappointing sales early in 1992, and by the end of the year many publishers reined in their projects to respect 386 parameters.

The huge popularity of video games has indirectly affected computer entertainment in several ways. Software publishers avoid straightforward shooters and games that require two or more players, because hundreds of such games are available for video game systems. Claiming the lion's share of the market are RPGs, adventures, strategy contests, and sports simulations.

On the other hand, video games have made designers and developers more sensitive to the power of sound and graphics. One game, **Michael Jordan In Flight** (Electronic Arts), even echoes the image rotation system, Mode 7, of the SNES. They've also learned how to put a lot of action into games without making them dependent on sheer, blinding reflexes.

Last year's most popular category was adventures and RPGs. Fantasy remained the most popular subject for adventure games, though the tone leaned toward horror and the supernatural. Buyers wanted something besides knights and dragons, which helped the popularity of titles like **Monkey Island** (LucasArts) and **Dagger of Amon Ra** (Sierra On-Line).

Fans of more traditional fantasy had no shortage of major games in 1992. The latest chapters in the **Wizardry**, **Ultima**, **Might & Magic**, and **King's Quest** series were among many heroic fantasy adventures. **Kyrandia** (Westwood/Virgin Games) and **Betrayal at Krondar** (Dynamix), both released at the very end of the year, look like good possibilities for a new fantasy adventure series.



Dune II is just one of the major releases to come late in the year.

Technological advances greatly improved the look and play-action of first-person adventures and RPGs. **Ultima Underground** (Origin Systems) displayed more fluidly animated graphics than any previous dungeon crawl. The incredible frame-speed and detailed graphics of a shareware game, **Castle Wolfenstein 3D** hit the industry like a buzzbomb. It raised natural, continuous movement in first-person view to a new pinnacle of player-involving realism. Id Software, the creators of **Castle Wolfenstein 3D**, produced a commercially available sequel, **Spear of Destiny**, which FormGen marketed during the fourth quarter.



Computer Entertainment 1992

A Look Back at the Gaming Year

Several 1992 adventures incorporate full-motion video, though the process will be primarily used for multimedia games. **Amazon** and **Martian Memorandum** (both Access) show that the process is possible, if difficult, for the 386sx.

Some multimedia adventures, generally upgraded versions of floppy disk hits, reached consumers last year. **Loom** (LucasArts) and **Willy Beamish** (Sierra On Line) demonstrated the impact of cutting-edge CD-ROM to present an encompassing play experience. Both titles boast wall-to-wall speech instead of menu-driven conversation and on-screen text output, which makes them easier to use and more intensely involving than DOS-based games of the same general type.

Action games were scarce, and few failed to follow the example of **Lemmings** (Psygnosis) by balancing the physical challenge with a mental one. **Star Control II** (Accolade) and **Wing Commander II** (Origin Systems)



Action fans need look no further than Bethesda's incredible Terminator 2029.

are good examples of games with intense action sequences that also have extensive strategic elements.

Conventional hex-grid war games experienced a lull through most of the year, though a flurry of holiday releases alleviated the shortage of military simulations. More widely played during the year were more abstract treatments of the subject like **Theatre of War** (360º Pacific), **Ancient Art of War in the Air** (MicroProse), and **The Lost Admiral** (QQP).



King's Quest VI shows that even the best games can be made a little better.

More esoteric simulations, such as those which cast the player as the creator of a whole world, maintained strong popularity. That feeling of omnipotence, however vicarious, strikes a primal chord in many. Programs such as **Civilization** (MicroProse) and **SimLife** (Maxis) stayed on the best seller list for many months.

To a degree, the spotlight shifted from computer sports games to the video game variety in 1992, but there were new entries for almost all well known team and individual sports.

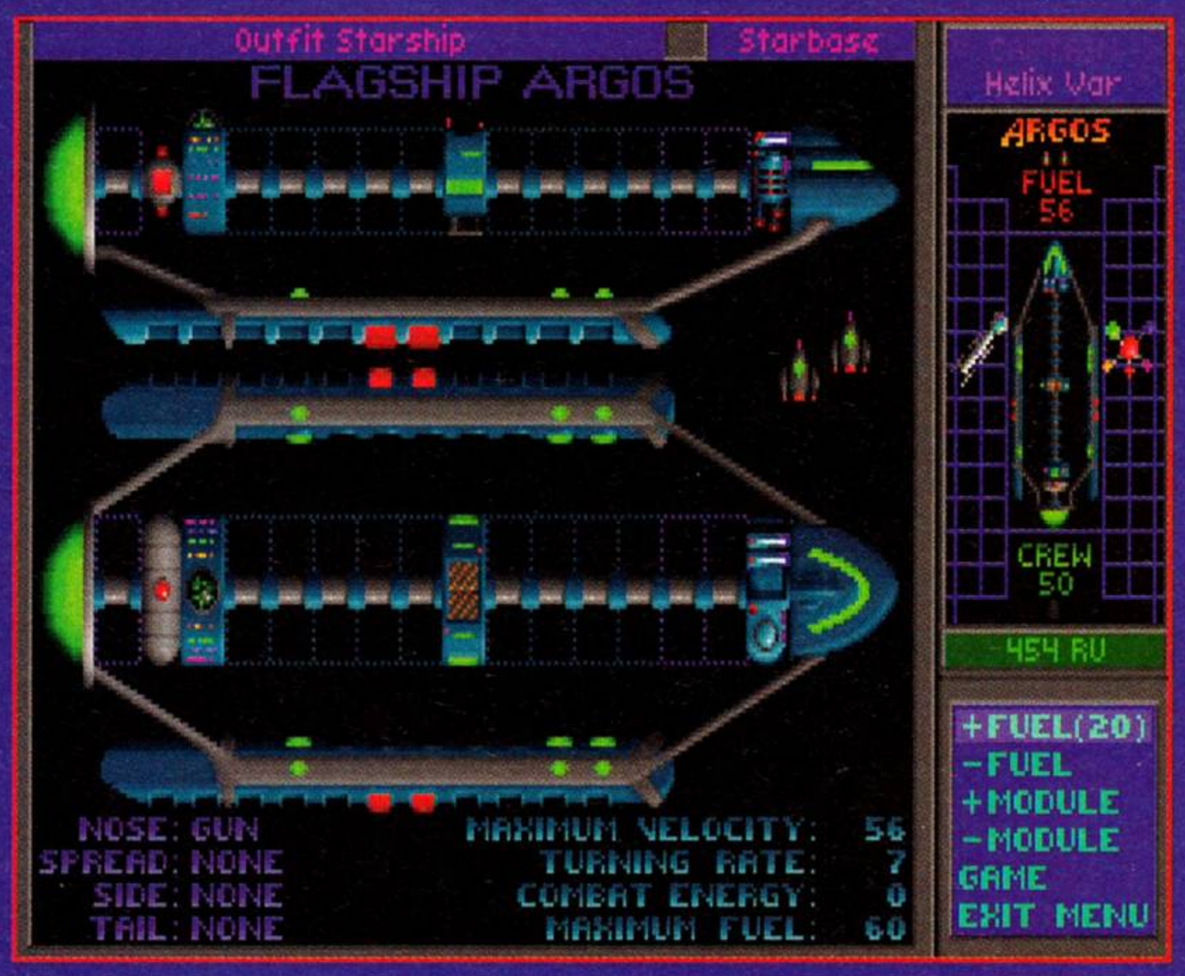
Links 386 Pro (Access) has super VGA graphics so perfect that ads defy gamers to distinguish the game screens from photographs of the actual courses. MLSA hasn't reached quite that level of authenticity, but the latest versions of their statistical sports simulations, **MicroLeague Baseball 4** and **MicroLeague Football 2** offer graphics superior to what action games had two years ago. Under development, but not yet published, are several sports simulations for multimedia which use full-motion video to display each play result.

Many of the year's team sports simulations tried to blend action and statistical accuracy. **Tony LaRussa Baseball** (SSI) and **Earl Weaver Baseball II** (Electronic Arts) combine both elements, as does **John Madden Football II** (Electronic Arts).

Several sports games introduced last year incorporate digitized photography and full-motion video as a frill. That's just a taste of what's coming next. Several projects currently under way should produce baseball or football games with all-video graphics by 1994.

That's the overview. Now let's get away from generalities and move to specifics. On the following pages, you'll find the *true* record of the computer gaming year—a catalog of all computer games published during the 12-month period. They're arranged alphabetically by company to make checking up on any title a simple process.

And now, the games!



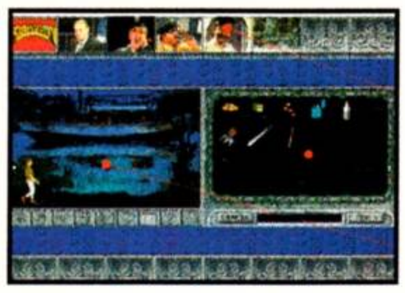
The following is a directory of PC games. All games listed are disk based and run on MS-DOS compatible computers. The list may not contain some games released late in the year, and may include a few that got postponed at the last minute.

The editors of EG have attempted to make this list as complete as possible, but because of limited space, we have left off Edutainment products and CD-ROM games.

— The EG Staff

AMAZON

TYPE	PLAYERS
Adventure	1



Your brother is missing while on an exploration into the deep jungle. Only you can follow his trail and discover his fate.

Access

ELVIRA 2

TYPE	PLAYERS
RPG	1



When the Mistress of the Dark is missing, you have to find her. You will encounter lots of gore and horror exploring the haunted studio.

Accolade

HARDBALL III

TYPE	PLAYERS
Sports	1-2



Step up to the plate and swat a fly ball into the upper deck. Al Michaels calls the action as you go all of the way to the World Series.

Accolade

LOST IN L.A.

TYPE	PLAYERS
Adventure	1



Les Manley returns in an all new adventure! This time his good buddy has fallen prey to a rash of celebrity kidnappings. Can Les save him?

Accolade

THE GAMES: WINTER CHALLENGE

TYPE	PLAYERS
Sports	1-10

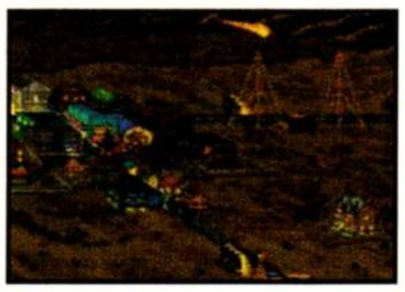


The thrill of victory, the agony of defeat, all of this and more can be yours when you accept the challenge of the games.

Accolade

LEATHER GODDESSES OF PHOBOS 2

TYPE	PLAYERS
Adventure	1



The Sultry Sirens from Phobos have returned, and they are cooking up a new plot to conquer the poor defenseless planet Earth.

Activision

LINKS 386 PRO

TYPE	PLAYERS
Sports	1-8



Links Pro will update all of your old Links disks, so that you can play courses from all over the world in beautiful Super VGA graphics.

Access

GRAND PRIX UNLIMITED

TYPE	PLAYERS
Sports	1



Design and build race tracks of your own creations, then start your engines and rip 'em up with some high-speed automotive action.

Accolade

JACK NICKLAUS GOLF

TYPE	PLAYERS
Sports	1-4



World famous golf pro Jack Nicklaus gives you pointers on how to improve your game. A fabulous course designer is included.

Accolade

STAR CONTROL II

TYPE	PLAYERS
RPG	1



A lost expeditionary force returns to make a shocking discovery. The Alliance has lost the war, Earth belongs to the Ur-Quan Hierarchy.

Accolade

WAX WORKS

TYPE	PLAYERS
RPG	1

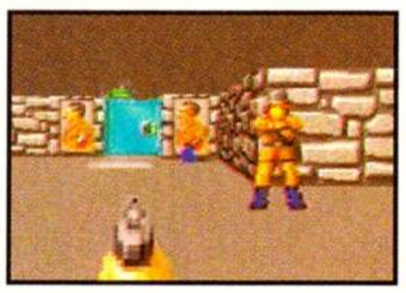


The mystery of your long lost twin brother lies within your dead uncle's wax museum. Beware, the exhibits have a life of their own.

Accolade

WOLFENSTEIN 3-D

TYPE	PLAYERS
Action	1`

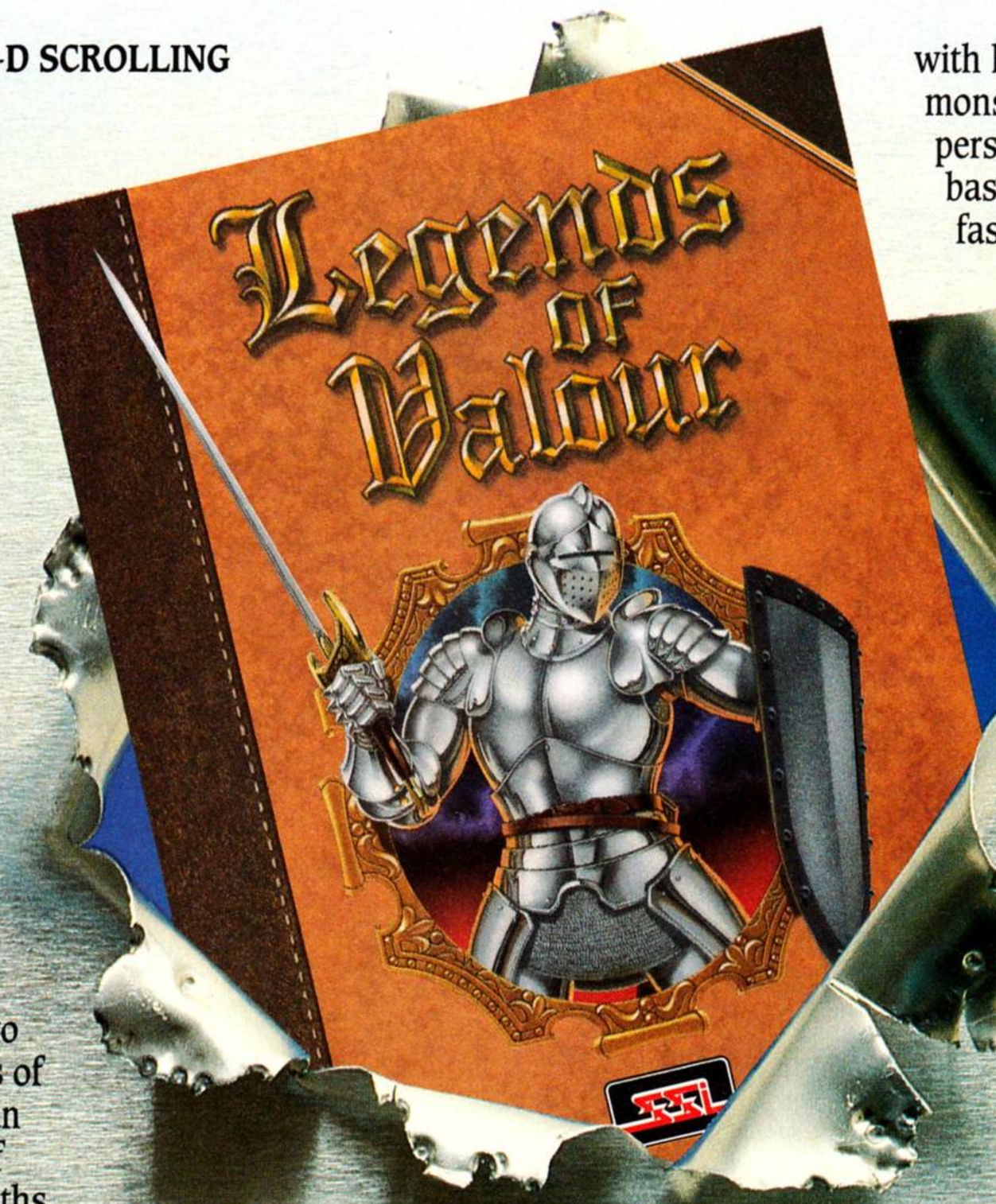


An old classic has been brought back to life with a new flare. Return to war-torn Germany and battle against the Nazi elite.

Appogee

A Technological Breakthrough In 3-D Action Fantasy!

THE SMOOTHEST 3-D SCROLLING GRAPHICS EVER! *Ultima® Underworld,™* move over! Legends of Valour™ sets a new standard with the smoothest, most life-like screen scrolling in fantasy adventures. The fast, seamless first-person view never jerks or slows down — even when you're turning. And unlike the competition, our 256-color VGA texture and detail is retained even when you move close to an object.



TWO VIRTUAL WORLDS! Explore two huge worlds: 28 miles of overworld town *and* an underground series of dungeons and labyrinths. Never before has any world been so massive or fully developed. The dynamic, evolving music score further heightens the realism.

with hundreds of characters and monsters, each with a unique personality. One-touch icon-based combat sequences are fast and furious. Encounters change depending on day or night conditions. And Auto-mapping tracks every step you take.

A LEGENDARY STORY. Choose from an array of professions by joining any of nine guilds. Embark on over 45 exciting quests with multiple endings. Restore a king to power, slay an evil demon and become the stuff of which legends are written!

LEGENDS OF VALOUR. 3-D fantasy adventuring never looked better!

For play on IBM and Amiga. Cluebook available.

SIMPLE INTERFACE, SMOOTH MOVES. Use the streamlined point-and-click interface to easily interact

SEEING IS BELIEVING! Check out our demo at your nearest software store!



Experience the hottest, smoothest 3-D scrolling graphics ever in an underworld, or any world!

TO ORDER BY VISA/MC: call 1-800-245-4525 (in USA & Canada). ULTIMA and UNDERWORLD are trademarks of Richard Garriott and ORIGIN Systems, Inc., respectively.

LEGENDS OF VALOUR is a trademark of Strategic Simulations, Inc. ©1992 Strategic Simulations, Inc. All rights reserved.

SPELLCRAFT

TYPE	PLAYERS
RPG	1



Unlock the secrets of sorcery, as you seek to masters the four elements. You will require spells of your own devise to win the day.

Asciiware

NCAA BASKETBALL

TYPE	PLAYERS
Sports	1-2

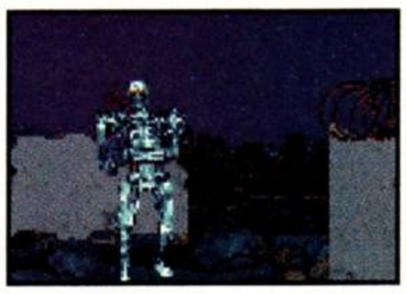


Whether playing or coaching, your decisions will determine your success and if you have what it takes to travel the road to the Final Four.

Bethesda

TERMINATOR 2029

TYPE	PLAYERS
Action	1

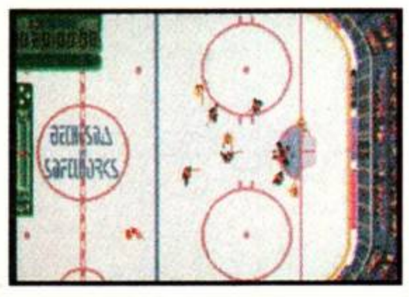


It is the age of machines. Man is being hunted down like vermin. Only a few brave freedom fighters stand in the way of Skynet's domination.

Bethesda

WAYNE GRETZKY HOCKEY 3

TYPE	PLAYERS
Sports	1-2



It is time again to hit the ice and get ready for a hard-hitting face-off. You take control of your team and the puck in the quest for the Cup.

Bethesda

HEAVEN AND EARTH

TYPE	PLAYERS
Puzzle	1



Challenging puzzles and even more confusing words of ancient wisdom will help you unlock the secrets of Heaven and Earth.

Buena Vista

THE DARK HALF

TYPE	PLAYERS
RPG	1



Based on the novel by Stephen King, this mystery/horror game involves you in some bizarre plot twists that you've come to expect.

Capstone

HOME ALONE 2

TYPE	PLAYERS
Action	1



That irrepressible youngster Kevin has returned for a new adventure in the Big Apple. But then so have the bumbling burglars.

Capstone

L.A. LAW

TYPE	PLAYERS
RPG	1



The hit T.V. series has arrived on home computer format. Take on the role of one of the three junior partners and test your litigation skills.

Capstone

FREE D.C.

TYPE	PLAYERS
Adventure	1



The nation's capital is now a zoo for the human species. One man is given the chance to throw off the robotic oppressors.

Cineplay

POWER POLITICS

TYPE	PLAYERS
Strategy	1



Hit the campaign trail, as you try to get the candidate of your choice (or devising) into the highest post in the nation: the Presidency.

Cineplay

HIGH COMMAND

TYPE	PLAYERS
Strategy	1



Colorado Computer Creations hits the strategic war game market with a new series of games in a military board game style.

Colorado Computer

DARK SEED

TYPE	PLAYERS
RPG	1



H. R. Giger's artwork comes to life in this game of horror and suspense. Can Mike Dawson find out what is happening to him in time?

Cyberdreams

INCA

The Best-Selling Sensation from Europe!

BEST GRAPHICS AWARD
Paris Supergames Show 1992



Pilot your golden starship into amazing outer space battle simulation.



Take on space-age Spanish Conquistadors with swords and phasers.



Advanced video-capture makes this an interactive motion picture.

One of the oldest mysteries known to mankind is now the future of computer gaming.

Set out on a mystic mission across space and time in this high-powered combination of complex puzzle-solving, mythical role-playing, and outer space battle simulation. You are the champion of the lost Inca empire, rocketing across galaxies, battling space age Conquistadors, and unraveling intricate and ancient mysteries.

Stunning simulation technology lets you soar through winding canyons, hostile star systems, and lost ruins.

This is an epic adventure that catapults you through space and time. *Inca* is an interactive motion picture where cultures clash and legends live. For IBM PCs. **Also available on CD-ROM.**

Excellence in Innovative Gaming.

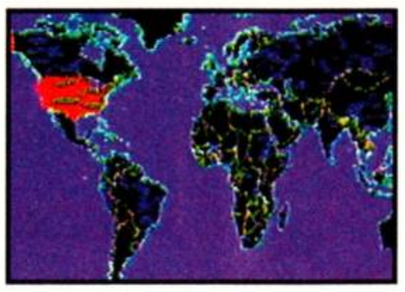
SIERRA®

Available at a software retailer near you, or call:

1 (800) 326-6654

SHADOW PRESIDENT

TYPE	PLAYERS
Strategy	1



Your panel of councilors will give you advice and lots of information, but as the President, you make the choices which effect the world.

DC True

HILL STREET BLUES

TYPE	PLAYERS
Adventure	1



Greetings from the Hill. Do you have what it takes to organize the entire precinct into a strong crime stopping force?

Digitek

STUNT ISLAND

TYPE	PLAYERS
Flight	1

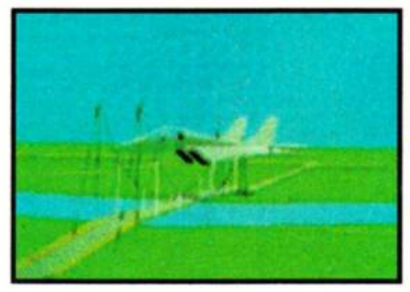


Put your flying talents to the test as you take on challenging stunts and feats of skill. Make and edit film clips of your flights.

Disney

MIG-29

TYPE	PLAYERS
Flight	1

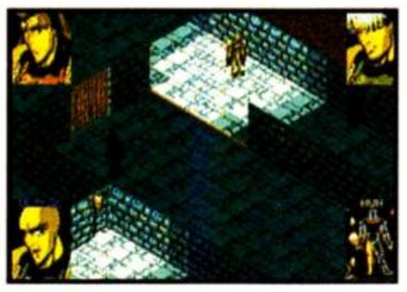


Soar through the clouds in this sophisticated piece of machinery. Hunt down your objectives with the power of a top Soviet jet fighter.

Domark

SHADOWLANDS

TYPE	PLAYERS
RPG	1

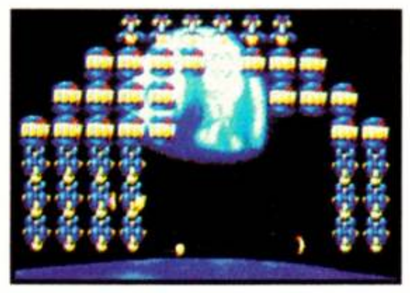


The hand of evil reaches forth to grasp at the kingdom of mankind. Who will brave the Shadowlands to drive back this dark force?

Domark

SUPER SPACE INVADERS

TYPE	PLAYERS
Shooter	1-2



The arcade classic is back with a vengeance. Blast those annoying little aliens back where they came from with a variety of power-ups.

Domark

ACES OF THE PACIFIC

TYPE	PLAYERS
Flight	1

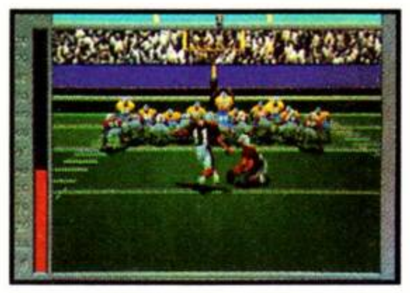


During World War II the skies over the Pacific were filled with combat aircraft. You can join their ranks as a Japanese or American pilot.

Dynamix

FRONT PAGE FOOTBALL

TYPE	PLAYERS
Sports	1-2



Think you've seen football games before? Take a look at this one, featuring some of the smoothest, most detailed graphics around.

Dynamix

INCREDIBLE MACHINE

TYPE	PLAYERS
Puzzle	1



Tired of ordinary puzzle games? With Incredible Machine, you build bizarre contraptions to perform simple tasks and put them to work.

Dynamix

NOVA 9

TYPE	PLAYERS
Action	1



This exciting sequel to Stellar 7 puts you up against deadly alien vehicles in your fight to liberate conquered planets.

Dynamix

TAKE-A-BREAK CROSSWORDS

TYPE	PLAYERS
Puzzle	1

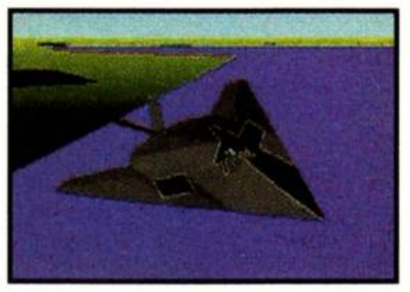


Over three hundred crossword puzzles, of various difficulty levels, from the well known Dell magazine are available for your enjoyment.

Dynamix

BIRDS OF PREY

TYPE	PLAYERS
Flight	1



Birds of Prey gives you the opportunity to fly 40 different warplanes from the United States, Europe and the Soviet Union.

Electronic Arts

History records the evolution of man's journey to the skies...

...Now you can relive it.



BEST SIM '92
A·C·E·S OF THE PACIFIC
COMPUTE
CHOICE AWARDS



Blast your way through dangerous, low-level attacks. (RBMB)



Sink enemy ships with torpedoes and dive bombs – if you can. (Aces of the Pacific)



Hang on as enemy fire rips through your cockpit. (WWII: 1946)



Take on the great Axis and Allied aces in one-on-one duels. (Red Baron)

The Great War Planes™ Series

From the mud-filled trenches of WWI to the smoking ruin of Pearl Harbor, the evolution of flight is celebrated in Damon Slye's epic *Great War Planes*™ series of historical flight simulations. Beginning with the award-winning *Red Baron*®, the series continues with WWII Pacific Theater combat in *Aces of the Pacific*™ and moves into modern-day action over the Persian Gulf with *A-10 Tank Killer 1.5*™. Now the excitement continues with all new expansion disks for *Red Baron* and *Aces of the Pacific*. The *Red Baron Mission Builder* updates the classic WWI simulation with new planes, new aces and a powerful mission builder that allows you to create your own historic missions. For *Aces of the Pacific* comes *WWII 1946*™, an expansion disk that explores the new planes and missions of an alternate future where the atomic bomb was never dropped and WWII continued past the boundaries of history.

Excellence in Flight Simulation.

Dynamix®
PART OF THE SIERRA FAMILY

To get your copy now, call:

1 (800) 326-6654

GRAND SLAM BRIDGE 2

TYPE	PLAYERS
Card Game	1-4



No more hours spent waiting for the other couple to arrive or searching for a deck of cards. Now you can play bridge anytime you want.

Electronic Arts

HEROES OF THE 357TH

TYPE	PLAYERS
Flight	1



Fly an American Mustang on bombing missions into the heart of enemy territory. Dogfight German aircraft over the streets of Berlin.

Electronic Arts

HONG KONG MAHJONG PRO

TYPE	PLAYERS
Board Game	1

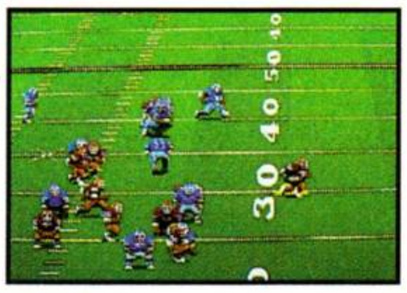


It has been a popular game in the orient for decades! Now you can enjoy the game of Mahjong on your own home computer.

Electronic Arts

JOHN MADDEN FOOTBALL 2

TYPE	PLAYERS
Sports	1-2



Fight for extra yardage, run or pass for the touchdown and kick the extra point. John Madden offers all of the thrills of real football.

Electronic Arts

POWERMONGER

TYPE	PLAYERS
Strategy	1



Marshal your forces and set forth to conquer the enemy on a myriad of different worlds. Only the powerful will survive in this game.

Electronic Arts

RAMPART

TYPE	PLAYERS
Action	1-3



Build up your walls, capture land, place your cannons and blow away the opponent. The arcade smash can now come home with you.

Electronic Arts



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!*

THE LOST FILES OF SHERLOCK HOLMES

TYPE	PLAYERS
Adventure	1



An all new case with unexpected plot twists and subtle clues that will challenge the deductive prowess of the world's greatest sleuth.

Electronic Arts

CAMPAIGN

TYPE	PLAYERS
Strrategy	1



Guide your troops from three levels of command, from General to Field Marshall to the driver of a single tank on the battlefield.

Empire

PACIFIC ISLANDS

TYPE	PLAYERS
Strategy	1



You take command of a squadron of combat ready battle tanks. Use your own personal skill to help them to blow away the enemy units.

Empire

SPEAR OF DESTINY

TYPE	PLAYERS
Action	1



Your mission: To infiltrate an enemy fortress, fight your way through Nazi hoards and retrieve a holy relic from their grasp.

Formgen

DUNGEON MASTER

TYPE	PLAYERS
RPG	1



Choose your party of four from a huge selection and explore the vast underground overcoming hideous monsters and insidious traps.

FTL

AMERICAN GLADIATORS

TYPE	PLAYERS
Sports	1-2



Try to beat the gladiators at their own game. Test your skills in seven athletic events straight out of the popular T.V. show.

Gametek



Battle for your life at the Bridge of Death!*

Pulse pounding excitement with full motion video sequences and synchronized speech.

We're so sure you'll love our new multi-media adventure experience for your PC that we're willing to send you a FREE playable demo disk for just the $2 it takes to ship it to you! Call us now at 1-800-800-4880 to take advantage of this incredible offer.

ACCESS SOFTWARE INCORPORATED

ACCESS Software, Inc., 4910 West Amelia Earhart Drive
Salt Lake City, UT 84116 • (801)359-2900 • **(800)800-4880**



They grow them big in these parts!*



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

*Actual Amazon VGA screens.

HUMANS

TYPE	PLAYERS
Puzzle	1

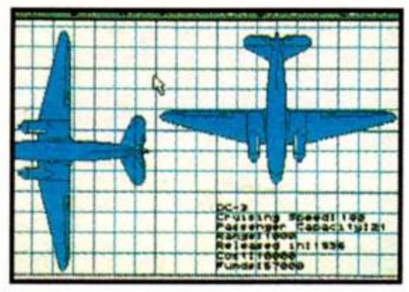


Guide primitive man on the path to evolution. The many levels require careful thought and cooperation between members of the tribe.

Gametek

AIR BUCKS

TYPE	PLAYERS
Strategy	1



Take a couple of old planes, a few destinations and a catchy jingle and build it into the biggest airline in the world.

Impressions

CONQUEST OF JAPAN

TYPE	PLAYERS
Strategy	1

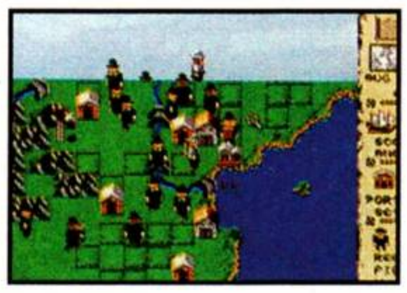


Gather your units of archers, spearmen and samurai. The time has come to march on the enemy cities and bring honor to your clan.

Impressions

DISCOVERY IN THE STEPS OF COLUMBUS

TYPE	PLAYERS
Adventure	1



Set sail and establish colonies to aid in the exploration of the New World. Fight off natives and other colonists to survive.

Impressions

CASTLES II

TYPE	PLAYERS
Strategy	1



This sequel to the original Castles game adds diplomacy and conquest to the ability to design and build your own castles.

Interplay

OUT OF THIS WORLD

TYPE	PLAYERS
Action	1



Impressive graphics highlight this game about a human scientist caught in a experiment gone wrong and thrust into a strange world.

Interplay

STAR TREK

TYPE	PLAYERS
Adventure	1



Journey with Captain Kirk, Spock and McCoy as they go where no man has gone before in search of new life and adventure.

Interplay

THE TWO TOWERS

TYPE	PLAYERS
RPG	1

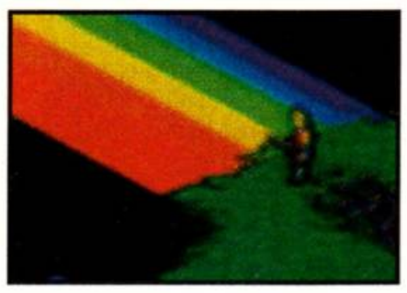


The Two Tower picks up where the Lord of the Rings left off in the saga of Middle Earth. Based on the books by J. R. R. Tolkein.

Interplay

DUSK OF THE GODS

TYPE	PLAYERS
RPG	1



Ragnarok is approaching, and without the aid of a mortal warrior, the Norse gods may not survive the final battle that issues the new age.

Interstel

GEMFIRE

TYPE	PLAYERS
Strategy	1-4



Ishmeria is ruled by an unjust king. Who has the power to conquer the noble houses, capture the gems of power and overthrow him?

Koei

ROMANCE OF THE THREE KINGDOMS II

TYPE	PLAYERS
Strategy	1-12



The fate of all of China rides on your shoulders. Expand your domain by cunning or conquest and win powerful allies to aid your cause.

Koei

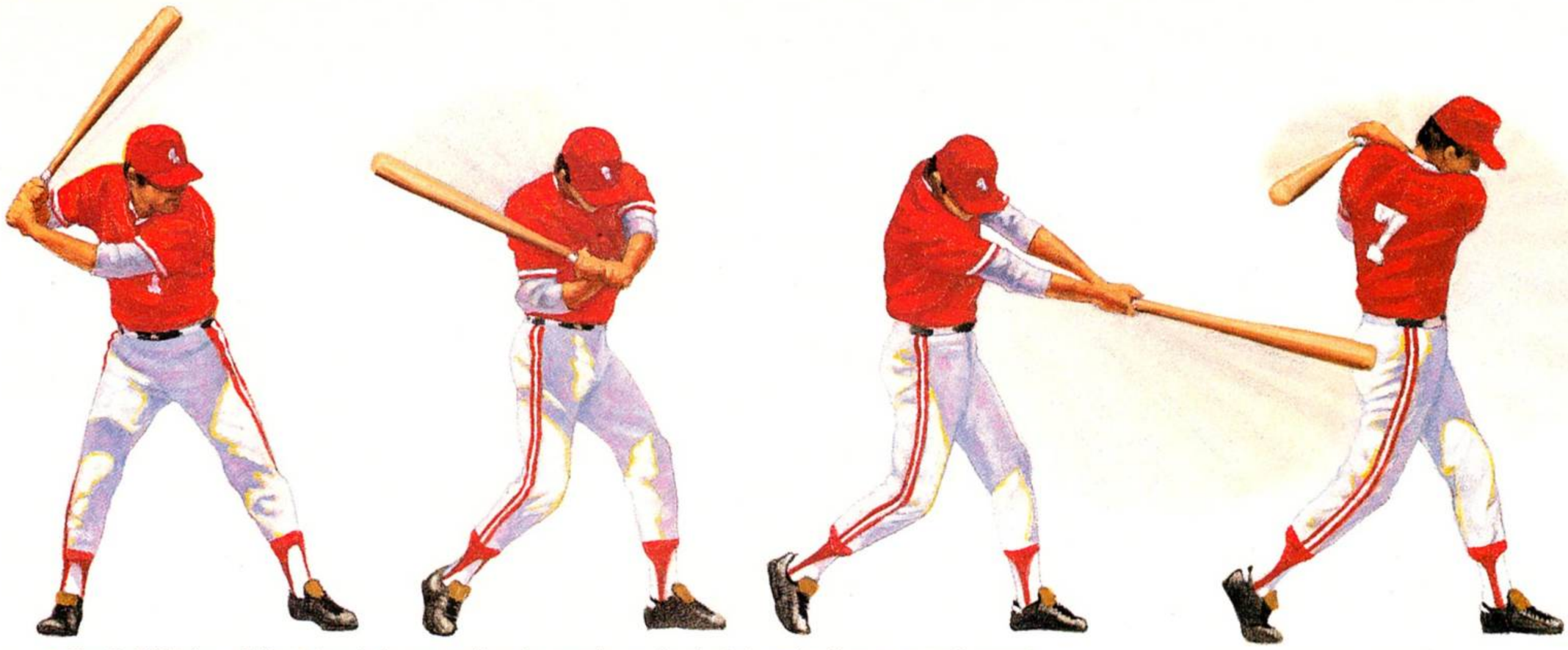
UNCHARTED WATERS

TYPE	PLAYERS
Strategy	1

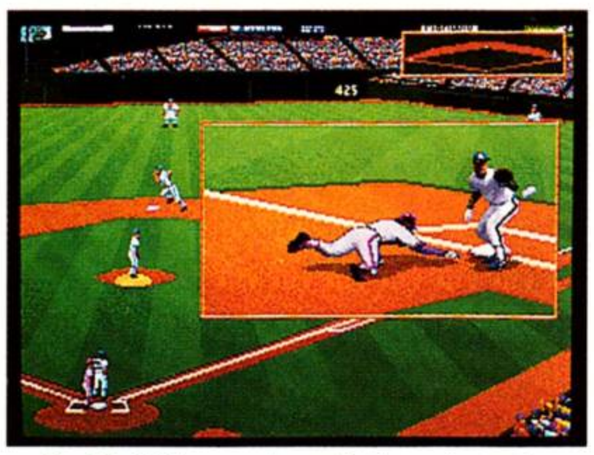


Sail the seas as a young captain. Successful ventures will earn you fame and fortune as well as a chance at promotion from the king.

Koei



▲ ***HardBall III takes a full cut at major league realism.*** A power line-up that includes printable stats, standings and box scores; the ability to import data from *HardBall II*,™ *Earl Weaver II*™ and *Tony LaRussa*™; plus a Team & Player Editor that allows you to alter everything from team logos to a player's ability.



▲ ***HardBall III zooms in on the bang-bang plays.*** Five camera angles cover the entire ballpark. Watch instant replays and save the best for your own personal Highlight Reel.

LET 'EM PLAY BASEBALL. WE PLAY HARDBALL.™

PRESENTING THE ALL-NEW HARDBALL III™

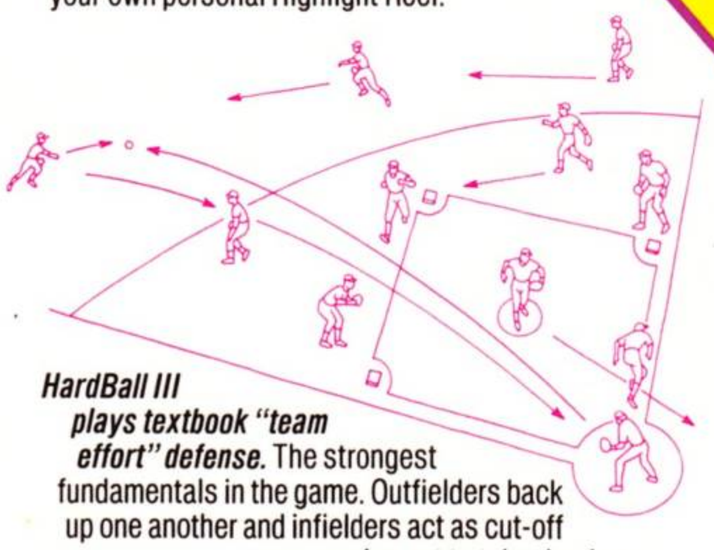
FOR THE IBM PC



▲ ***HardBall III leads off with digitized players and 256 color VGA graphics.*** Nobody beats this double play combo. Visuals as eye opening as a line drive up the middle. Animation as smooth as a Gold Glove shortstop. From fresh mowed grass to ivy covered walls, details that capture The Show.



HardBall III tests each hitter's power with eight real ballparks. Famous fields from both major leagues. Your catcher may have just enough pop to put it out of Chicago's "friendly confines," but can he go deep in Toronto?



HardBall III plays textbook "team effort" defense. The strongest fundamentals in the game. Outfielders back up one another and infielders act as cut-off men, coming out to take the throw.



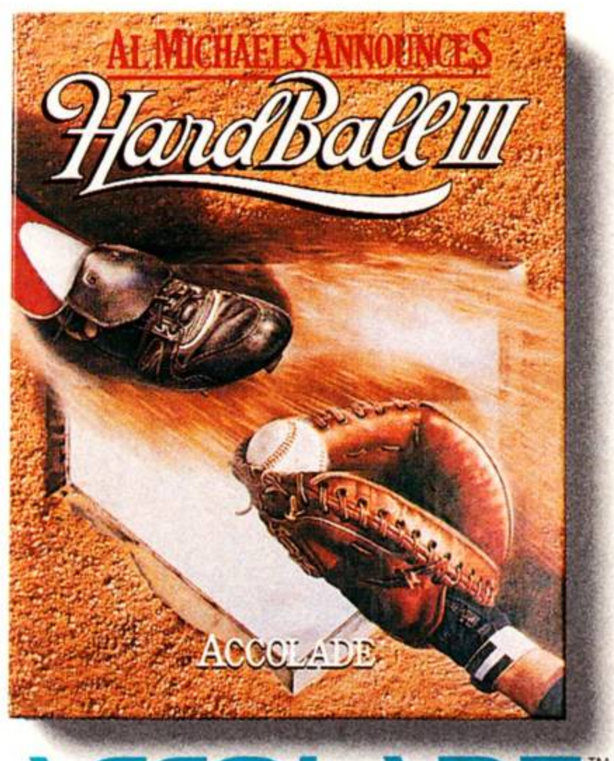
▲ ***HardBall III thrusts you into the heat of a pennant race.*** It's a 162 game, major league season — complete with road trips and an all-star game. Compile good numbers along the way and maybe you'll make the roster.



▲ ***HardBall III has the best play-by-play man in the business.*** Network broadcast great Al Michaels joins the *HardBall III* Team up in the booth, with a digitized description of all the action.

The only computer game with Hall of Fame credentials. You don't outsell every baseball title in history by standing pat in the off-season. New *HardBall III* redefines computer baseball once more with real play-by-play announcing; unprecedented graphics, realism and playability; plus more of the authentic baseball nuances that serious fans want in a simulation. More runs. More hits. No errors.

To order, visit your favorite software retailer or call 1-800-246-7744.



ACCOLADE™

The best in entertainment software.™

Play-by-play announcing requires 2MB of RAM. Actual game screens from IBM PC VGA version of the game. Other versions may vary. HardBall III, HardBall II and HardBall! are trademarks of Accolade, Inc. Earl Weaver II is a trademark of Electronic Arts. Tony LaRussa is a trademark of Strategic Simulations, Inc. All other product and corporate names are trademarks and registered trademarks of their respective owners. © 1992 Accolade, Inc. All rights reserved.

GODS

TYPE	PLAYERS
Action	1



One brave warrior will face the challenges of the forbidden city for the opportunity to join the ranks of the Gods.

Konami

LURE OF THE TEMPTRESS

TYPE	PLAYERS
Adventure	1

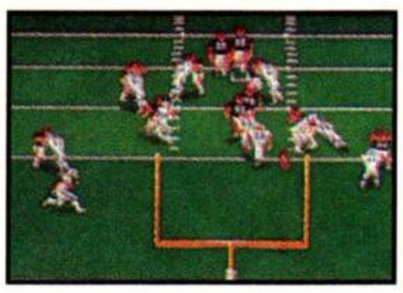


A beautiful, but evil woman has seized the city with the aid of a foul horde of monsters. Can one young lad hope to defeat her?

Konami

NFL FOOTBALL

TYPE	PLAYERS
Sports	1-2

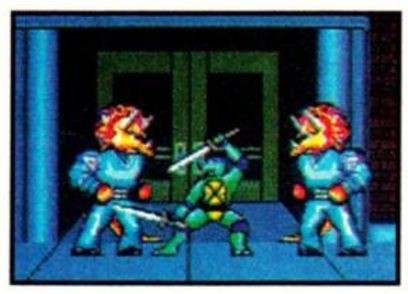


Develop and practice your own plays and try them out on the field using any of the 28 NFL league teams.

Konami

TMNT: MANHATTAN MISSIONS

TYPE	PLAYERS
Action	1



Join the Teenage Mutant Ninja Turtles on a new series of adventures. Help them to stomp Shredder and his evil cronies.

Konami

UTOPIA

TYPE	PLAYERS
Strategy	1



Earth's colonies need some help to thrive. Your job is to protect them from hostile neighbors and help them become lively communities.

Konami

GATEWAY

TYPE	PLAYERS
Adventure	1



Based on Frederik Pohl 's novel, Gateway takes you to a time where man and women brave the mysteries of space for fame and fortune.

Legend

SPELLCASTING 301: SPRING BREAK

TYPE	PLAYERS
Adventure	1



Travel with Ernie Eaglebeak and his frat brothers to Fort Naughtytail for some fun in the sun and a competition with a rival fraternity.

Legend

INDIANA JONES AND THE FATE OF ATLANTIS

TYPE	PLAYERS
Adventure	1



In the esteemed Dr. Jones' latest adventure, he will race against time and Nazis for clues to the whereabouts of the lost city of Atlantis.

LucasArts

MONKEY ISLAND 2: LeCHUCK'S REVENGE

TYPE	PLAYERS
Adventure	1



Guybrush is still searching for the big score, but his quest for treasure will pit him against Largo LeGrande and the ghost of LeChuck.

LucasArts

SECRET WEAPONS OF THE LUFTWAFFE

TYPE	PLAYERS
Flight	1



Take on the awesome aerial arsenal of the Third Reich with planes from the U.S. Eighth Air Force, and see who wins this time.

LucasArts

A-TRAIN

TYPE	PLAYERS
Simulation	1



Build a booming metropolis or a bustling rural community with the resources brought in by the railways that you build yourself.

Maxis

SIMLIFE

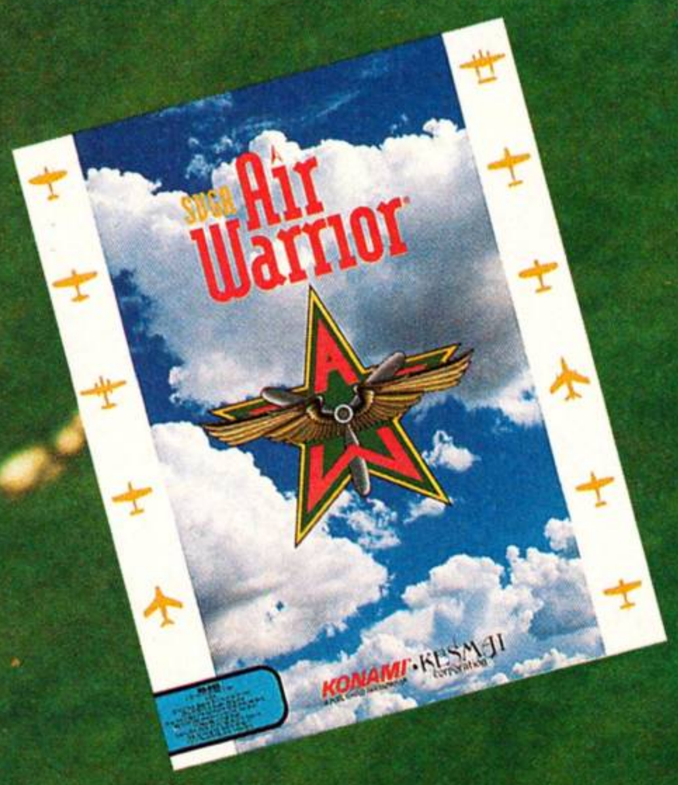
TYPE	PLAYERS
Simulation	1



With a wide range of genetic and environmental tools at your disposal, Simlife gives you the chance to experiment with life itself.

Maxis

Flight From The Ground Up



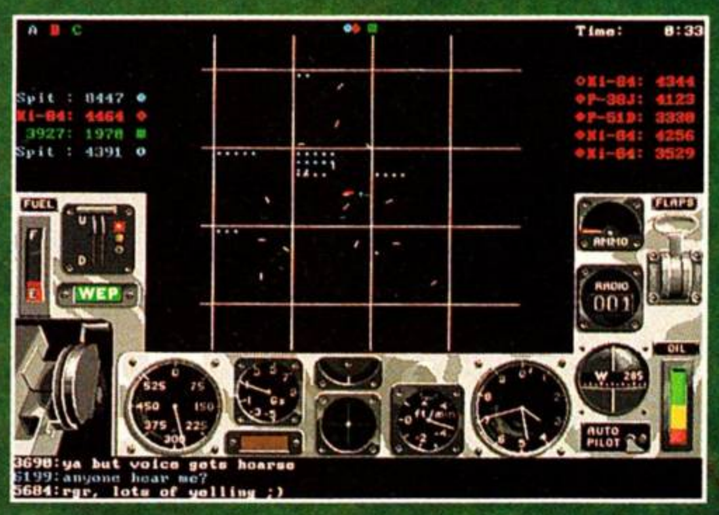
Enter a time when pilots really *flew* planes…airspeed was manageable, controls were simple, *nothing* was computerized. Dog-fight success was determined by toughness and talent, not technology.

Air Warrior® lets you experience the thrill of air combat in 11 of the most feared warplanes of the WWII and Korean eras: Mustang P-51, Bf-109, Zero, P-38, Corsair, Spitfire, A-26 Invader, FW-190, MiG-15, Ki-84, F-86. This is **the** training school for on-line air combat duty against GEnie® Air Warrior veterans. The theatre of operations could have over *50* planes airborne at any time; not a welcome mat for a novice pilot.

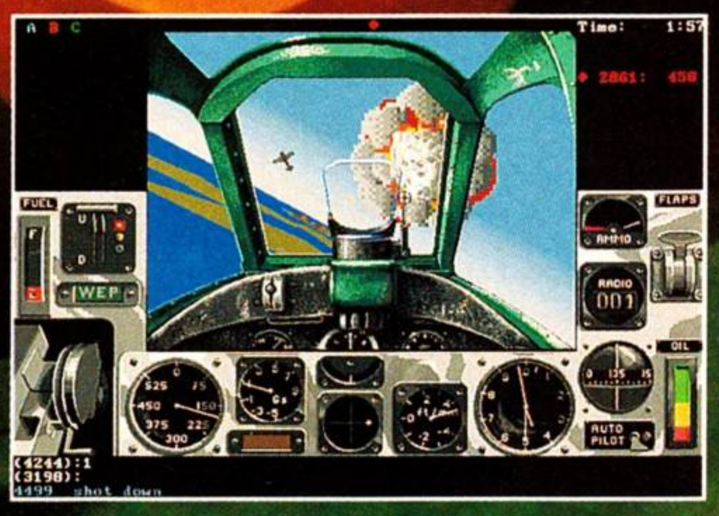
Air Warrior is the **first** and **only** Super VGA (640 x 480 x 256 color) flight sim. Take to the skies in 3 modes: Beginner, Intermediate or Expert. Film your toughest missions and re-fly them differently to sharpen flight skills. Test yourself against a buddy in modem-to-modem airspace. But, log as many practice hours as you can; it's a *wild* blue yonder on-line. For further info on GEnie Air Warrior, call 1-800-638-9636. Available on MS-DOS, November 1992.



Don't let him back on top; it's a veteran move. Sight and squeeze to keep a Zero from zeroing in on you.



Bring up the radar screen to ID the position of friend, foe, and landing fields, in a 900 sq. mile air theatre.



Bogey #2, 11:00!! Chase him, but save enough fuel to escape from behind enemy lines.

KONAMI® · KESMAI corporation

A PUBLISHING PARTNERSHIP

Air Warrior® is a registered trademark of Kesmai Corporaton, © 1992 ALL RIGHTS RESERVED. Konami® is a registered trademark of Konami Co., Ltd. © 1992 Konami. All rights reserved. **Konami Game Hint & Tip Line: 1 (900) 896-HINT (4486).** Calls are $.70 per minute. Touch tone phone required. Minors must have parental permission before calling.

COBRA MISSION

TYPE	PLAYERS
RPG	1



Discover the mystery behind Cobra City in this sexy adventure featuring graphics of Japanese animation style and quality.

Megatech

FINAL CONFLICT

TYPE	PLAYERS
Strategy	1



Use military might and diplomacy to take over the world. As a last resort, use some of your stockpiled missiles to nuke the opposition.

Merit

MERCHANT COLONY

TYPE	PLAYERS
RPG	1



Send forth a boat full of explorers and find a good place for a colony. Build up your industry and make money trading with other colonies.

Merit

MICROLEAGUE BASEBALL 4

TYPE	PLAYERS
Sports	1-2



This newest version lets you play with the updated 1991 team stats as well as a number of all-time great teams from the past.

Microleague Sports

MICROLEAGUE SOCCER

TYPE	PLAYERS
Sports	1



Put you feet to work against great teams from around the world. Choose which championship you are going for, or an exhibition game.

Microleague Sports

MANTIS EXPERIMENTAL FIGHTER

TYPE	PLAYERS
Flight	1



A foul alien race is threatening humanity, only you and a small group of pilots can save the day with the new Mantis technology.

Microplay

SEA ROGUE

TYPE	PLAYERS
Adventure	1

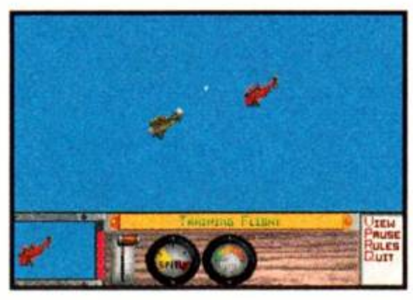


Investigate the depths of the oceans as your band of trained specialists salvage ancient ship wrecks for fame and fortune.

Microplay

ANCIENT ART OF WAR IN THE SKIES

TYPE	PLAYERS
Strategy	1



Relive World War I as you plan strategy and assign your aircraft to carry it out. Let the computer control them or do it yourself.

Microprose

B-17 FLYING FORTRESS

TYPE	PLAYERS
Flight	1

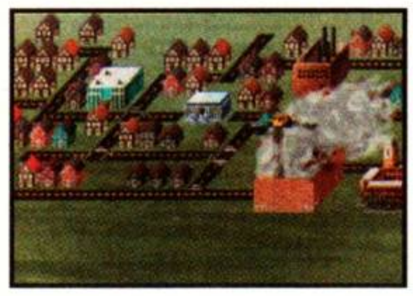


With this flight simulator, you not only control the plane, you can also control each member of the bomber's crew at their stations.

Microprose

CIVILIZATION

TYPE	PLAYERS
Strategy	1

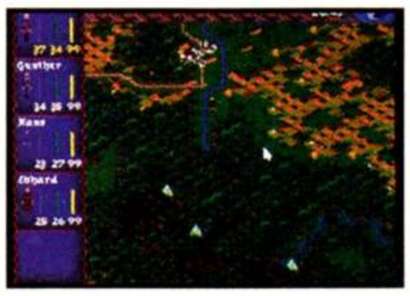


From the settling of your very first primitive tribe to the colonization of another planet, you guide the destiny of your people in Civilization.

Microprose

DARKLANDS

TYPE	PLAYERS
RPG	1



Medieval Germany was not a nice place, but the Darklands version where fairy tales are fact is a much harsher place for adventurers.

Microprose

GREENS

TYPE	PLAYERS
Sports	1-4



Play your way through a round of golf with the advice of David Leadbetter, instructor to the Pros, helping you improve your game.

Microprose

EMPIRE™ Deluxe

The Modern Version Of The Award Winning Classic

- An Addictive Strategy War Game
- Network and Modem Compatible
- Super VGA Graphics
- Advanced Scenario Editor
- Superior Computer A.I.
- Digitized Sound Effects
- Various Difficulty Settings
- Completely Re-Playable

By Mark Baldwin and Bob Rakosky





AVAILABLE AT YOUR LOCAL SOFTWARE RETAILER OR DIRECT FROM NEW WORLD AT **1-800-325-8898**
(OR 1-818-999-0607 outside U.S.) P.O. BOX 4302 HOLLYWOOD, CALIFORNIA 90078-4302)

©1992 New World Computing, Inc and White Wolf Productions. Empire Deluxe is a trademark of New World Computing, Inc.
New World Computing is a registered trademark of New World Computing, Inc.
IBM screens shown. Actual screens may vary.

NEW WORLD COMPUTING®

REX NEBULAR AND THE COSMIC GENDER BENDER

TYPE	PLAYERS
Adventure	1



Take on the role of Rex (in naughty or nice mode) as he tries to discover the secret behind the mysterious hidden planet.

Microprose

GLOBAL EFFECT

TYPE	PLAYERS
Simulation	1



Global Effect lets you build a civilization while promoting ecological safety by making you aware of the adverse conditions you cause.

Millennium

MAGIC CANDLE II THE FOUR AND FORTY

TYPE	PLAYERS
RPG	1



Return to the world of the Magic Candle to take part in the invasion into the heart of evil and discover the fate of the Candle's guardians.

Mindcraft

SIEGE

TYPE	PLAYERS
Strategy	1



Take part in the great wars which shaped the world of the Magic Candle. You can play as good or evil as you lay siege to enemy castles.

Mindcraft

STAR LEGIONS

TYPE	PLAYERS
Strategy	1



No noble causes here! This time you get to play the part of the commander of alien forces that conquer just for the fun of it.

Mindcraft

CONTRAPTION ZACK

TYPE	PLAYERS
Puzzle	1



It's Zack's first day on the job and his boss expects him to fix all of the broken machines. It would not be so bad if he still had his tools.

Mindscape

D/GENERATION

TYPE	PLAYERS
Puzzle	1

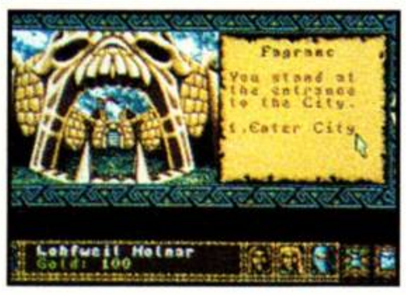


You thought it would be an easy courier job. Unfortunately, it looks like you will have to try to save the world from a biological weapon.

Mindscape

FOUR CRYSTALS OF TRAZERE

TYPE	PLAYERS
RPG	1



From the four corners of the world come a quartet of champions who combine to wipe the plague of evil from the face of the planet.

Mindscape

CLOUDS OF XEEN

TYPE	PLAYERS
RPG	1



In the latest installment of the Might and Magic series, you must find a way to defeat Lord Xeen and free the land from his evil.

New World Computing

PLANET'S EDGE

TYPE	PLAYERS
RPG	1

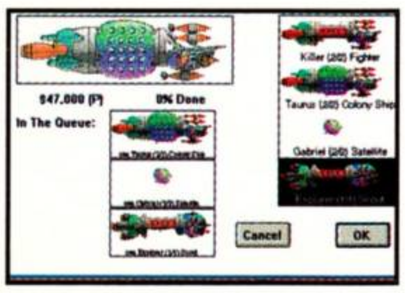


Mine raw materials and discover new technology that will allow you to build more powerful spaceships to reach the farthest stars.

New World Computing

SPACEWARD HO!

TYPE	PLAYERS
Strategy	1 (more via modem)



Expand outward from your home planet and colonize new worlds. Invest in technology, and build more powerful ships that you can name.

New World Computing

RAGNAROK

TYPE	PLAYERS
RPG	1



Explore the lands of Norse mythology, encountering many different monsters and magic items. Choose from a variety of character types.

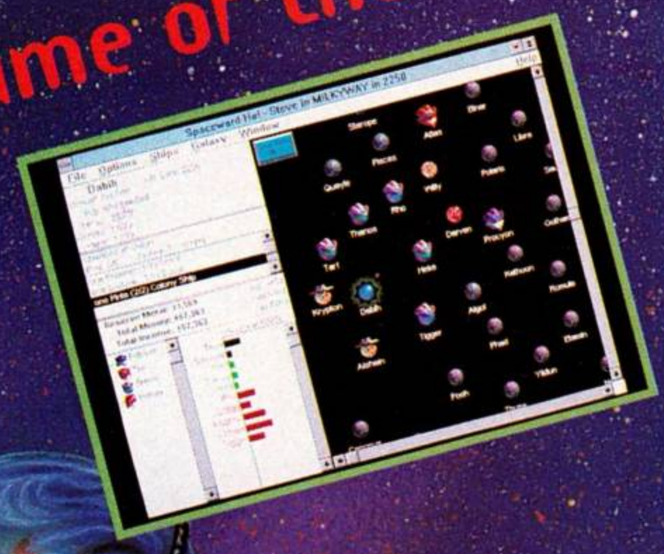
Norsehelm



Go where no cowboy has gone before.
No two games are exactly alike.
Full network modem compatability.

SPACEWARD HO!

The Conquest Game of the Stars.



Design your own ships, create your own galaxy, personalize your opponents.
Enjoyable "point and click" interface makes playing a snap.
Explore, colonize, and conquer in a galaxy of your own design.

Up to 20 human and or computer players each game.
Full Windows support with menu driven commands.
Rustle up some stars and get ready for action.

A minute to learn, an hour to kick butt.

Spaceward Ho! is a space strategy game for the conquest of the universe. Players start out with a rather low level of technology and income with which to build ships, explore and colonize planets, and eventually take over the universe. Spaceward Ho! is an adventure lasting many hours and days, and is never the same game twice. Due to the multiplayer compatability you and your friends can go head to head, against the computer, or BOTH.

Round 'em up and head 'em out. It's time for a showdown.





NEW WORLD COMPUTING™

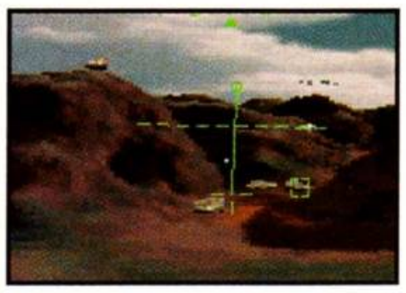
AVAILABLE AT YOUR LOCAL SOFTWARE RETAILER OR DIRECT FROM NEW WORLD AT 1.800.325.8898 (OR 1.818.999.0607 OUTSIDE U.S.) P.O. BOX 4302 HOLLYWOOD, CALIFORNIA 90078-4302

© COPYRIGHT 1992 NEW WORLD COMPUTING INC. ★ SPACEWARD HO! IS A TRADEMARK OF DELTA TAO UNDER LICENSE TO NEW WORLD COMPUTING. ★ NEW WORLD COMPUTING IS A REGISTERED TRADEMARK OF NEW WORLD COMPUTING INC. IBM SCREENS SHOWN. ACTUAL SCREENS MAY VARY.

CIRCLE #164 ON READER SERVICE CARD.

COMMANCHE MAXIMUM OVERKILL

TYPE	PLAYERS
Flight	1



Fly a heavily armed Commanche helicopter in action-packed missions over terrain done in an all new graphic style.

Novalogic

WILD WHEELS

TYPE	PLAYERS
Action	1



What's WIld Wheels? Well, it's like demolition derby and soccer put together. Score goals with the meanest monster trucks around.

Ocean

ULTIMA VII: THE BLACK GATE

TYPE	PLAYERS
RPG	1



Things have changed since the Avatar's last visit to Britannia. A new moral code has supplanted the virtues and corrupted the land.

Origin

ULTIMA UNDERWORLD: THE STYGIAN ABYSS

TYPE	PLAYERS
RPG	1



Take a look at the land of Britannia from a new perspective. This game concentrates on unexplored territory beneath the surface.

Origin

WING COMMANDER II

TYPE	PLAYERS
Flight	1



New missions and a new storyline will pick up where the first game left off. Watch out, the Kilrathi Empire will not take its last defeat lightly.

Origin

Twilight 2000

TYPE	PLAYERS
RPG	1

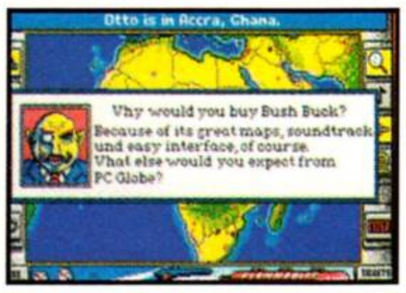


In the year 2000, the world is very different. Military might determines who rules and the people need help from men of courage.

Paragon

BUSH BUCK

TYPE	PLAYERS
Puzzle	1



Travel the world in search of priceless artifacts. If your knowledge of foreign cultures is not good enough, the villains might beat you.

PC Globe

CARL LEWIS CHALLENGE

TYPE	PLAYERS
Sports	1

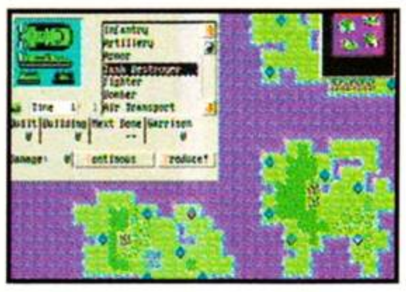


Choose your athlete, train him and see if he can stand up in competition. Carl gives tips on how to train for each event.

Psygnosis

BATTLES OF DESTINY

TYPE	PLAYERS
Strategy	1-4



Peace and prosperity have been shattered in a single terrorist attack. Chaos reigns and only the strongest can regain order.

QQP

CONQUERED KINGDOMS

TYPE	PLAYERS
Strategy	1-2



Recruit armies of archers, dragons, trolls and many others and field them against the foe in a single battle or a lengthy campaign.

QQP

PERFECT GENERAL

TYPE	PLAYERS
Strategy	1-2

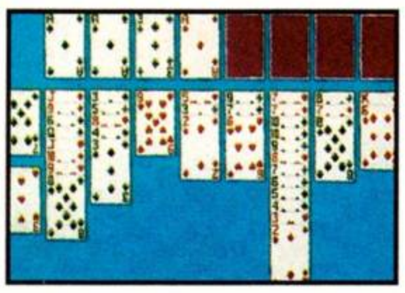


Match military minds against a computer or human opponent. Choose your units carefully or you may regret your choices later.

QQP

SOLITAIRE'S JOURNEY

TYPE	PLAYERS
Card Game	1



Try your hand at over one hundred of the most popular variations of solitaire. The computer keeps a record on past performances.

QQP



THEY'RE BACK!!!

with new skills, for a new world...

A

PSYGNOSIS

production designed by

DMA DESIGN

* 12 BRAND NEW TRIBES OF LEMMINGS, EACH WITH THEIR OWN SKILLS
* SKIERS, SURFERS, BONGO PLAYERS, SNAKE-CHARMERS & MORE
* PUZZLING PROBLEMS WITH HILARIOUS ANIMATION

Psygnosis
29 Saint Mary's Court
Brookline, MA 02146

* SAVE THE TRIBES & WIN THE TALISMAN
* 8-WAY SCROLLING
* ENHANCED SOUND SUPPORT WITH DIGITIZED LEMMING VOICES
* RIVETING GAME PLAY IN THE LEMMINGS TRADITION

Tel: (617) 731-3553
Fax: (617) 731-8379

CIRCLE #165 ON READER SERVICE CARD.

SPOILS OF WAR

TYPE	PLAYERS
Strategy	1-4



Take conquest and colonization to a higher level with Spoils. Use four types of explorers to find prime land and build thriving colonies.

RAW Entertainment

GUY SPY

TYPE	PLAYERS
Action	1



As Guy Spy, secret agent, you will have to fight through enemy agents in a race against time to stop a madman's plot of destruction.

Readysoft

SPACE ACE II: BORF'S REVENGE

TYPE	PLAYERS
Action	1



Right off the arcade laser disk, Dexter and Space Ace are back to take on the machinations of the evil Borf, once again.

Readysoft

CASTLE OF DR. BRAIN

TYPE	PLAYERS
Puzzle	1



While primarily aimed at a younger audience, this entertaining puzzle game is enjoyable for people of all ages.

Sierra

CONQUEST OF THE LONGBOW

TYPE	PLAYERS
Adventure	1



Follow the exploits of Robin Hood and his Merry Men as they try to raise enough money to pay the ransom of the good King Richard.

Sierra

DAGGER OF AMON RA

TYPE	PLAYERS
Adventure	1



The lively young sleuth Laura Bow is back with a new mystery to solve. How are the museum murders linked to the theft of the Dagger?

Sierra

ECO QUEST

TYPE	PLAYERS
Adventure	1



Sierra passes on an ecologically sound message with this newest 'Quest' series which is aimed at a younger audience.

Sierra

GOBLIIINS

TYPE	PLAYERS
Puzzle	1

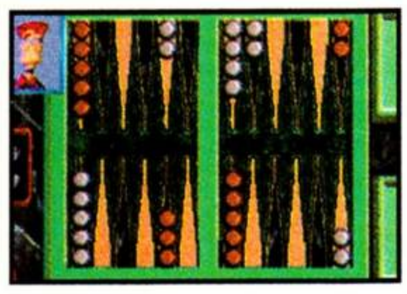


Help three brave goblins on their quest to free their king from a horrible curse. Success will depend on the use of their unique skills.

Sierra

HOYLE'S BOOK OF GAMES III

TYPE	PLAYERS
Board Games	1-4

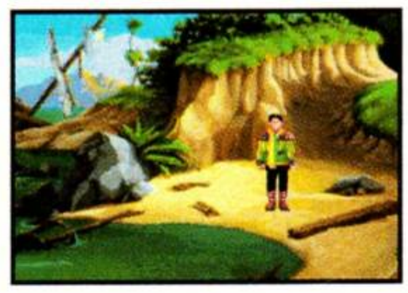


This third installment of the 'Book of Games' series offers backgammon, dominoes, pachisi, checkers, Yacht and Snakes & Ladders.

Sierra

KING'S QUEST VI: HEIR TODAY, GONE TOMORROW

TYPE	PLAYERS
Adventure	1



In 'Heir Today, Gone Tomorrow', Prince Alexander goes to the rescue of the woman he loves and discovers a wondrous new land.

Sierra

QUEST FOR GLORY III: WAGES OF WAR

TYPE	PLAYERS
RPG	1



Discover the mysteries of Tarna as a thief, magic-user or fighter in a game which combines role-playing with Sierra's adventure game style.

Sierra

WIZARDRY: CRUSADERS OF THE DARK SAVANT

TYPE	PLAYERS
RPG	1



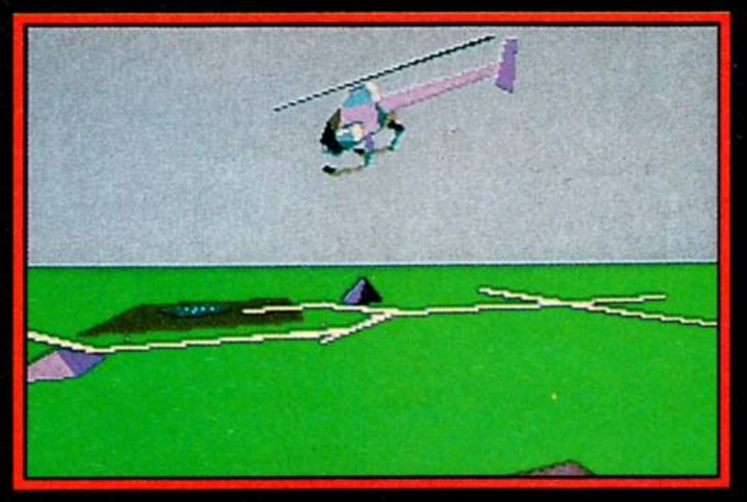
Search for the secrets of the universe using characters from the previous game or new ones in the seventh chapter of the Wizardry story.

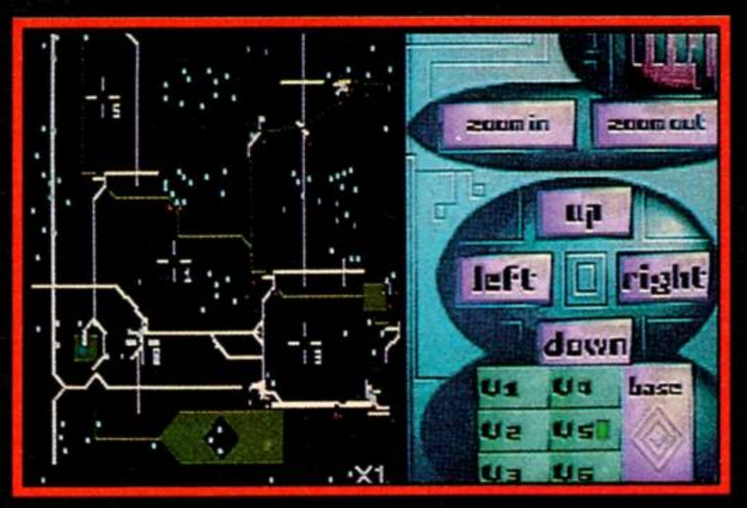
Sir-Tech











ARMOUR-GEDDON

The Balkan War of 1997 devastated the earth . . .

Decades later, two conflicting factions survive: The hostile and combative surface dwellers, and the subterranean society of the Earth Defense Network (EDEN). As a warrior member of EDEN's High Command, it's your sworn duty to defend your civilization from the marauding surface dwellers and destroy their deadly laser beam cannon before it annihilates your people.

Armour-Geddon puts you in the front line! Plan the attack and leap into combat, battling the enemy from the cockpit of six different high-tech vehicles. Striking from the air in your stealth fighter, bomber or helicopter you eradicate the enemy's power grid. Decimating enemy installations, you retrieve their advanced weapons systems in your fleet of surface attack vehicles. Assembling the captured technology, you develop the only weapon on earth powerful enough to crush the enemy's aggression: the Neutron Bomb.

Armour-Geddon takes realism a step further with high speed computer graphics, heads-up cockpit displays, full soundboard support and the sophisticated head to head serial link option that permits two EDEN warriors to simultaneously coordinate their attack.

Any closer to the action and you'd need body armor!

Psygnosis, 29 Saint Mary's Court, Brookline, MA 02146 Tel: 617-731-3553

To order Armour-Geddon and protect the people of EDEN, visit your favorite software retailer or call

1-800-GET-PSYG

PSYGNOSIS

CRISIS IN THE KREMLIN

TYPE	PLAYERS
Strategy	1



Put yourself in charge of the old Soviet Union and see if you can run it better. In solving any problems, be sure to keep everyone happy.

Spectrum Holobyte

FALCON 3.0

TYPE	PLAYERS
Flight	1



This time your not just responsible for yourself, as Squadron Leader of up to 8 other jet fighters, you have to watch out for them, too.

Spectrum Holobyte

SUPER TETRIS

TYPE	PLAYERS
Puzzle	1-2



Enjoy one of the biggest recent computer game fads around with new options and special power items to add to your fun.

Spectrum Holobyte

TETRIS CLASSIC

TYPE	PLAYERS
Puzzle	1-2



A Russian soundtrack will set the mood as you play with beautifully painted scenes from a Russian folktale in the background.

Spectrum Holobyte

CARRIERS AT WAR

TYPE	PLAYERS
Strategy	1



Control ships and aircraft as the Axis or Allied naval forces in six scenarios based on major carrier battles during World War II.

SSG

BUCK ROGERS: MATRIX CUBED

TYPE	PLAYERS
RPG	1



Join NEO and Buck, in their constant battle against the foul forces of RAM, in the sequel to the first Buck Rogers game.

SSI

CONFLICT: KOREA

TYPE	PLAYERS
Strategy	1

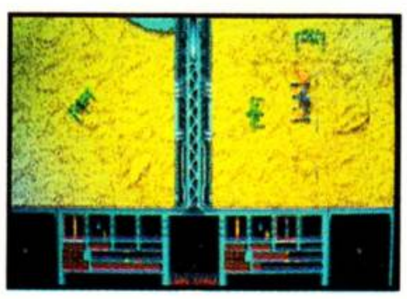


Become embroiled in three historical scenarios based on actual encounters during the Korean War, as well as a hypothetical scenario.

SSI

CYBEREMPIRES

TYPE	PLAYERS
Strategy	1-2



Build massive battle robots and field them against the enemy units. Capture territory for more money and engage in borg to borg combat.

SSI

DARK QUEEN OF KRYNN

TYPE	PLAYERS
RPG	1



The Krynn series wraps up in the third and final game in which your party of adventurers explore new areas, even an undersea realm.

SSI

EYE OF THE BEHOLDER II

TYPE	PLAYERS
RPG	1

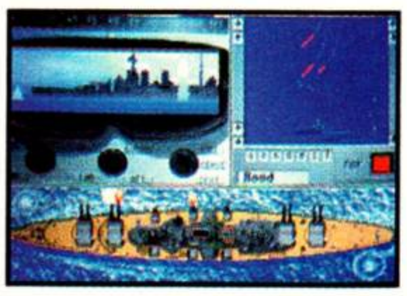


Your services are required. Waterdeep needs adventurers to investigate the strange disappearances around Temple Darkmoon.

SSI

GREAT NAVAL BATTLES

TYPE	PLAYERS
Strategy	1



Engage in combat at sea with the mighty warships of the British and German navies in the North Atlantic during World War II.

SSI

POOLS OF DARKNESS

TYPE	PLAYERS
RPG	1



At last the climactic finale to the series which started it all with Pool of Radiance. Travel to other planes to find the means to defeat evil.

SSI

"The best simulator I've ever seen!"
Rick Zalud, Computer Game Review

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

"Sets a totally new standard for helicopter simulations!"
Arnie Katz, Electronic Games

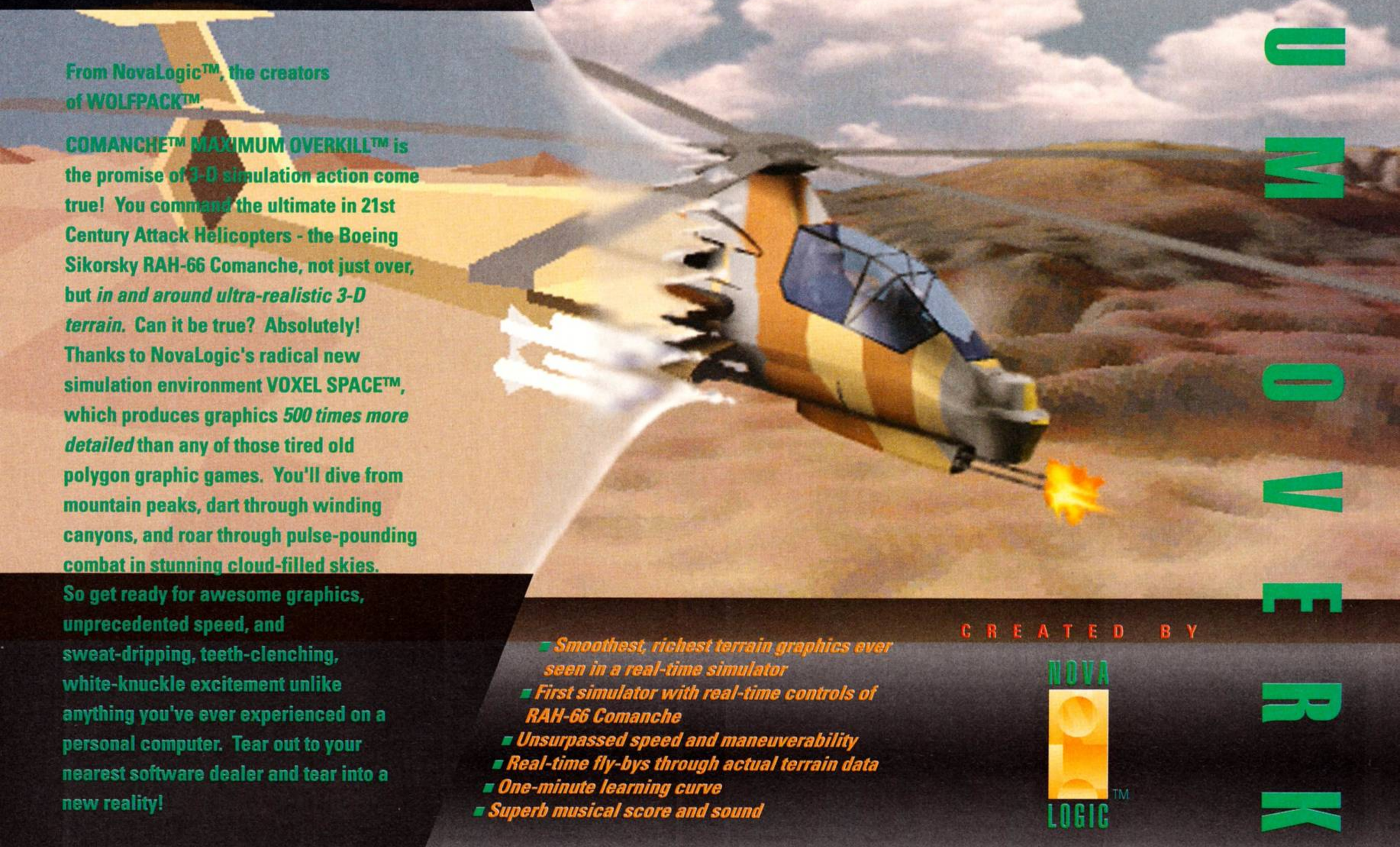
"Redefines the state-of-the-art in computer simulation graphics!"
Computer Gaming World

TEAR INTO A NEW REALITY!

BEYOND THE EDGE OF THE ENVELOPE

MAXIMUM OVERKILL™

COMANCHE™



From NovaLogic™, the creators of WOLFPACK™.

COMANCHE™ MAXIMUM OVERKILL™ is the promise of 3-D simulation action come true! You command the ultimate in 21st Century Attack Helicopters - the Boeing Sikorsky RAH-66 Comanche, not just over, but *in and around ultra-realistic 3-D terrain.* Can it be true? Absolutely! Thanks to NovaLogic's radical new simulation environment VOXEL SPACE™, which produces graphics *500 times more detailed* than any of those tired old polygon graphic games. You'll dive from mountain peaks, dart through winding canyons, and roar through pulse-pounding combat in stunning cloud-filled skies.

So get ready for awesome graphics, unprecedented speed, and sweat-dripping, teeth-clenching, white-knuckle excitement unlike anything you've ever experienced on a personal computer. Tear out to your nearest software dealer and tear into a new reality!

- *Smoothest, richest terrain graphics ever seen in a real-time simulator*
- *First simulator with real-time controls of RAH-66 Comanche*
- *Unsurpassed speed and maneuverability*
- *Real-time fly-bys through actual terrain data*
- *One-minute learning curve*
- *Superb musical score and sound*

CREATED BY

NOVA LOGIC™

ACTUAL SCREENSHOTS







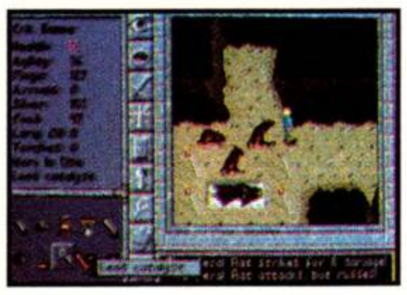
FLIGHT™

For the IBM-PC 386 SX or greater. 386/486, 32 bit mode game with 4 megabytes of linear addressed power!

Wolfpack, Comanche, Maximum Overkill, VOXEL SPACE, NovaLogic, and the NovaLogic logo are trademarks of NovaLogic, Inc., 19510 Ventura Blvd., Ste. 200, Tarzana, CA 91356 © 1992 by NovaLogic, Inc. All Rights Reserved.

PROPHESY OF THE SHADOW

TYPE	PLAYERS
RPG	1



You will be thrust into a quest to discover the secret of the prophesy and to defeat the Shadowlord in this new game style by SSI.

SSI

SPELLJAMMER: PIRATES OF REALMSPACE

TYPE	PLAYERS
RPG	1



A new Advanced Dungeons & Dragons format takes you into the vast space between worlds in magical flying ships.

SSI

THE SUMMONING

TYPE	PLAYERS
RPG	1



You were summoned by those who needed your aid. Use your training to navigate the deadly maze and emerge to mete out justice.

SSI

TREASURES OF THE SAVAGE FRONTIER

TYPE	PLAYERS
RPG	1

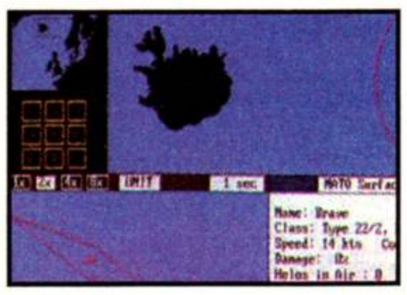


Take a second journey to the Savage Frontier and take on an even more difficult task than before. Can you prevent the threat of war?

SSI

HARPOON CHALLENGER PAK

TYPE	PLAYERS
Strategy	1



This complete set includes Harpoon version 1.31, four battle sets and the scenario editor for the entire Harpoon experience.

Three-Sixty

THEATRE OF WAR

TYPE	PLAYERS
Strategy	1-2

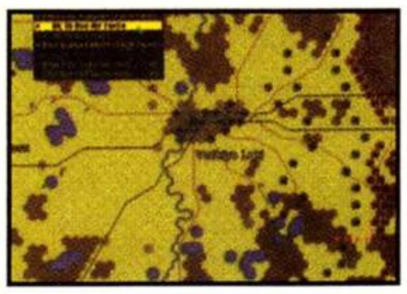


Three-Sixty offers a different kind of strategy game. The game has the feel of chess without turns and where the pieces actually fight.

Three-Sixty

V FOR VICTORY: VELIKIYE LUKI

TYPE	PLAYERS
Strategy	1



Anyone who enjoyed the first V for Victory will be thrilled to try the new scenarios in this game, which are centered around a Russian town.

Three-Sixty

PREHISTORIK

TYPE	PLAYERS
Action	1

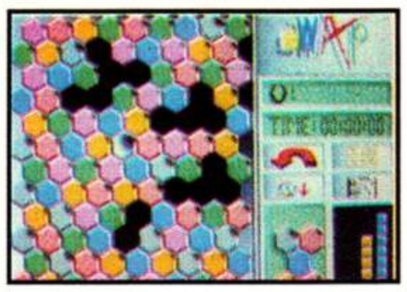


Guide your cave man past hungry prehistoric beasties to try to find enough food to prevent his tribe from starving to death.

Titus

SWAP

TYPE	PLAYERS
Puzzle	1

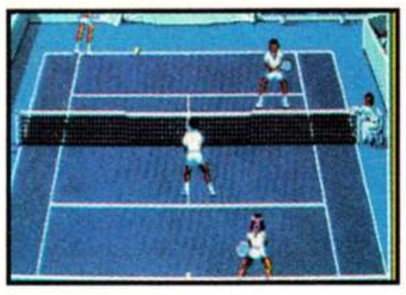


Flip the paired shapes and match up the colors to eliminate them. Try to get as many as you can before your time limit runs out.

Titus

JIMMY CONNERS PRO TENNIS TOUR

TYPE	PLAYERS
Sports	1-4



Warm up your forehand and get ready to hit the court with singles and doubles action against some hard hitting computer opponents.

Ubi Soft

MEGA LO MANIA

TYPE	PLAYERS
Strategy	1

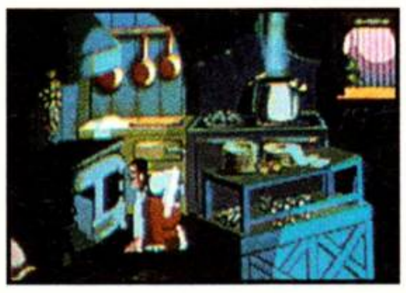


Take a small handful of primitive tribesmen and guide them in the development of new weapons to protect them from opposing tribes.

Ubi Soft

CRUISE FOR A CORPSE

TYPE	PLAYERS
Adventure	1



When a famous detective is invited on a cruise, it sounds like a great vacation. However, a foul murder turns it into work.

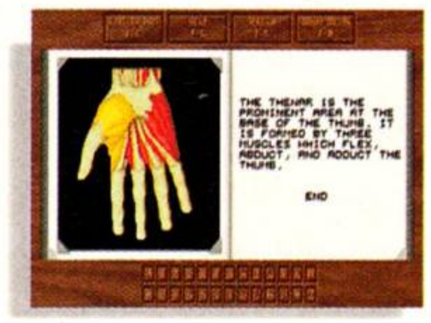
U.S. Gold

Body Illustrated™

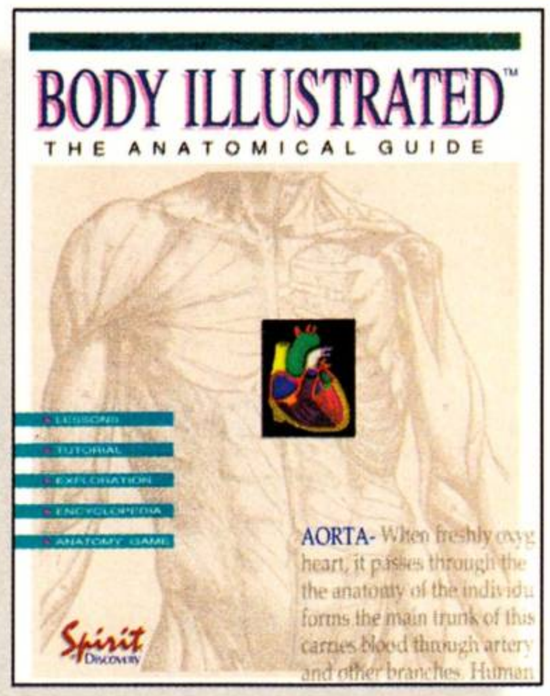
EDUCATIONAL

JOURNEY INSIDE THE HUMAN MACHINE









$79.95

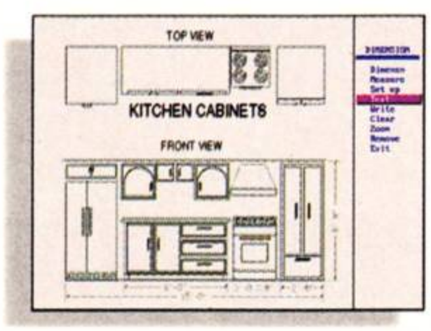
Designed to be fun and easy to use, BODY ILLUSTRATED is a visual and audio guide to exploring the human anatomy. BODY ILLUSTRATED examines hundreds of body parts from different views and is full of detailed illustrations with stunning realism. With just a click of the mouse, each part is explained in clear, non-technical language. A digitized voice provides the correct pronunciation of anatomical part names and "Instant Help" eliminates the need for fumbling with the manual.

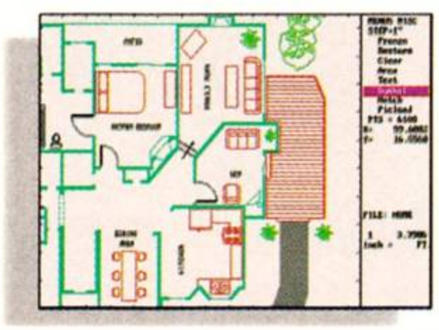
BODY ILLUSTRATED teaches either by lesson method or through the use of the game mode. It is an ideal study guide for junior high to college level students and a valuable reference tool. Instructors can easily use BODY ILLUSTRATED as an interactive anatomy teaching aid. Included in the box is a full-color anatomical parts poster and a written study guide.

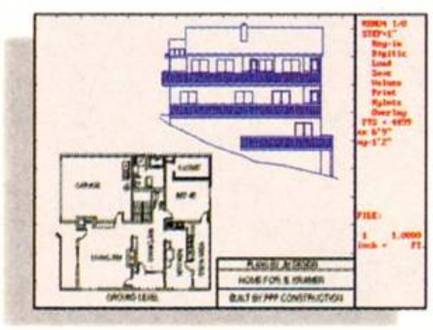
Draft & Print™

THE POWER TO UNLEASH YOUR CREATIVITY

PRODUCTIVITY

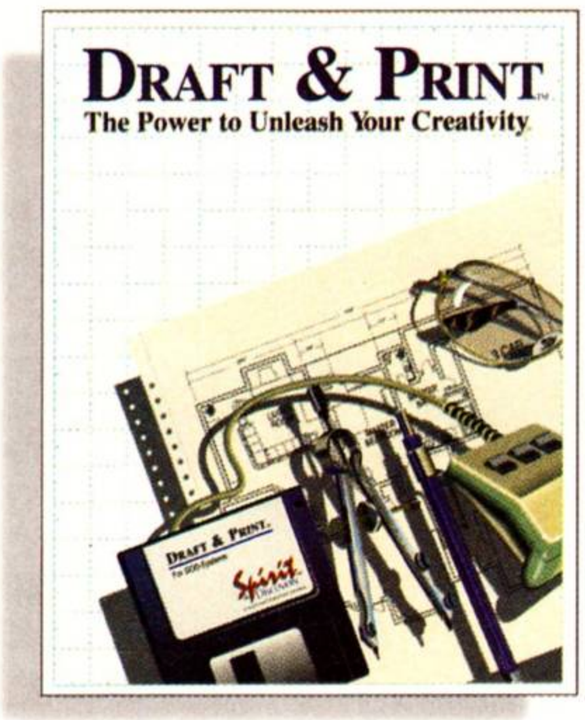






DRAFT & PRINT is a simple, yet powerful drafting program that's easy enough for the beginner, yet powerful enough for the professional. From floor plans and interiors to landscapes, technical illustrations, engineering diagrams, and architectural plans; the tutorial will have you designing on the day you install the program. With DRAFT & PRINT's extensive collection of drawing tools, full layering, powerful text scaling and rotation, your drawings will be far more accurate and to scale than if done by hand. And changes are a snap, saving you countless hours in editing.

Forget about special chips, graphics boards and extra memory, there's no special hardware required. DRAFT & PRINT includes a library of over 400 useful symbols.

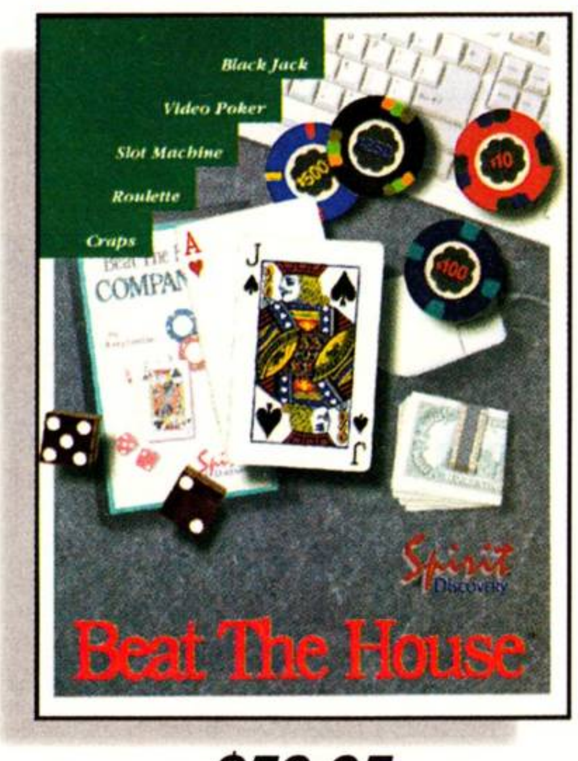


$129.95

Beat The House™

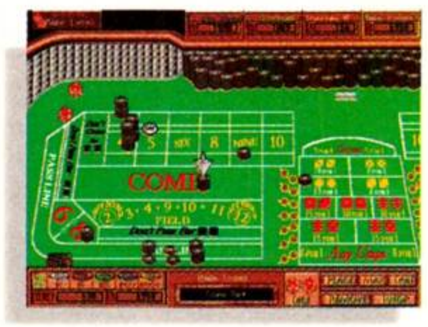
ENTERTAINMENT

THE ULTIMATE GAMING TUTOR & SIMULATOR









$59.95

Featuring incredibly realistic graphics and sound, Beat the House will make you feel like you're part of the action. Beginners will learn the rules, rituals and terminology of casino play. Seasoned gamblers are schooled in strategic counting techniques,as well as profitable betting and play strategies. Included is a 160 page study guide, "Beat the House Companion", written by gambling guru Avery Cardoza. This casino simulator is unlike any other; not only will you have years of exciting game play, but you'll also learn how to improve your odds to Beat the House.

All Products are IBM compatible.

To order call: **Spirit of Discovery** at 1-800-722-8988
Products also available at your local software outlet.

Spirit of Discovery™

DISCOVER

GODFATHER

TYPE	PLAYERS
Action	1

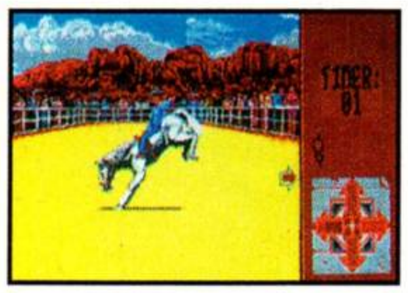


Walk the streets of Chicago dodging the bullets of gangsters and snipers. Don't bring shame to the family name or it could be fatal.

U.S. GOLD

COFFEE BREAK SERIES

TYPE	PLAYERS
Various	Varies



Villa Crespo is offering a number of smaller, more affordable games for those who like to play a lot without having to pay a lot.

Villa Crespo

STANFORD WONG'S VIDEO POKER

TYPE	PLAYERS
Card Game	1



Try your luck and see if you can make a profit on video poker. Dr. Wong offers statistical information and advice for success.

Villa Crespo

DUNE

TYPE	PLAYERS
Adventure	1

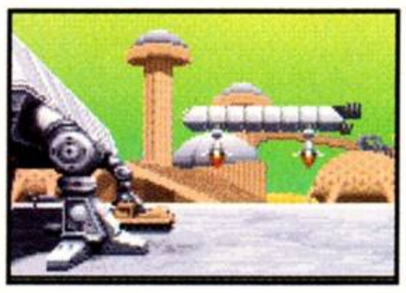


Help Paul Atreides to gather the Fremen of the planet Arrakis and overthrow the rule of the oppressive Harkonnen overlords.

Virgin

DUNE II

TYPE	PLAYERS
Strategy	1



Enter into the service of the Ordos, Harkonnen or Atreides and lead their forces to victory against the opposing houses.

Virgin

FLOOR 13

TYPE	PLAYERS
Strategy	1

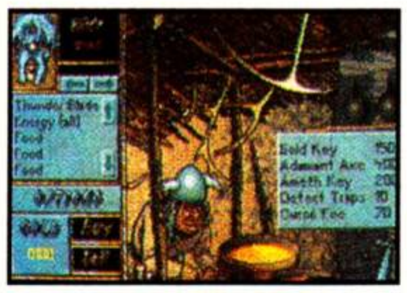


Your bureau is in charge of making sure that the government looks good. Use any means needed, but if the people lose faith, you lose too.

Virgin

HEIMDALL

TYPE	PLAYERS
RPG	1



As the viking warrior Heimdall, you will have to lead your band of hardy travellers on a journey to defeat the plan of the evil, Loke.

Virgin

KGB

TYPE	PLAYERS
Adventure	1



Members of the KGB are watched as closely as their suspects. Keep this in mind when you take on the next case set before you.

Virgin

THE LEGEND OF KYRANDIA

TYPE	PLAYERS
Adventure	1



Impressive graphics highlight a new adventure game style by Virgin. Help the young prince to overcome the magic of the jester, Malcolm.

Virgin

MONOPOLY DELUXE

TYPE	PLAYERS
Board Game	1-8

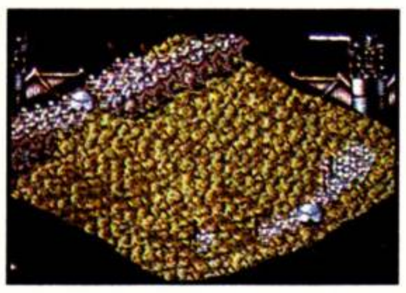


Parker Brothers and Virgin Games have combined efforts to bring one of America's favorite board games to the home computer.

Virgin

REALMS

TYPE	PLAYERS
Strategy	1

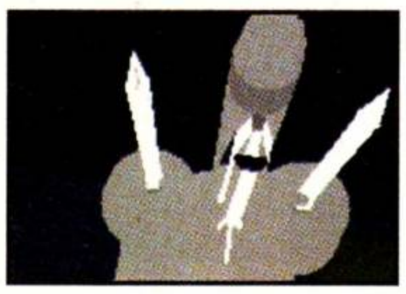


Lead the race of your choice to victory in a number of different scenarios. Only one realm can rule, make sure it is yours.

Virgin

SHUTTLE

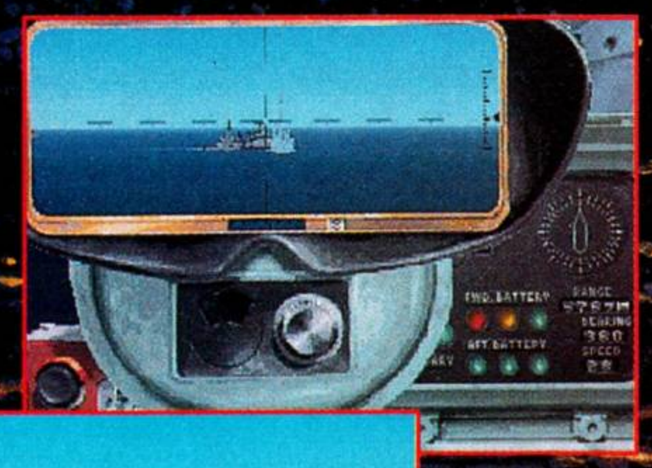
TYPE	PLAYERS
Simulation	1



Live the life of an astronaut with a highly detailed simulation. Different missions mimic the actual shuttle launches by NASA.

Virgin

A legendary year in the history of naval conflict has returned.



Actual screens may vary.



The Pacific Solomons 1942. Setting for a series of naval confrontations that would change the course of World War II. And the setting for the first in a new series of spectacular Pacific War simulations from MicroProse.

Task Force 1942 is your chance to command a fleet of destroyers, cruisers, and battleships against aggressive enemy forces in the South Pacific.

No detail has been overlooked in this painstakingly researched simulation. Torpedo wakes. Thrilling night combat. Blinding explosions. Flares. More than 250 combat ships faithfully reproduced. All presented in breathtaking realism.

Issue commands to ships and convoys. Fire torpedos into enemy backsides. Control crucial battle positions. Shell enemy targets. Confront enemy ships head-on. And, if you choose, lead the Japanese forces into battle.

Task Force 1942 from MicroProse. It's the *only* way to experience the thrills...and risks...of naval combat in World War II. To order, visit your nearest retailer or call **1-800-879-PLAY.** Call today.

MICROPROSE™
ENTERTAINMENT • SOFTWARE

180 Lakefront Drive, Hunt Valley, Maryland 21030-2245.
© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED.

For IBM-PC/Tandy/compatibles.

CIRCLE #150 ON READER SERVICE CARD.

EPIC

FOR THE AMIGA AND IBM PC

Billions of people are counting on you to destroy enemy warships and minefields, and to clear the way through evil enemy territory to a safe, new solar system.

But beware! Fuel and ammunition are limited. Your ruthless opponents outgun you four to one. And time is running out!





Screen shots shown are from the Amiga version of the game. Game program © 1992 Ocean Software Limited.

The name of the game

ocean®

Ocean Software Limited
1855 O'Toole Ave.
Suite D-102
San Jose, CA 95131

Electronic Arts
(Distributor)
1450 Fashion Island Blvd.
San Mateo, CA
94404-2497
(800) 245-4525

CALL ANY GOOD GAMING MAGAZINES TODAY?

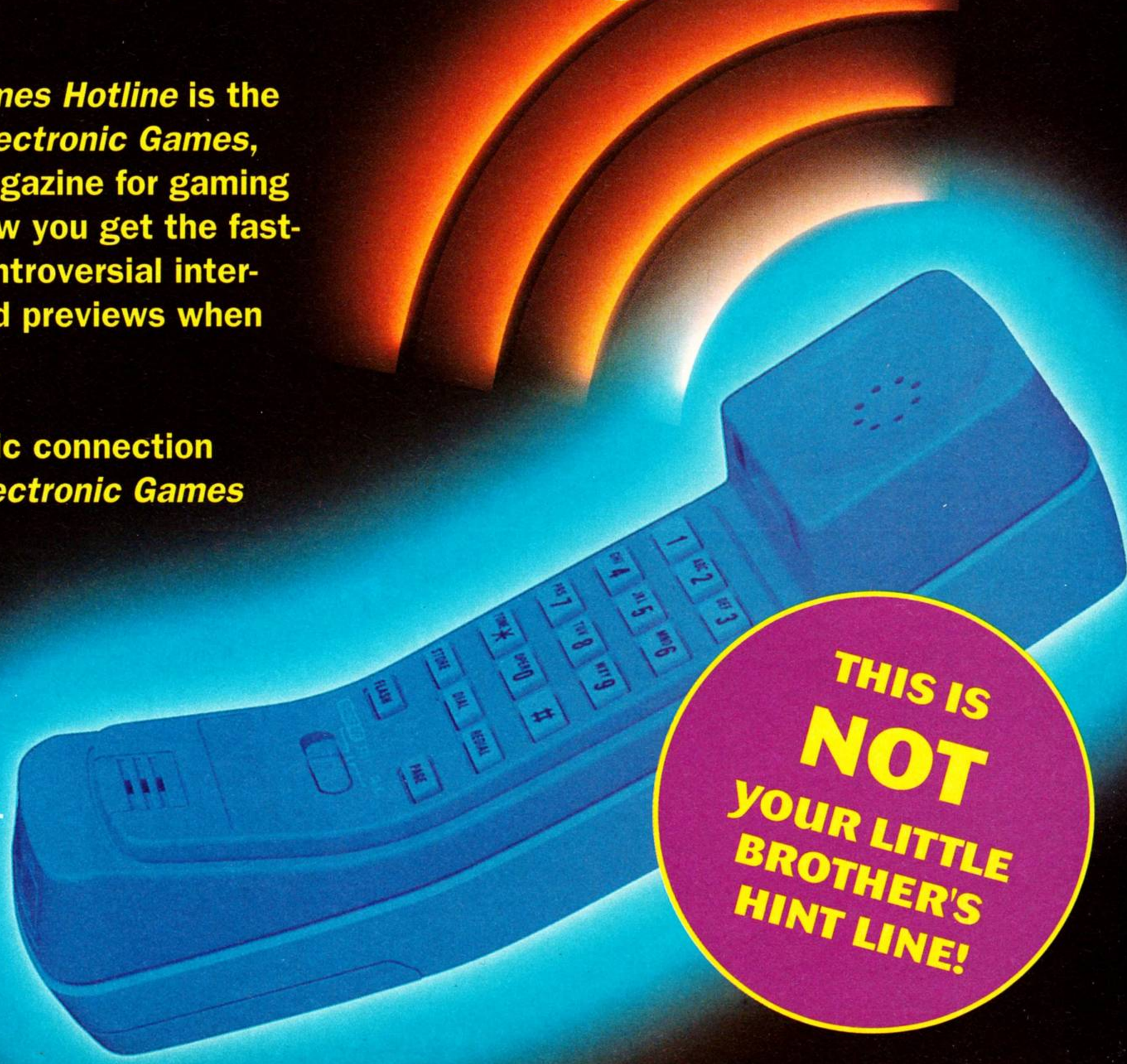
1-900-903-3309

ELECTRONIC GAMES HOTLINE

Hear all the latest news, reviews, previews, interviews, and commentary about video, computer, multimedia, and portable electronic games.

The *Electronic Games Hotline* is the audio version of *Electronic Games*, the all-platform magazine for gaming connoisseurs... Now you get the fast-breaking news, controversial interviews, reviews, and previews when they're happening.

Make the electronic connection today... call the *Electronic Games Hotline.*



THIS IS **NOT** YOUR LITTLE BROTHER'S HINT LINE!

Only $1.00 Per Minute.
Callers must be 18 or older.
Callers must use a touch tone phone.
A service of
Decker Publications, Inc.
1920 Highland Avenue
Lombard, IL 60148

The Making of a MULTIMEDIA MASTERPIECE

Bringing Holmes' Lost Files to Life!

by Bill Kunkel

The Burbank movie studio melted into its drab surroundings, another anonymous industrial center nestled amidst the eternal smog of Johnny Carson's favorite city. Like most film studios, however, once the heavy metal doors slam out the sun, the juxtaposition of bright lights and total darkness creates the illusion of being in a huge fun house.

Most of the activity centered around the small control room which adjoined the main soundstage. From this dugout-sized area every shade of light and color on the adjoining soundstage was scrutinized with digital intensity.

On the soundstage, the cameras were being set up. An actor, dressed like a Victorian cockney, hit his mark. Lighting flashed on, filling a space the size of a small gym with silver-white illumination. Inside the control room, someone spotted a problem and called it to the attention of director Christopher Erhardt.

"What's that?" the crewman wanted to know, pointing to a small splotch on the far side of the actor's angled face.

"What *is* that on his face?" Erhardt asked over the intercom.

A make-up person examined the situation.

"There?" she asked, pointing to a sideburn.

"Yes."

"That's a sideburn."

"Can we brush it back?" the director wanted to know.



"We can tape it down."

"Why not remove it altogether?" suggested a new voice, cutting to the heart of the matter.

"Lose the sideburn," the director proclaimed. It was lost.

The shot was then reframed and viewed intently inside the control room on a bank of computer monitors. The modern version of the guy with the chalk clapboard then announced the scene number and take, and Chris called for the cameras to roll.

"You're not coming this way, Guv'nor," the actor said, menacingly. His accent is authentically British, as is most of the cast.

A brief conference took place in the control room and the brief scene was shot again. This time it was approved and the camera prepared to roll on the actor's next line.

The process was repeated again and again, the actors rarely delivering more than a line or two in any single take. In some takes, the actor would respond to an off-camera cue with belligerence, then, on the next take, the same cue would draw an affable response.

Sound like a strange way to make a movie? It would be, if this were a movie. It is, instead, a game; specifically, the CD-ROM version of Electronic Arts' **The Lost Files of Sherlock Holmes**. In a time when most publishers seem to feel that adding a little speech or music to existing floppy games for the CD edition is a major accomplishment, EA

will transform the cartoon characters who appeared in the excellent floppy disk version into real people, reciting the appropriate dialogue for each interaction.

In the original game, character interactions are conducted through pop-up windows containing drawings of the various characters which appear against various set backdrops. In the CD conversion, these cartoon characters are supplanted by costumed actors viewed in full-motion video, speaking their lines.



The Lost Files of Sherlock Holmes is sure to be right at home on CD-ROM.

"This was not originally conceived as a CD project," explained writer R.J. Berg, the man who led the floppy disk version's design team and remained on the set throughout the shooting of the CD edition. "That came later, as the game got bigger and bigger. Once it was determined that we would do a CD version, however, we decided to enhance the existing game by stressing the quality of speech and visuals which CD can produce.

"Originally," R.J. recalled, "the idea was to produce a game that was different from existing adventures, which I frankly felt were often tedious. There's too much to read, for one thing, and the first thing I wanted to do with the CD version was to turn off the text. We also wanted to eliminate the elements that tend to detract from the reality of the experience—things like having to die in order to learn some crucial information, constantly having to recover the same territory, and the tendency to simply pick up and use every object you encounter.

"We wanted to give players a deeper experience. We had the advantage of working with characters who are almost universally known and we felt that, with CD, it would be easier for the player to form a relationship with the characters."

This brought up an obvious question: how faithful to the original Sir Arthur Conan Doyle characterization did Berg feel he had to be? "I definitely aimed for Holmesian authenticity. I'd like to think that, if he were alive, Doyle would like the game. After all, the characters of Holmes and Watson have been manipulated quite a bit by the various media they've appeared in, especially the films. For example, the Watson in **Lost Files** is definitely Doyle's Watson, competent and intelligent, rather than the bumbling character portrayed in many of the movies. I also wanted to retain Holmes' peculiar personality. He's really not that likable a character; he's arrogant, a misogynist and extremely smug.

"On the other hand, I tried not to be anal about it. For example, early in the game, we see Holmes smoke a cigarette. Well, no sooner was the game released than a Holmes fanatic informed me that Sherlock didn't smoke cigarettes. Well, it was my recollection that he'd smoke just about anything that was offered to him.

"The ironic thing, of course, is that by going to video images, we achieve greater reality, and the more reality, the greater the chance that the visual image won't match the player's preconception."

Berg's Holmesian pedigree is pretty sound. "I've read the canon [the complete Sherlock Holmes library] two or three times. I also watch the marvelous Holmes series running on PBS; I think Jeremy Brent is wonderful."

R.J.'s role changed considerably on the CD project. "I'm here for two reasons," he explained. "First, Chris was uncertain as to how much liberty he could take with my lines and characters, which is a nice change. Usually, once the script is completed, the writer is asked to stand on the sidelines and be quiet. The other reason was to help the actors with the interpretation of the lines. After all, written speech is quite different from actual dialogue. Some lines look perfectly fine when you read them, but when they actually come out of a person's mouth, they just sound too stilted and don't have a conversational flow.

"Surprisingly, we didn't need a lot of rewriting. Rather than sit down and rewrite the whole thing when we went to CD, we decided to see how





Actors' voices will replace the need for reading dialogue from the screen.

The Making of a MULTIMEDIA MASTERPIECE

Bringing Holmes' Lost Files to Life!

the actors handled the dialogue. Fortunately, they liked it, and when there were changes required, the actors provided us with helpful input."

The biggest role change, however, was reserved for Chris Erhardt, who went from a software producer to a movie director. And while there is some continuity between the two roles, there are some major differences as well.



"The transition was actually quite natural and easy, mostly because I had a lot of people working for me who were really good at their jobs," Erhardt told us. "We got really lucky with our crew. Our make-up and hair, for example, were done by Barry and Tom Berman. They started out doing 'Planet of the Apes' and they've done 'Captain Eo' and, as a matter of fact, they'd just got done wrapping the latest version of 'Invasion of the Body Snatchers.' So when you've got people like that, it's hard to screw up unless you try really hard. Plus, having done film school at UCLA and having worked in the [film] industry before I got into [electronic] games, and working with a team that had, literally, decades of experience in some cases, it was pretty easy to make the transition. The film people had lots of experience doing film stuff and the computer people had lots of experience doing computer stuff, so all I really served as was a facilitator.

"The directing was not that difficult since the actors were very amenable to working in a new medium, in fact they were excited about trying something new. It was a very pleasant experience all around."

This project was originally designed as a floppy game and was later converted to CD. What would they have done differently if it had been a CD project from the start? "I think we would've shot the live footage from the git-go, rather than wait until after the floppy had shipped," Chris decided. "After all, it's much easier to render backwards—in other word, draw animations based on people who already exist—than it is to hire actors who look like animations."

Interestingly, he would *not* have opted for film sets, but would have stayed with the admittedly gorgeous graphics by Mythos Software. "Mythos' art is just phenomenal," he declared. The stuff they do is just so good I think it would be tough for us, with any budget that would be feasible, to duplicate what they accomplished."



Jack the Ripper is loose in London and only one man is smart enough find him.

With everyone at EA buzzing over the success of this product, it was natural to wonder if there are more CD projects in the oven. "I can't really say anything until the June CES when EA is doing the unveiling. I *can* say that Electronic Arts is aggressively getting into the interactive movie arena, both with floppy and CD, and we're using The Lost Files of Sherlock Holmes as our springboard. This is definitely not a one-shot product. It's something the company is behind and is firmly committed to."



The goal is to better draw the player into the game by adding more realism.

The Holmes game also represents something other than advanced technology. Producing games like this is the industry's way to attract older users back to the computer game medium.

R.J. Berg, among others, is absolutely convinced that there's a huge potential audience out there that consists of more mature computerists who have become bored with the kind of games (many of which are clones of each other) that have been made available to them in recent years.

"We want to speak to this audience," he says sincerely. "We want them to get involved with their computer in a deeper way, by offering them a kind of involvement with the characters that they haven't experienced before."

The game, in other words, is definitely afoot.

ELECTRONIC ARTS

EA AIR FORCE™

FIRE!

Feel the heat in the ultimate 3-D action experience!



Unique 3-D perspective and realistic modelling.



A gripping cinematic storyline heightens the suspense.



Authentic Gulf War weapons and satellite intelligence.



DESERT STRIKE™

RETURN TO THE GULF



Now available for your Super NES and Sega Genesis.

ELECTRONIC ARTS®

ELECTRONIC ARTS HINTS HOTLINE
1-900-288-HINT
ELECTRONIC ARTS HINTS HOTLINE

Visit your local retailer. Or call 1(800)245-4525 to order Desert Strike. Be one of the first 50 callers to mention this ad when you place your order, and you'll receive a FREE DESERT STRIKE T-SHIRT! 900# hotline costs 95¢ for the first minute, 75¢ for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Messages subject to change without notice. Nintendo®, Super Nintendo Entertainment System®, Super NES™, and the official seals are trademarks of Nintendo of America Inc. Desert Strike™ – Return to the Gulf was designed by Mike Posehn and is a trademark of Electronic Arts. Licensed by Sega Enterprises Ltd. for play on Sega Genesis systems. Sega and Genesis are trademarks of Sega Enterprises Ltd.

Hat Trick!

New Hockey Games Skate onto the Electronic Ice

by Bill "Banana Stick" Kunkel

Hockey is the red-headed stepchild of professional team sports. Its regional popularity and lack of a network TV showcase make it the perennial last-place finisher among team sports. Fortunately, even those electronic gamers who don't live or die with every shot on goal by Mario Lemieux or Wayne Gretzky have shown an increasing interest in playing well-designed electronic ice hockey simulations. The hardcore hockey boosters out there want realism.

Gretzky on Computer

The latest hockey simulations come in three flavors: computer, video game and hand-held. The computer entry comes from Bethesda Softworks, the Maryland-based developer which transformed its Wayne Gretzky license into one of the strongest computer sports franchises in the business.



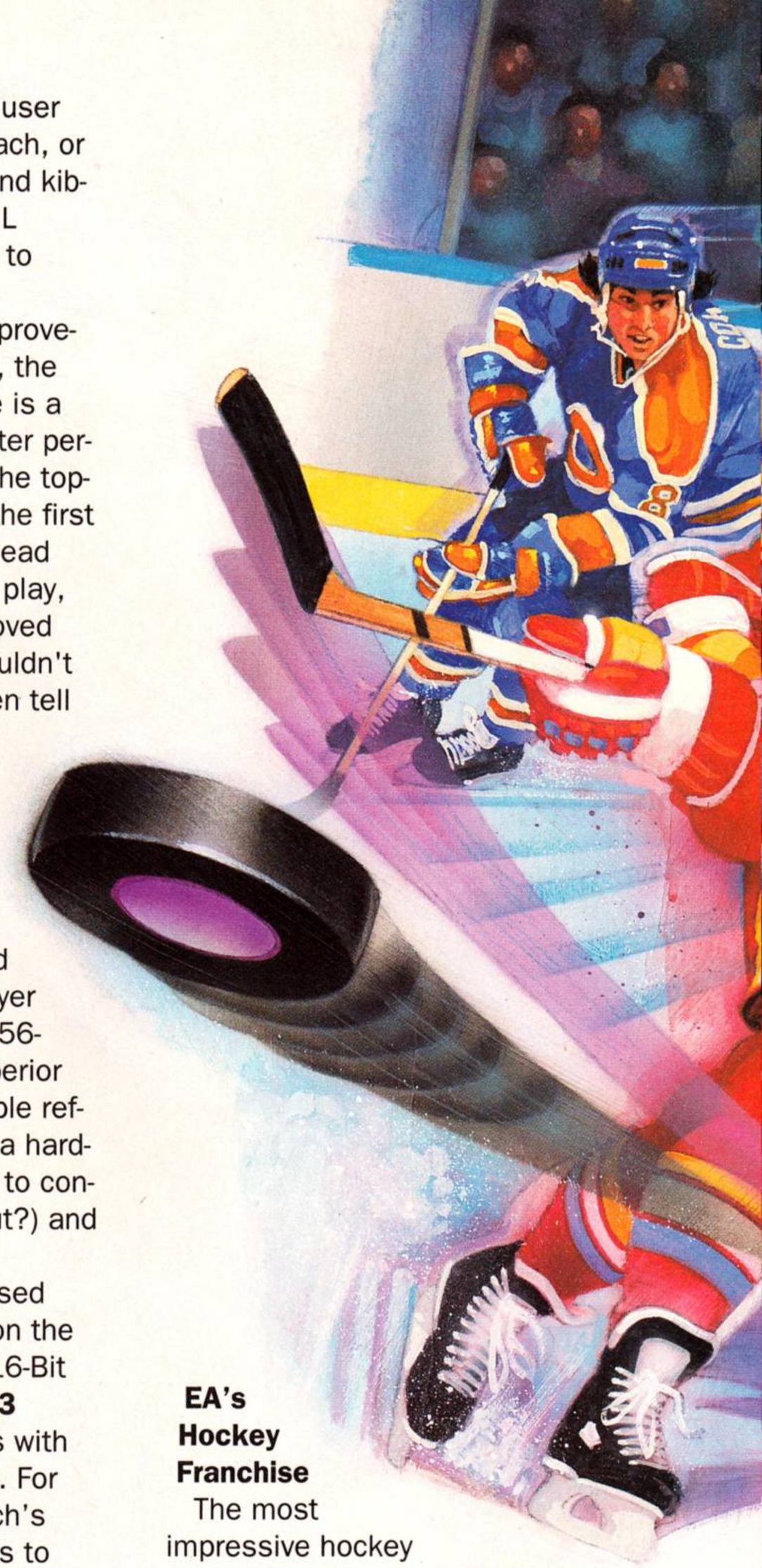
The third installment of Gretzky Hockey is the best version yet.

Wayne Gretzky Hockey 3, the latest version of this popular and long-skating series, is one of the best hockey simulations ever produced for PC systems. Whether the user prefers to play on the ice, coach, or sit back in the cheap seats and kibitz, **WG3** provides enough NHL teams, players and statistics to really heat up the ice.

In addition to a score of improvements made since **Gretzky 2**, the major innovation in this game is a vertically scrolling, three-quarter perspective view, in addition to the top-down viewpoint employed in the first two versions. While the overhead perspective made for speedy play, the tiny on-screen skaters proved troublesome to users who couldn't track individual players or even tell which team a player was on. The new perspective eliminates any doubt while opening up the possibilities for both realistic animations and plays.

Other improvements offered by **WG3** include improved player AI, a new graphic interface, 256-color VGA/MCGA visuals, superior instant replay features, multiple referee selection (do you prefer a hard-nose or a ref who allows play to continue until mayhem breaks out?) and great digitized sound.

It's doubtful that any PC-based computer game will improve on the speed and play response of 16-Bit video game systems, but **WG3** makes up for any deficiencies with its stats and special features. For example, clicking on the Coach's clipboard actually allows users to modify team behavior; the squad may play like the golden age Canadians or goon it up like Shero's 70's Flyers. The possibilities of reproducing the feel and nuances of NHL hockey are limitless in this superb simulation.



EA's Hockey Franchise

The most impressive hockey video games are from Electronic Arts' **NHL** series, starting with the great **NHL Hockey**, for the Genesis.

Simmons and EA Studios for the Genesis (with a SNES version to follow) represent the latest water

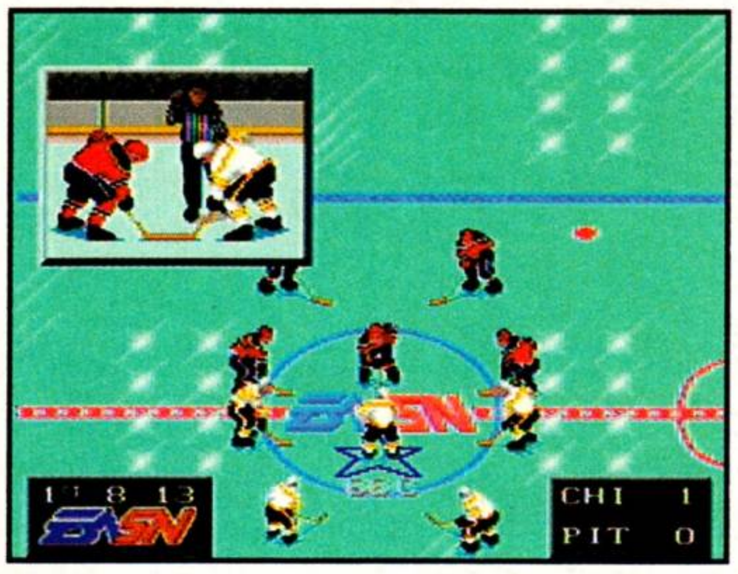


shed.

Phenomenal graphics, animation and play speed, an intuitive interface, and dozens of mind-blowing new features make this an absolute must-have for hockey mavens. The graphics still employ the famous vertically scrolling, three-quarters perspective, with such new treats as stick checking and a slapshot so hard it can shatter the top of the plexiglass risers.

The '93 version offers a battery backup which allows player stat compilation and the elimination of passwords. Complete '92 team rosters for all NHL teams (including the '93 expansion Tampa Bay and Ottawa teams) rate players in nearly a dozen skill areas from skating and stick handling to slapshot ability. Goalies are far more aggressive, diving and blocking shots with ferocious tenacity. The new game also features home ice advantage, appropriate stadium-style organ music, and commentary by Ron Barr in addition to the standard features such as instant replay. The game even features delayed penalties. For example: it's Kings vs Rangers and the Broadway Blues commit an infraction while L.A. retains possession of the puck, but the penalty is not called until the Rangers take possession. If L.A. scores during the course of the delay, the penalty is negated. Finally, the injury algorithms were reworked to make the simulation more realistic.

NHLPA Hockey '93 can be played alone, cooperatively with two human players, or one-on-one. Although many players were somewhat disenchanted by the early SNES conversions of EA's Genesis sports games, the expectations for this game are considerably higher.



EA has enhanced their game with the addition of real NHL players.

Hockey in Your Hand

The portable systems have jumped on the bodycheck bandwagon with Atari's **Hockey** for the Lynx.

Hockey offers portable fans several visual perspectives, a multitude of options and lots of player ratings. Players are rated by position, however, not by name.

The face-off is displayed from a top-down perspective featuring extremely large character sprites, then reverts to a scrolling, three-quarters viewpoint once a team takes possession.

At the beginning of play, Lynx users choose to play a game, have a hockey-style fight, enter a password, access options or have a shoot-out.

Both the fighting and shoot-out options use very large character sprites. The fight scenes are shown in side perspective, with only the top



Now the fastest sport in the world can be played just about anywhere.

half of each player on-screen. In the shoot-out, the shooter stands in the foreground with his back to the gamer and the goalkeeper is seen standing in the crease in the background. In **Hockey**, shoot-outs have the player or players alternating between goal tending and taking a free shot on goal from the blue line. This isn't quite realistic, of course, since in an actual shoot-out or penalty shot situation, the shooter is allowed to skate in from the blue line unmolested and has a limited amount of time to take a shot.

This game can be linked for exciting head-to-head play by hooking up a pair of Lynx systems.

Cleaning Up the Ice

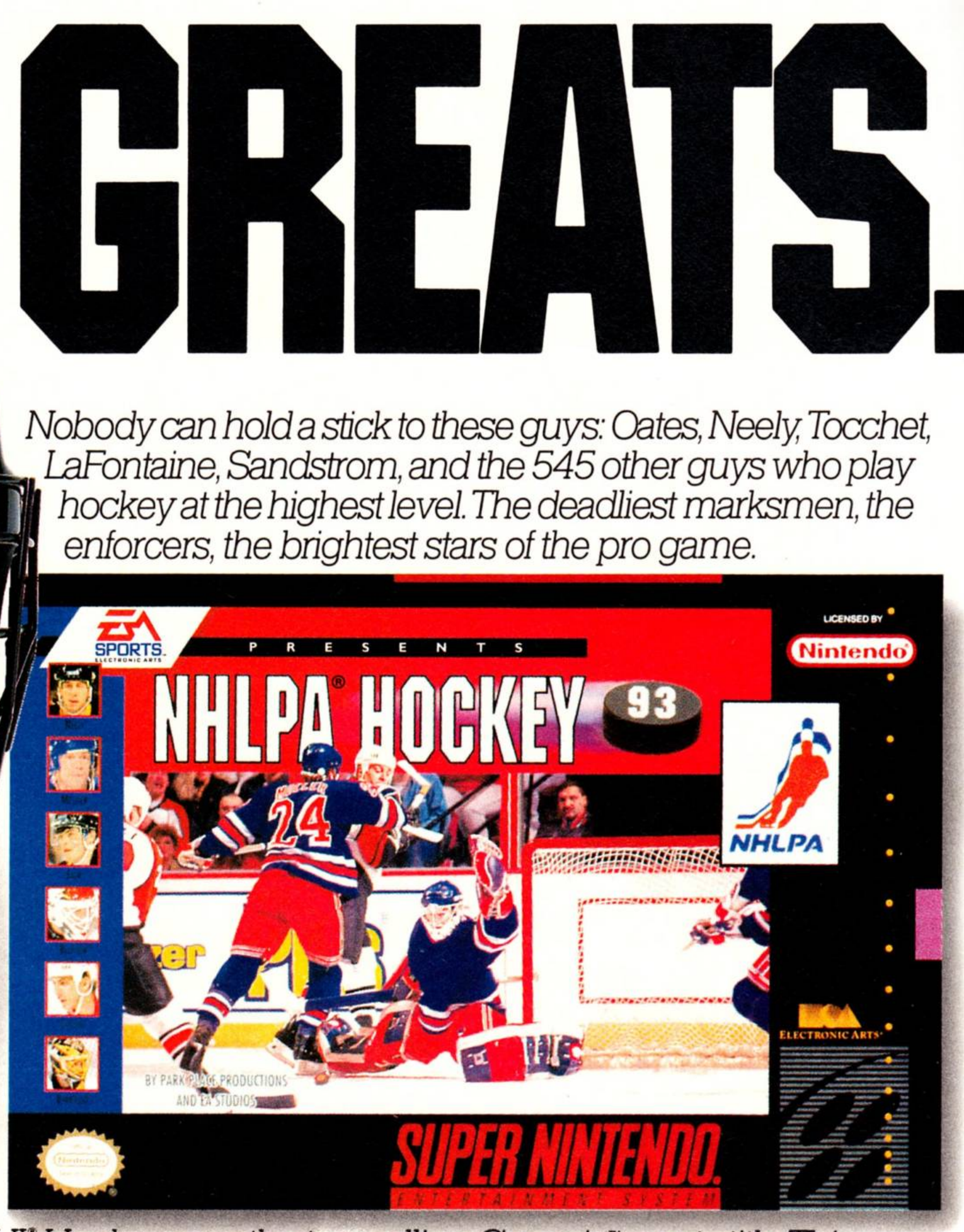
With each passing season, hockey simulations in both the video and computer game genres become more realistic and more sophisticated. Gamers can now experience the fastest team sport on Earth from any viewpoint, from on the ice to inside the coaching booth. Some perspectives are from the penalty box and in the stands!

Hockey may not be the biggest money maker of the Big Four pro team sports, and it may not have network visibility, but it's clear that *someone's* playing.

For those folks, the future looks like a breakaway against an empty net — smooth skating!

SKATE WITH THE GREATS.

Nobody can hold a stick to these guys: Oates, Neely, Tocchet, LaFontaine, Sandstrom, and the 545 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.

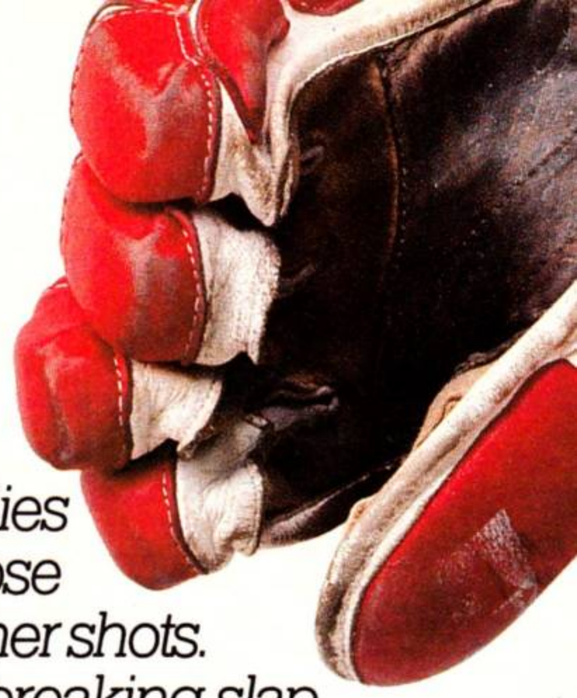


They're all captured in NHLPA® '93. The official game of the National Hockey League Players Association.®

Last year, NHL® Hockey was the top-selling Genesis™ sports title. This year, the same game designers deliver even more explosive game play. Check out all the players. The complete, accurate team rosters from the 1992 season. Including 1993's new Ottawa and Tampa Bay expansion rosters. NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.







There are fast, tough-to-beat goalies who leave the crease to clear loose pucks, or lunge and dive to smother shots. Individualized moves, like glass-breaking slap shots, nimble stick action, and brutal body checks. Each player skating his own unique game.

Hot new defensive techniques and an improved computer opponent that raises the electricity in power plays.

Standing between you and the championship are scorers like Yzerman. Goalies like Essensa. Intimidators like Domi and McSorley. Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

Some are better defensemen, others scoring machines, others specialists at killing off power plays.

If these guys don't stop you in your tracks, the refs will. For tripping, hooking, cross-checking, off-sides, high sticking, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.



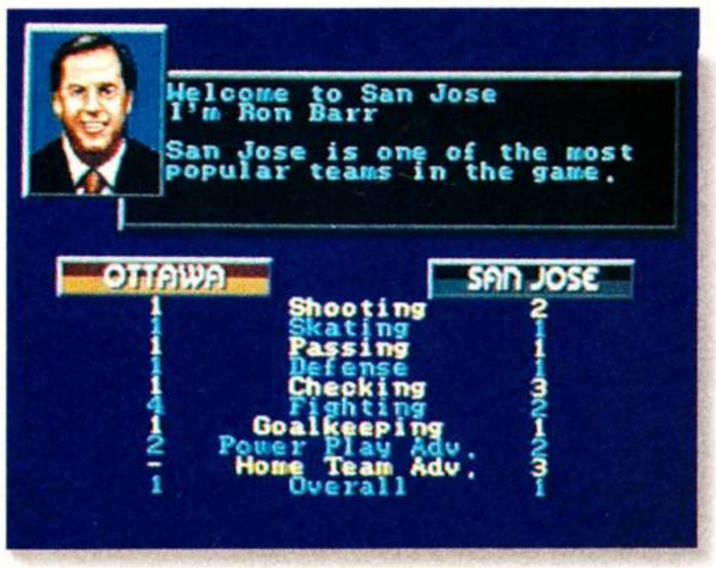


Your goalie now makes diving, lunging, and kick saves. So get the puck outta here.





Talk about a game with impact. Personalized moves include Doug Wilson's cannon-like slap shot.



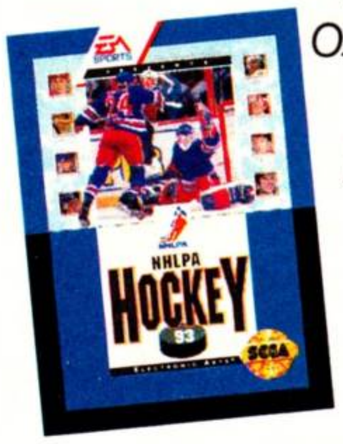
EA SPORTS' Ron Barr is all over the ice like a Zamboni.®



Score with the names of the game. NHLPA '93 is the only place you'll find all 550 pros.

The coverage of EA SPORTS™ lets nothing slide. Featuring sportscaster Ron Barr. With highlights from other play-off games. Instant replay. Commentary.

Stick with the pros: NHLPA '93 and EA SPORTS. Skate over to your local Electronic Arts dealer or order by phone anytime: (800) 245-4525. And get the greatest hockey game by a long shot.



Also available on Sega™ Genesis.™

EA SPORTS™
ELECTRONIC ARTS

NHLPA



If it's in the game, it's in the game.

1-900-288-HINT
ELECTRONIC ARTS HINTS HOTLINE

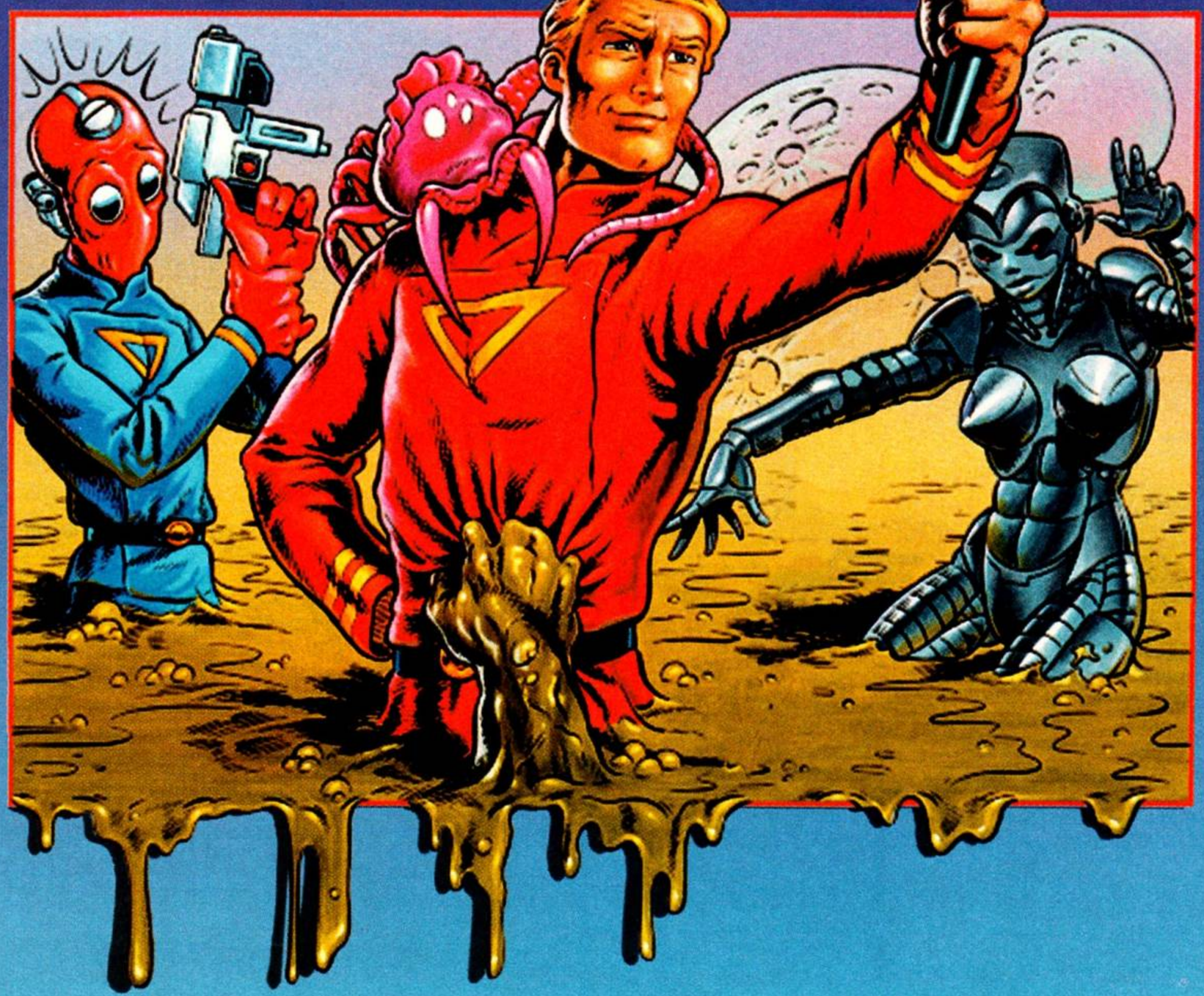
95 cents for first minute. 75 cents for each additional minute

PRO SET

If you are under 18, be sure to get your parents permission before using hotline. Messages subject to change without notice. All rights reserved. EA SPORTS, Electronic Arts, and Noise-O-Meter are trademarks of Electronic Arts. Licensed by Sega Enterprises Ltd. for play on Sega Genesis system. Sega and Genesis are trademarks of Sega Enterprises Ltd. NHLPA, National Hockey League Players Association, and the logo of the NHLPA are registered trademarks of NHLPA and are used under license by Electronic Arts. Pro Set is a registered trademark of Pro Set, Inc. in the United States and Canada. Nintendo® Super Nintendo Entertainment System® and Super NES™ and the official seals are the trademarks of Nintendo of America, Inc. NHL is a registered trademark of The National Hockey League. All rights reserved.

SPRINT IS PROUD TO BE THE OFFICIAL SPONSOR OF THE MOST EAGERLY-AWAITED WINTER GAME.

It's an olympic marathon of fun and adventure! Find out how you can get *Space Quest V: Roger Wilco in The Next Mutation* FREE when you switch your long-distance service to Sprint.

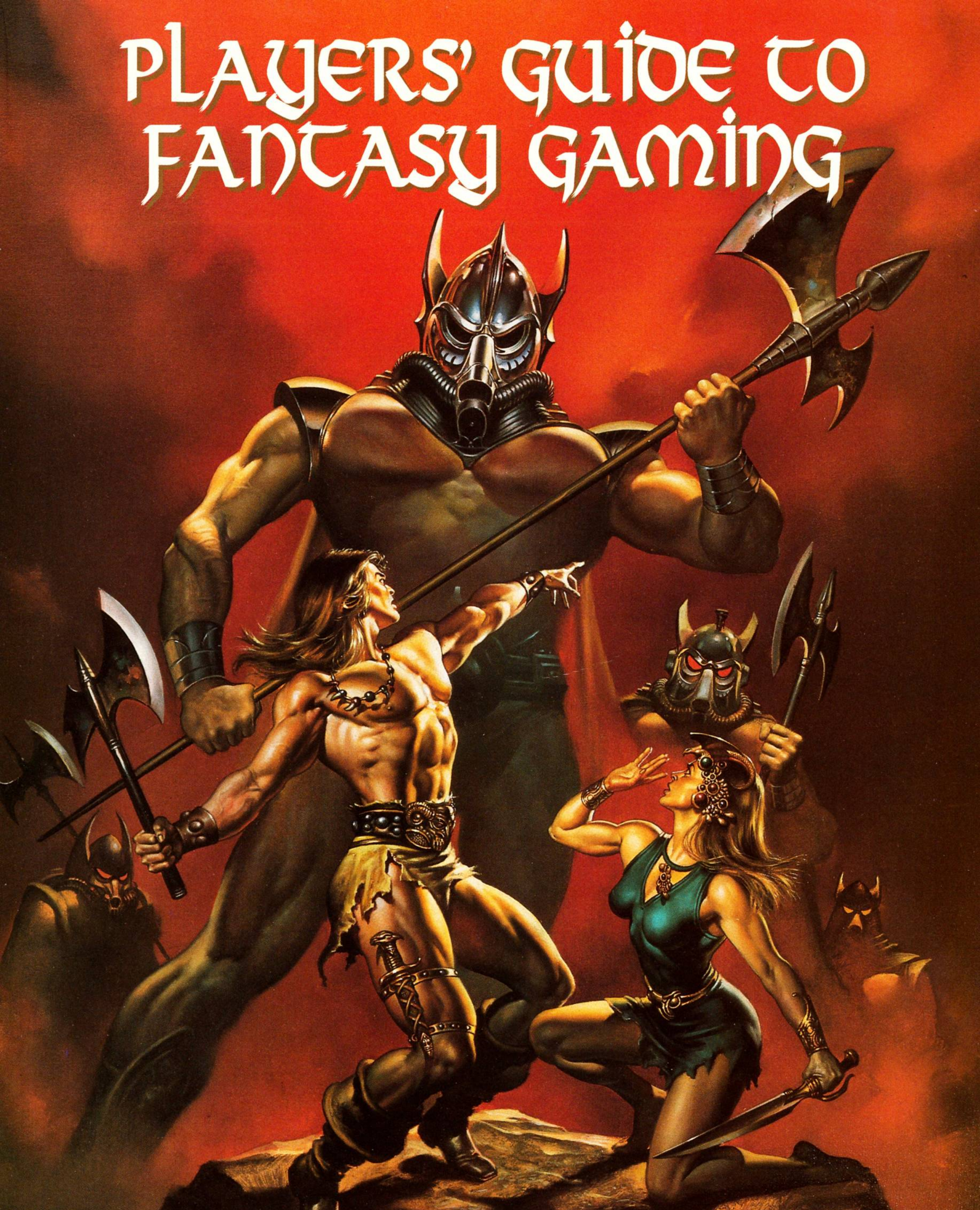


Sprint®

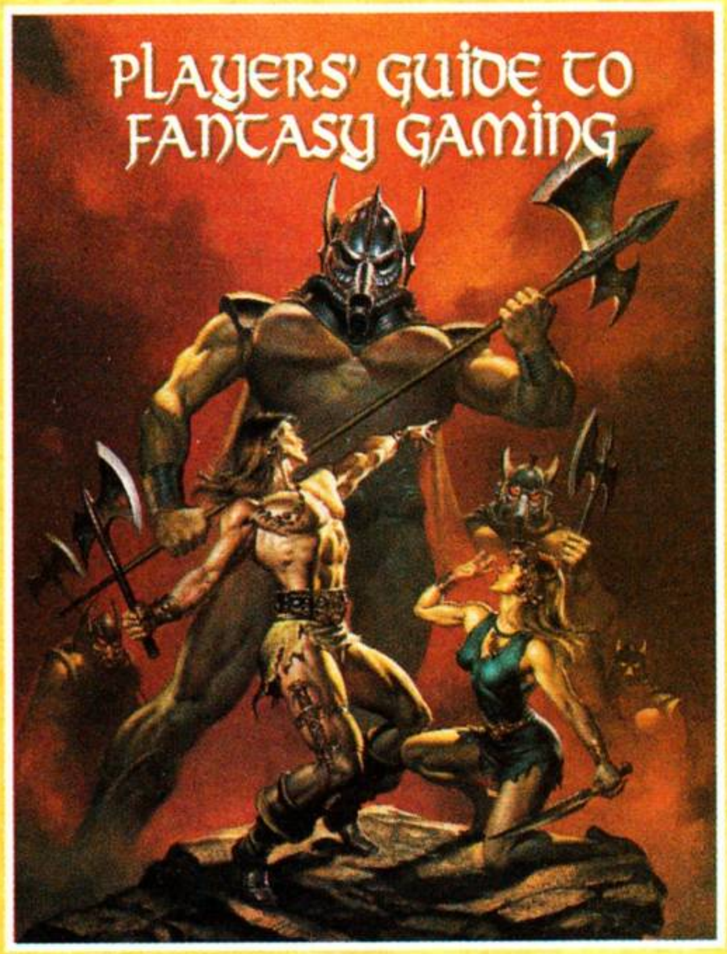
SIERRA®

Call 1-800-795-5977

PLAYERS' GUIDE TO FANTASY GAMING



FANTASY
The World of Monsters,



by Bill Kunkel

Most non-RPG video games deal with fantastic subject matter in fairly traditional formats: the player-character is generally on a quest, during which he or she must run a gauntlet comprised of beasties based on everything from *The Lord of the Rings* to *Bulfinch's Mythology*. The quest formula, whether the goal be the destruction of some malign being or the liberation of a captured princess, appears again and again in fantasy-based video games, where attractive maidens turn up missing more often than tape decks from abandoned cars.

Princesses Rescued; Evil Purged

In Capcom's **Magic Sword** (SNES) for example, the player much reach and breach foul Drokmar Keep, where the evil Black Orb has returned to sentience and populated the landscape with everything from hydras to corpse-like monsters.

Galahad (Electronic Arts/Genesis) sends its title character to the wrong side of Camelot's tracks, where he must face off against monsters, dragons and other medieval monsters on his physical and spiritual journey to the Round Table. The specific object of Galahad's 8-meg quest, however, is the rescue of Princess Elaine and a subsequent knighthood.

The destruction of evil forces that are polluting a once peaceful land is the plot device that drives **Lagoon** (Seika/SNES). Player-character Nasir must traverse monster-infested catacombs, using weapons both physical and metaphysical, in search of the Moonsword, the only weapon capable of vanquishing the malignant forces menacing Lakeland.



Lagoon provides a good mix of action and role-playing features.

Apparently, creeping evil is worse than radon gas. No sooner do a bunch of bad wizards or mad scientists set up house than property values start dropping like a weighted body in quicksand. **Super Shadow of the Beast** is IGS' SNES interpretation of the classic Psygnosis series. The shadow cast by heavyweight demon Maletoth turns a happy, green land into a kind of grim gunmetal. It's up to the player character to wade through the hordes of hard-nosed horrors and bring down the big, bad Beast.



The Mystical Quest takes Mickey to many different fantasy worlds.

Ultimate Journey from Bandai for the NES features many of the formula elements already discussed while simultaneously borrowing a few plot devices from the *Star Wars* films, but its lead character is extremely original. Mojavo is an American Indian whose home was laid waste by a former Medicine Man who had "embraced the ways of darkness" many moons earlier. After the evil shaman Wrathkon wasted the village, he kidnapped Haypavo, the tribe's current medicine man. So, it's up to Mojavo to go up Outcast Mountain in a quest to find and defeat Wrathkon and save Haypavo.

A more whimsical but no less entertaining fantasy adventure is the subject of **The Mystical Quest Starring Mickey Mouse**, Capcom's first Disney-based title for the SNES. Mickey isn't searching for a kidnapped medicine man or even a missing princess in this one, however. He faces seven levels of challenging action in order to locate Pluto, his faithful dog. There are forests, mountains, gusty valleys, a snowscape, the enchanted land of



Magic Sword is an action game, translated from Capcom's Coin-op.

VIDEO GAMES

MAGIC, AND MOST OF ALL - IMMAGINATION!

Disney and the obligatory mysterious castle where Evil Emperor Pete hangs out. Hopes are high among gamers that **The Mystical Quest** may even surpass Sega's classic Genesis title, **Mickey Mouse & the Castle of Illusion**.

Speaking of offbeat fantasy titles, perhaps the most original of the new releases is **Gods** from Konami for the SNES and Genesis. An action-strategy game, **Gods** sends the player through an ancient city built by the Gods, full of traps and treasures. Created by European software stars the Bitmap Brothers, **Gods** offers four levels (the city, temple, labyrinth and underworld) and 12 different worlds. There are puzzles to solve, multiple weapons systems to master and a variety of similar delights for fans of fantasy.

as the Kiss of Doom and the Arc Blast. There's an overall plot that concerns ridding the kingdom of evil creatures, but this game is really about kicking booty.

A similar combat-oriented fantasy title is DreamWorks' **Mystical Fighter** for the Genesis. One or two simul-



Gods is an action/adventure game set in a huge series of labyrinths.

character, young Blue, must save the world of Raguy from evil contamination by the Daruma Empire. Meanwhile, swordplay and magic are the weapons of the day in **Crossed Swords**, an 8 level, 50-meg contest where the object is the destruction of the appropriately named "Nausizz", known to close associates as the King of Terror and the Messenger of Evil.

In the intriguing **Sengoku**, a 400-year-old warlord has caused his castle to reappear in the skies above present-day Washington DC. For whatever reason, the Pentagon can't seem to put a dent in the warlord's plans, so a pair of modern-day samurai must join forces to defeat him and his plans for domination. The game offers six levels, 55-meg and two-player simultaneous action.



Battle Blaze brings street fighting into the realm of fantasy gaming.

taneous players are transported back to the Japanese Shogun era where they must join the struggle to overthrow the evil Lord Kabuki through a combination of magic and martial arts.

Fantasy Punch-Outs

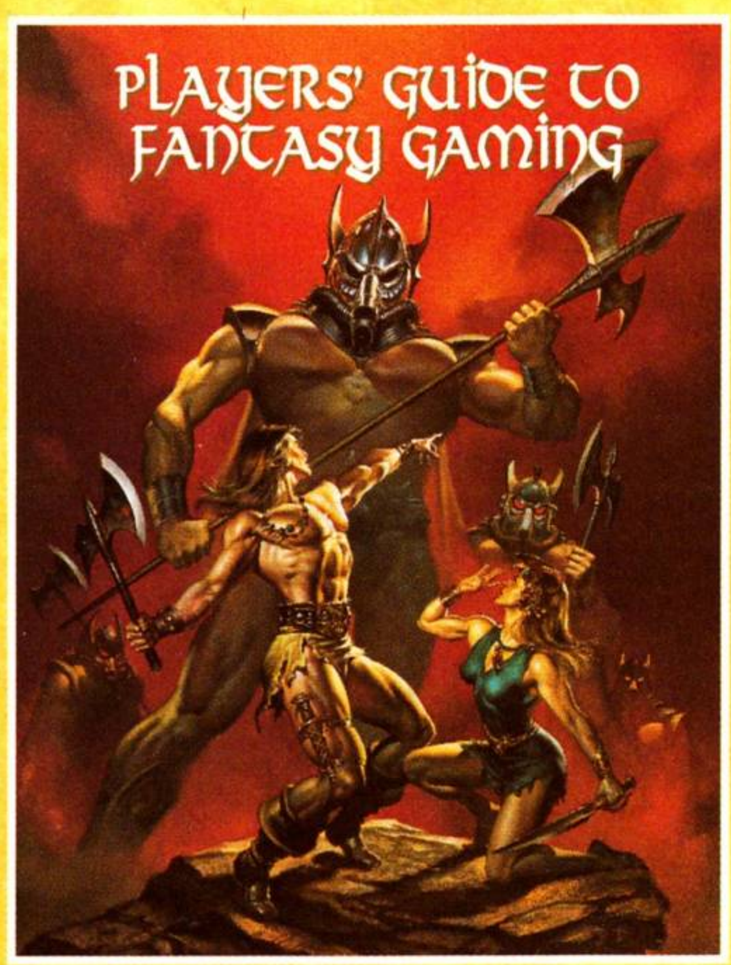
Some fantasy-based video games are essentially street fighting contests in a plastic fantasy disguise. **Battle Blaze**, coming to the SNES from American Sammy, allows the gamer to select a surrogate from among six master warriors, each armed with different skills and weapons. There are also more than 25 combat tactics, involving weapons and martial artistry, such

Neo-Geo & TTI Fantasy

Several fantasy titles are available for the Neo-Geo, including **Crossed Swords**, **Blue's Journey**, **Magician Lord** and **Sengoku**.

Blue's Journey is a 47-meg, 12 level fantasy contest in which the





Magician Lord is one of the Neo-Geo's most popular titles, with its eight levels and 46 meg of fantasy action. The player is cast as Elta, a youthful magician with the chameleon-like ability to assume different identities in his search for the eight sealed books of wisdom and magic.

TTI, the consortium of NEC and Hudson Soft, also has several fantasy titles for the various Turbo system configurations, the most interesting being **Shadow of the Beast** (Super-CD), **Ghost Manor** (TurboChip), **Night Creatures** (TurboChip), **Legend of Hero Tonma** (TurboChip), and **Cosmic Fantasy II** (CD).



Shadow of the Beast is a journey into the dark side of fantasy gaming.

Shadow of the Beast is a SuperCD translation of the popular Psygnosis game discussed earlier. The eerie **Ghost Manor** and **Night Creatures** use the beasties from the world of cinema as obstacles in an action-oriented quest. **Legend of Hero Tonma** is a seven-level action game that combines physical combat with magic, and **Cosmic Fantasy II** is an epic role-playing game with strong animated sequences.



Fantasy meets science fiction in Cosmic Fantasy II for the Turbo-CD.

Fantasy in the Palm of Your Hand

Even the portable games systems have jumped on board the fantasy bandwagon. Sega will offer **Ariel: The Little Mermaid** (based on the hit film) for the Game Gear; Atari is debuting **The Guardians: Storm Over Doria**, **Dracula, the Undead** and **Shadow of the Beast** for its Lynx; and **Kid Icarus of Myths and Monsters**, **Rolan's Curse 2** (American Sammy), **Kirby's Dream Land** (Nintendo) and **Knight Quest** (Taito) are all ready for the Game Boy.

Kirby, by the way, is Nintendo's latest attempt at establishing a marketable character from its video games. Just as Mario and Luigi helped sell the NES, current plans call for Yoshi, the cute little dragon from **Super Mario World**, and Kirby, a round, cloud-like chap, to get heavy media exposure in order to promote the products they appear in. Whether they will equal Mario's success is still to be seen.

Fantasyland

From Mickey Mouse to Tolkien, fantasy remains one of the strongest genres in electronic entertainment. Films and television tend to avoid heroic fantasy because quality products are so expensive to produce. However, in media such as books and electronic entertainment, where imagination is often the only barrier, fantasy continues to reign supreme. Hopefully, game programmers will make this dated premise exciting.



There are even worlds of fantasy appearing on the Game Boy screen.

It seems a fairly safe assumption, therefore, that so long as there are video games, princesses will continue to turn up missing and evil entities will be around to corrupt utopian lands. It's a dirty job, but somebody has to do it.



WORLDS OF FANTASY GAMING

NEW AND FORTHCOMING ADVENTURES AND RPGS FOR ELECTRONIC HEROES

When weary video and computer adventurers gather to savor the triumphs and tribulations of a grueling game, they should also raise a toast to Edgar Rice Burroughs and J.R.R. Tolkien. Their novels turned a minor school of imaginative literature into science fiction's only rival for pop cultural supremacy.

Sci-Fi is still tops in gaming as a whole, but fantasy has pulled ahead in adventures and role-playing games (RPGs). More than two-thirds of all computer and video games in this category are some form of fantasy, from fairy tales to terrifying chillers.

The media called 1992 "The Year of the Woman." In electronic gaming, this is the "Year of Dark Dreams." Most adventures in the 1980s stuck to the territory mapped by Gygax and Arneson in **Dungeons & Dragons**. Medieval fantasies ruled the game screens. Gamers rescued more princesses and assembled more multi-segment mystic artifacts than in all the legends of history.

A Walk on the Dark Side

Today's hot trend is dark fantasy; demonic tales that owe more to Stephen King and Clive Barker than to Jack Vance and Marion Zimmer Bradley. **Darklands** (MicroProse) and **Dark Seed** (CyberDreams), as well as the macabre plot of **Ultima VII** (Origin Systems) proved the appeal of a more richly textured game world. Most major publishers are rushing to fill the demand.

"We've reworked the 'Gold Box' engine, which was state-of-the-art for the Commodore 64," says Dave Shelley, Strategic Simulations' associate producer for the computer version of **Dark Sun**. He went on to amplify his comment, saying that **Dark Sun** takes advantage of the speed and graphics capabilities of today's PCs.

The first thing players will notice is the improved artwork and animation. Each fighter has 29 animations, and the characters are one-third larger than those in SSI's Gold Box RPGs. Like the later games in that series, the visuals were done expressly for VGA.

One surprise is that **Dark Sun** abandons first person 3-D perspective. The main display shows everything from an overhead point of view.



H.R. Geiger brings his talents to the computer world with Darkseed.

Shelley believes this change was necessary in order to maintain and enhance the tactical feel of SSI titles derived from "AD&D."

The game is based on TSR's boxed rules set for a dark fantasy universe for "Advanced Dungeons & Dragons." It introduces a post-apocalyptic world drained by the power of evil magic. Shelley promises RPGers that the MS-DOS **Dark Sun** will have puzzles and verbal interaction with non-player characters, as well as all the combat they can handle.

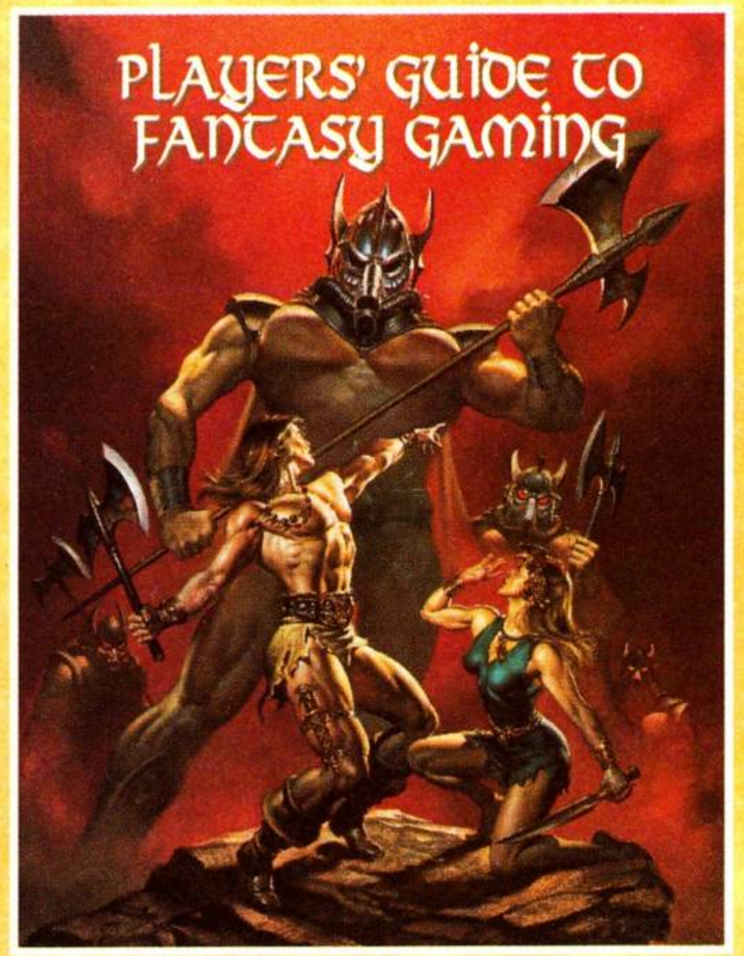


SSI offers gamers an entirely new interface with their latest, Dark Sun.

The publisher, under project leader George McDonald, is also working on **Dark Sun** for the SNES. "We're doing completely separate development," McDonald told **EG.** "Cartridge players want more continuous action." The angled overhead perspective RPG shares the basic plot of the computer version, but will provide more intense, real-time combat.

During combat, the player directly controls any of the party's four characters and gives orders to the others. Sophisticated artificial intelligence lets the computer-controlled characters fight effectively. The player can switch among the characters to personally conduct crucial fights.

Not that **Dark Sun** for SNES neglects other aspects of role-playing. Those aspects of the game proceed in turns, to give maximum



opportunity to unravel the multi-pathed plot.

Things look bleak at the start of **Shadowlands** (Domark/PCs). The player is already dead, a drowned victim. The warrior's spirit remains alive, and capable of controlling a four-member party. This group ventures into Shadowland to retrieve the spirit's earthly remains and restore life in an eldritch ceremony.

The 13-chapter RPG features independent character activity. The gamer can even split the party into smaller forces. Excellent artwork, with well-animated character figures,



Lure of the Temptress features the new game system, "Virtual Theatre."

give this excursion into fantasy role-playing plenty of visual appeal.

Fans of heroic fantasy may find **Spellcraft** (ASCII Entertainment Software/MS-DOS) a good introduction to dark fantasy. The accent is on spell design and casting in a game that takes the player from Stonehenge in the modern world to a magic realm. The mission: save both worlds from the ambition of six warring wizards. Superb graphics and sound, plus an unusually detailed treatment of magic, make **Spellcraft** compelling entertainment.

Heroes of Fantasy

Despite the current fascination with dark fantasy, interactive stories of powerful wizards and masters of swordplay still attract a huge audience. They are closer in spirit to classic fantasy literature.

With **Clouds of Xeen** and **Darkside of Xeen** (both New World Computing/MS-DOS), the **Might and Magic** saga swells to five. Though the series is much newer than **Kings Quest**, **Ultima**, or **Wizardry**, it has won gamers with breathtaking graphics, full screen animation, wall-to-wall music, and player-pleasers like automapping and automatic note-taking.

Clouds introduces a previously unexplored world in the grip of a tyrannical overlord, while **Darkside** takes the player to a land where monsters rule. The two games are programmed to be combined into one, larger world. The combined game also gives players access to a special series of puzzles and a spectacular end-game sequence.

Two **Might and Magic** carts are available in 16-Bit. The most recent is **Might and Magic III: Isle of Terror** (Sammy/SNES). The 12-meg adventure has spectacular 256-color graphics, including liberal use of Mode 7, and mouse compatibility. NES owners needn't feel left out; Sammy has **Might & Magic: Secret of the Inner Sanctum** for Nintendo's 8-Bit system. Nearly 100 spells and 250 weapons are available to the solitaire player in this 4-meg title.



Eye of the Beholder III is the latest installment in the popular series.

Richly colored animated graphics is part of the appeal of **Lure of the Temptress** (Konami/MS-DOS, Amiga). The game introduces "Virtual Theatre," a new game system that stresses easy order-input and a constantly evolving and changing game world.

Combat is a prime focus of this animated graphics adventure, but there's also conversation and puzzle-solving. The story is standard fare for medieval fantasy, but the characterizations are a little bolder, and there are enough plot twists to please beginning to moderate adventurers.

First-Person Fantasy

The industry is still adjusting to last year's technological breakthroughs in **Ultima Underworld** (Origin Systems/MS-DOS) and **Castle Wolfenstien 3D** (Apogee/MS-DOS). Smooth first-person movement increases the already strong player involvement associated with first-person graphic perspective.

Designer D. W. Bradley's **Wizardry: Crusade of the Dark Savant**

WIZARDS AND
THE EVER GROWING REALM OF ACTION



(Sir-Tech/MS-DOS, Macintosh, Amiga) is the sequel to 1990's **Wizardry: Bane of the Cosmic Forge**. The gamer can select from four possible beginnings, three of which connect to the earlier Bradley fantasy epic, and the RPG also boasts multiple endings. Sir-Tech has steadily improved sound and graphics, once a weakness of the series, to a very high level of quality. The magic system, auto-mapping, and point-and-click interface are quickly learned even by those players without previous **Wizardry** experience.

Two cartridges based on **Wizardry** are available from ASCII Entertainment Software for the NES. No U.S. publisher has announced plans for a 16-Bit Wizardry title, but **Wizardry V** is already in development in Japan.

Westwood Studios has disbanded, but an in-house design team is producing **Eye of the Beholder III** (SSI/MS-DOS) to conclude the trilogy. **Eye of the Beholder III: Assault on Myth Drannor** sends a four-character party into a city's ruins to take a powerful artifact from the undead wizard Acwellan. The game, which is 50% larger than **Eye II**, has improved graphics and will have more puzzles and conversational interaction than the epic's first two installments.

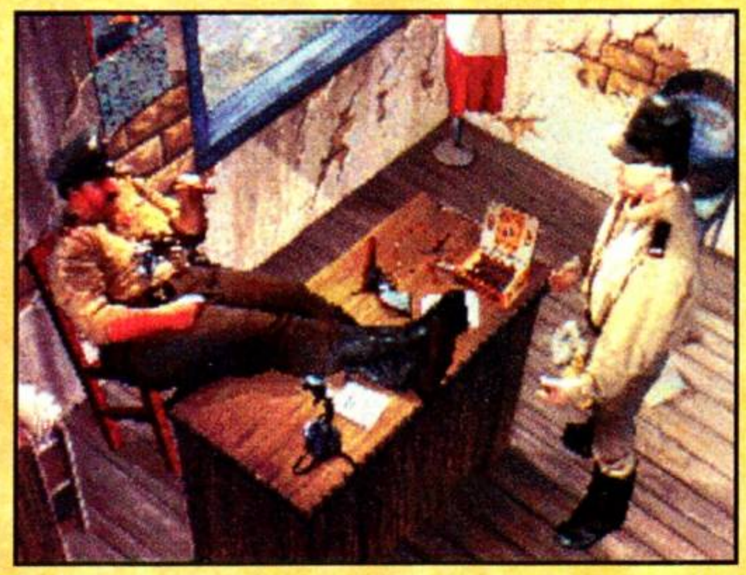
Fantasy in Space

Cruising among the stars may not sound like fantasy, but **Spelljammer** (SSI/MS-DOS, Amiga), based on an "Advanced Dungeons & Dragons, Second Edition" supplement, mixes magic and spaceships in a highly entertaining fashion. In **Spelljammer**, the player sails rainbow-colored phlogiston currents to visit eight planets from the "Forgotten Realms" RPG setting. The player, as the proud new owner of a Starjammer, sets out from Toril to explore Realmspace. The rank of captain awaits the gamer who can destroy the slave base.

FormGen, publisher of the semi-sequel to **Wolfenstein**, **Spear of Destiny**, will also market Id Software's **Doom.** When Space Marines accidentally open a gateway to hell, there'll be a festival of demon-crunching in the netherworld. Id, which will publish a preliminary shareware version through Apogee, is also taking its eye-popping game to SNES. Programming began in November, so next Christmas is a logical guess for publication.

Uncharted Destinations

The "lost race" novels of Talbot Mundy and H. Rider Haggard and awful 1950s "B" movies are humorously reflected in **Amazon** (Access/MS-DOS, PC-CD). Maya leads the hero, Jason Roberts, on an expedition into uncharted lands in search of his missing brother and a scientific discovery.



Amazon is a one game incorporating "B" movie-style action and humor.

A World of Your Own Unlimited Adventures

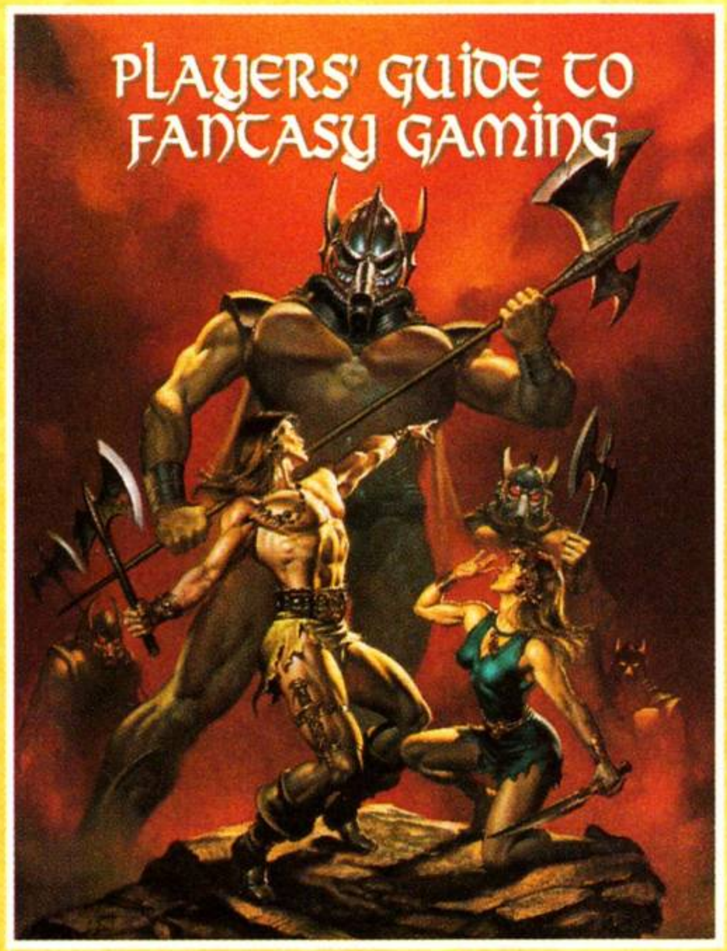
(SSI/MS-DOS, Macintosh) lets players invent their own adventures using the "Advanced Dungeon & Dragons" system popularized in SSI's Gold Box line.

Players draft adventure maps and place planned encounters on a grid map. A data bank contains more than 112 monsters and 250 art images to decorate their fantasy world. Players can design their own creatures with power combinations.

The package includes a sample adventure, **Skull Crag,** to show users what they can accomplish with a little patience. **Unlimited Adventures** will be available in April for PCs, and in May for the Macintosh.

WEREBEASTS

ADVENTURE, AND WONDROUS QUESTS.



ALL ABOUT

EG LEARNS THE INSIDE SCOOP FROM

by Russ Ceccola

Sierra's record-breaking **King's Quest** series has gone through great technological advances during the last decade. The development of Sierra's games and game systems may be traced through the titles in this, the company's flagship series. **King's Quest V** was the first Sierra game to use the point and click interface, but now all new Sierra games make use of it.

The latest game in the chronicles of the royal family of Daventry, **King's Quest VI: Heir Today, Gone Tomorrow** continues the series' success. Sierra decided to really play up the game, so they produced the box sleeve in four different colors and released "Girl in the Tower" to radio stations across the country. The touching, emotional ballad heard in the game was composed by Mark Seibert to lyrics written by **KQVI** co-designer Jane Jensen.

Roberta Williams, co-founder of Sierra, designer of the **King's Quest** series and co-designer of **KQVI**, took some time to talk to **Electronic Games** just as **KQVI** was ready to ship to market. Co-designer Jane Jensen, also co-designer on **Eco-Quest**, offered her observations after the game's release.

Players and reviewers alike had much to say about **King's Quest V,** both negative and positive, and Williams listened carefully. "I pride myself on listening to people, and made a conscious effort to collect the comments and suggestions about **King's Quest V** ... and incorporate them into the sixth game," Williams remarked. She wanted to work with another writer on **KQVI** as she did on **Laura Bow: The Dagger of Amon Ra**, and found her partner in Jane Jensen, a relatively new designer at Sierra. Jensen worked as an engineer for Hewlett Packard in Germany for six years and bought **King's Quest IV** and **Manhunter: San Francisco** for her PC before she left to go overseas.

Eventually, Jensen found her way back to the West Coast and to Sierra. "All of the designers up here have different strengths. **KQVI** would have been a difficult game to develop by someone non-technical in nature. The game was very complex and my technical background was important in that area of the design," she said. "I have a certain sense of humor that I tried to bring out.



King's Quest VI is one of the longest lasting fantasy series.

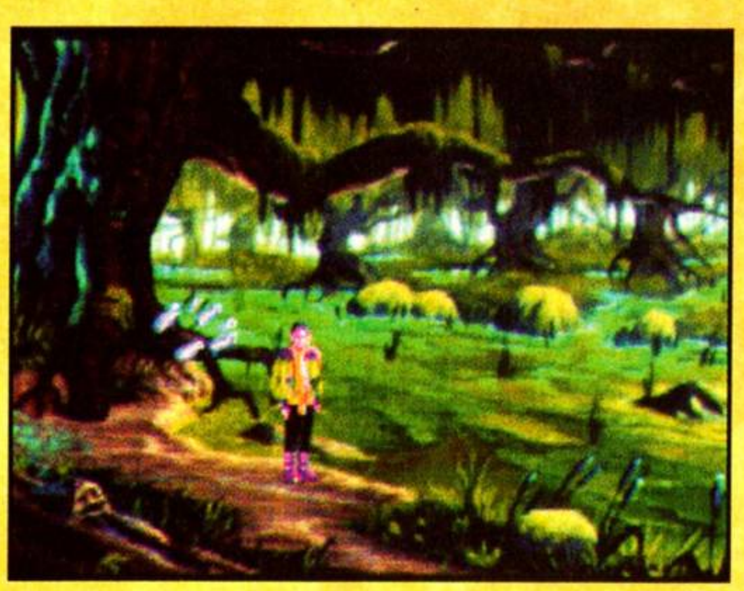
Roberta has perhaps been a little nervous about expressing her sense of humor, and I tried to build on that, for example, on the Isle of Wonder."

The most significant difference between **KQVI** and previous games in the series is the flexibility of the game environment. There are multiple paths through the game, a few subplots and dynamic locations that might change as the game progresses Williams acknowledged this departure: "**King's Quest VI** might actually have less locations than the other **King's Quest**s, but it seems bigger because you can



revisit most of the places. In earlier **King's Quests**, once you solve a puzzle or find an object in a room, you're probably done there. This environment is much more realistic."

KQVI took over 14 months to make ready for the hungry fans, and kept a sizable design team busy for most of that time. Sierra's new method for game design is a team approach whereby team members stay with a game until completion, rather than move from project to project. The **KQVI** team overlapped from the Sierra building into a trailer alongside and will continue to work on the CD version of the game.



With each new King's Quest, the graphics take another step up.

Williams was quite happy with the team and remarked, "Everyone on the design team worked really hard on **King's Quest VI**. The team itself was a wonderful collection of talent and I think the result reflects that."

Williams's next game design will be a departure of a sort from her earlier works and a landmark game. After a rest from **KQVI**, she plans to jump feet first into Sierra's first horror game, **Scary Tales**. It will be the first CD-only game from Sierra and they plan to hire actors, and beef up the sound effects and music.

Jensen also has started working on plans for her next game, an adult-oriented, serious adventure with philosophical observations and dark elements. The experience she gained from **KQVI** will be helpful in her future endeavors.

King's Quest VI:

Roberta Williams and Jane Jensen

King's Quest VI: Heir Today, Gone Tomorrow

A Critical Look

The King's Quest series is the longest-running series in Sierra's history and the title most people think of when the name Sierra comes up in conversation. **King's Quest V** broke new ground for the company when it introduced the standard point-and-click interface to adventure fans. **King's Quest VI** (**KQVI**) also tries something different: it has the most flexible plot line of Sierra's products. Half the game is optional and there are more ways than one to make it to the end.

King's Quest V ended almost abruptly and left Prince Alexander, son of King Graham of Daventry, longing for Princess Cassima, a striking beauty his father saved along with the royal family.

King's Quest VI starts with a two-minute cartoon that sends Alexander on his way to find Cassima and win her heart. The journey is a long one, with many ways for Alexander to die along the way. The game takes place in the Land of Green Isles, comprising the Isle of the Crown (home of the royal family), the Isle of the Beast, the Isle of Wonder and the Isle of the Sacred Mountain. Additionally, clever players may find a way to the secretive Isle of Mists and the Land of the Dead.

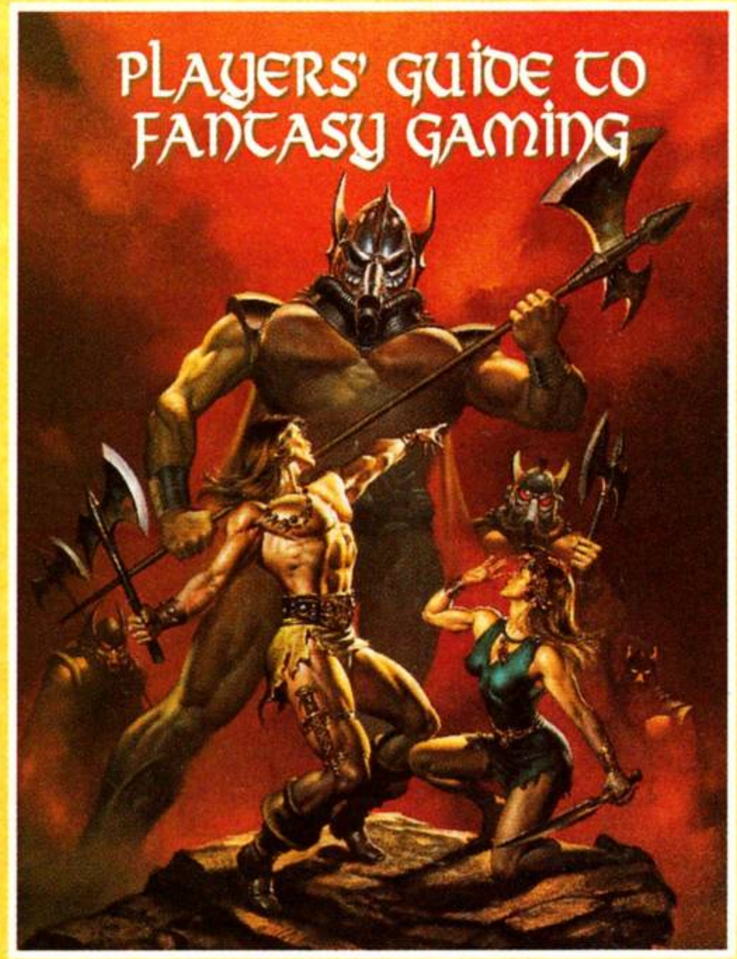
There are no changes to the point-and-click interface and the player doesn't need to get anywhere near the maximum number of points to finish and enjoy the game. What sets **KQVI** apart is the dynamic environment. The Isles may be revisited again and again until all that's needed to go further is found. New objects and characters will often pop up in locations previously visited.

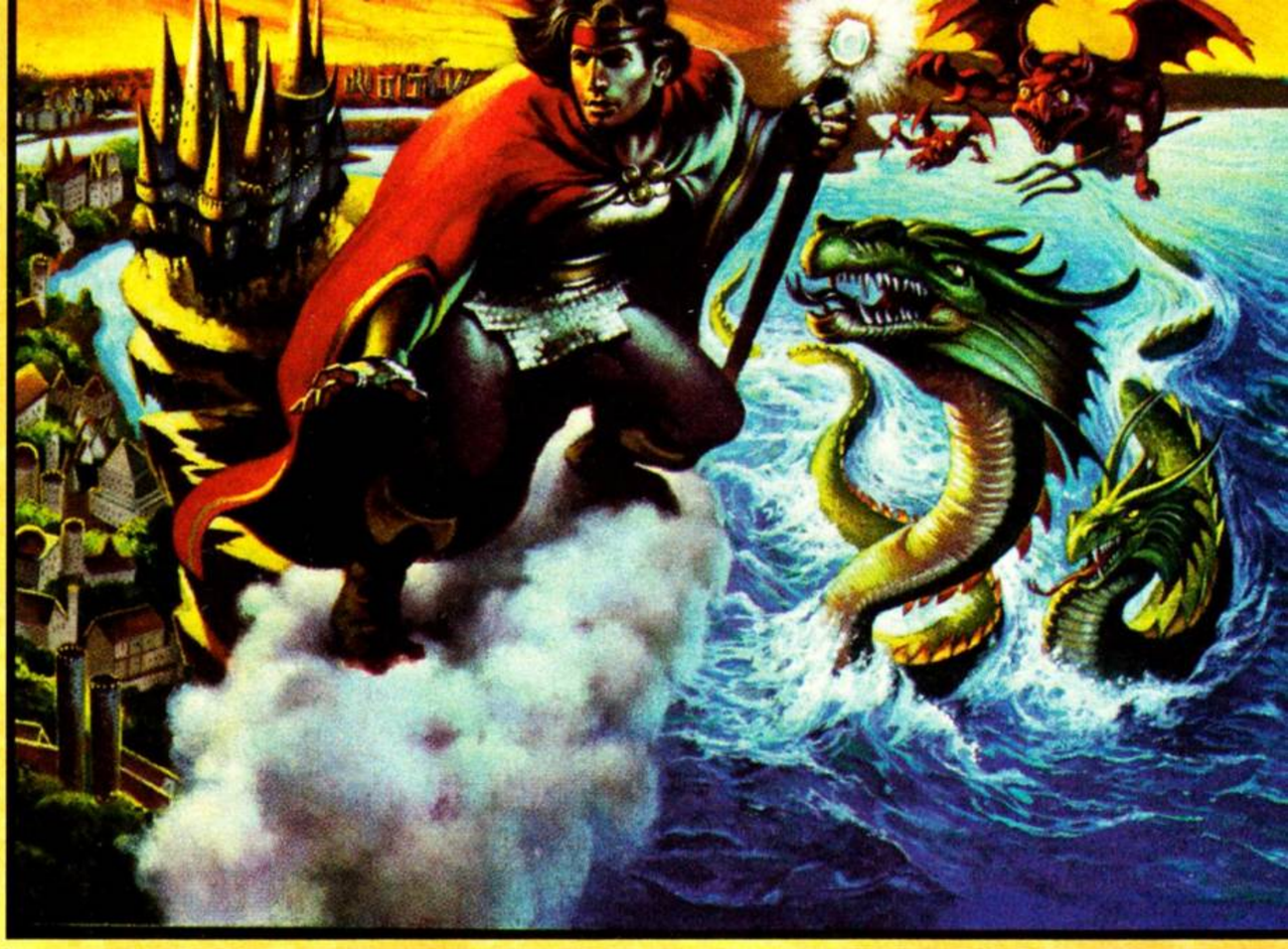
KQVI is puzzle-heavy, but the puzzles involve more thinking than object manipulation. There are many strange magical objects that adventurers get to play with long before and even after they use them to solve a puzzle. Creatures, particularly on the Isle of Wonder, are humorous and creatively designed. **KQVI** also features riddles and logic puzzles, and a maze with a minotaur. It has better characters (like the Hole-in-the-Wall), fantasy, and plot elements than previous Quests, and it all comes together nicely.

Graphics are vivid and make these Isles and the creatures they contain much more believable, particularly with the animation. Music varies with each event, with gloomy music in a death scene while a love scene features a romantic, uplifting score. Sound effects round out the track, some being goofy and others digitized and realistic.

KQVI will fully satisfy fans of the series, inspiring them to a higher level of creativity with its almost-hidden sections and plot elements. The only complaint people might have is that the colors used for the inventory and icons (pink/orange and yellow) sometimes obscure the items in the inventory. But there are few frustrating situations, nor need the player start over again because of a forgotten or missed important item. This is the finest game of the **King's Quest** series.

— Russ Ceccola





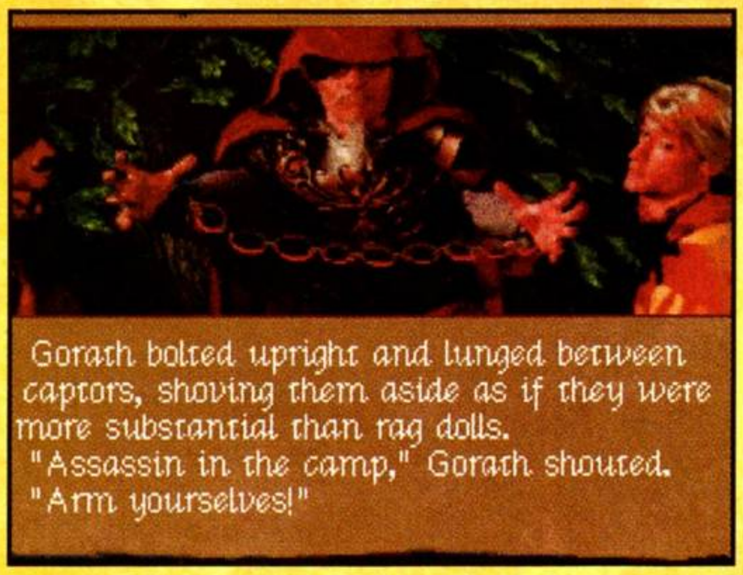
EG JOURNEYS INTO THE NEXT GENERATION

BETRAYAL

by Russ Ceccola

John Cutter has spent nine years in various roles and at major companies in the computer game industry. He's currently working with Dynamix which he joined late in 1991. John's experiences have exposed him to many facets of computer games. This background prepared him for the production of one of the largest and most complex fantasy role-playing games ever, Dynamix's **Betrayal at Krondor**.

Cutter has been involved in some of the industry's more important titles. He is enthusiastic about projects that let him concentrate most on the creative aspects of a game. His earliest projects leaned toward sports and were for Scott Orr's Gamestar, before Activision purchased that company.



Digitized actors take the place of animated characters in Krondor.

On-Track Racing was his first project at Gamestar, but he also co-designed and programmed **GBA Basketball** and **Star-Rank Boxing**. The latter was a hit for Gamestar and one of the earliest boxing games for computers. Some of its elements still survive in today's electronic boxing contests.

About the time Activision took over Gamestar in the late '80s, he met Bob Jacob, who, in hopes of signing Cutter as the first Cinemaware employee, brought John and his wife into his Westlake Village, CA, home to show them **Defender of the Crown** in its early design stages. Both were impressed by the landmark game. He joined up and began his years at Cinemaware by working in various capacities on the impressive and popular **Defender of the Crown.**

Defender established Cinemaware and the Commodore Amiga as forces to reckon with, largely because the audio-visual elements it contained were available on no other computer and in no other games. **Defender** won numerous awards and set the standard by which all other Cinemaware games were measured. Cutter had a hand in all of the Cinemaware titles and played a major role in the production of these games, but preferred creativity.

After Cinemaware folded, Cutter found a home at New World Computing, the company that produced the hits **Might & Magic III** and **Planet's Edge**. He learned a lot about role-playing games there and met Neal Hallford, a talented writer who later joined the **Krondor** team.

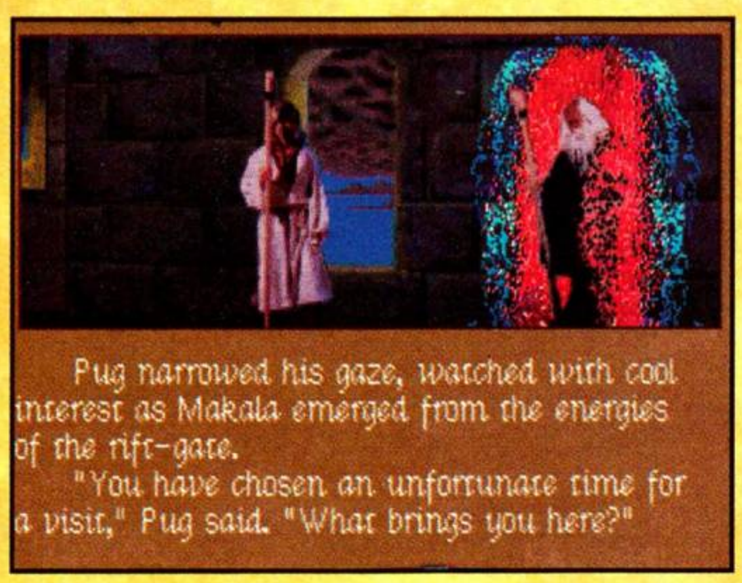
Cutter missed the creative aspects of game production and jumped at the job when Jeff Tunnell, then president and creative force of Dynamix, made the offer. "It was a dream job. They were looking for a creative director to maintain and develop creative visions and projects," said Cutter. This move took him one step closer to **Krondo**r, the project that used his knowledge and experience with computer and role-playing games and works of fantasy in literature.

Cutter had always been interested in role-playing games in his career and decided to head in that direction with his first project for Dynamix. At first, he didn't have an inspiration for the story. Then, he reread Raymond Feist's *Riftwar Saga* and saw the books' potential as the basis for a game. It took between two and three months to flesh out the story and game design, and recruit a team of

talented people, including Hallford and lead programmer Nels Bruckner.

The Krondor interface had to be built from scratch, not merely enhanced. This was a large undertaking and Cutter advised that "it's always better to aim big and scale back a little bit because projects always eat up the time you have." The result is one of the most richly detailed game worlds to come to home computers.

As the first role-playing game for Dynamix, **Krondor** needed to establish its own identity amongst the plethora of RPGs from other companies. Cutter wanted the story to be the glue to hold the disparate game elements together. "We wanted to tell a good story," he commented. "Many other FRPs are really just interactive environments. It's harder to tell a story when you don't know where the player is going to be going. The game doesn't 'feel' linear. It's important not to make players feel like they're forced into doing what the designer wants them to



The effects in Betrayal at Krondor are sometimes movie quality.

do—that they instead feel free to act as they might in the real world."

John Cutter indicated his overall goal for Krondor when he said: "What **Defender of the Crown** did for graphics techniques at the time, I'd like to think we will do for story with **Krondor**."

Krondor and Its Origins

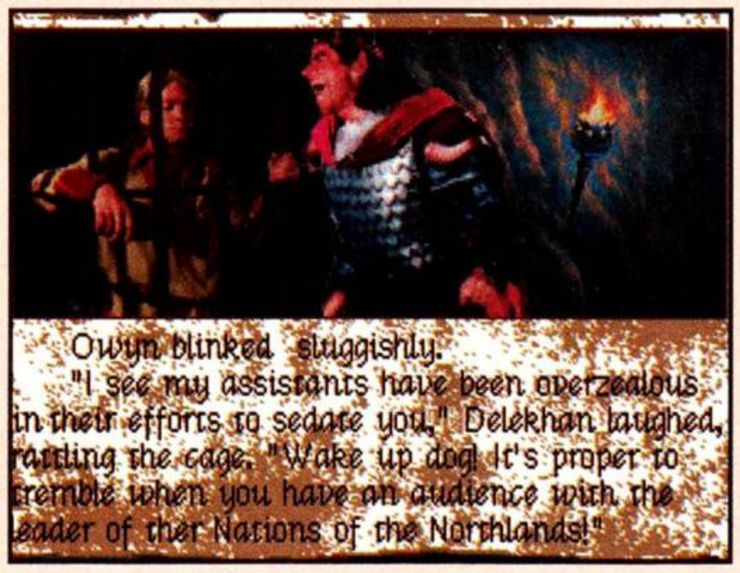
Raymond Feist's *Riftwar Saga* got its start in the gaming sessions of the author and his friends during the height of paper-and-pencil role-playing games and *Advanced Dungeons and Dragons*. Feist and his pals developed their own world and characters. Feist turned this world into the book *Magician*, later split into two paperback books. The Magician books and two others comprise the *Riftwar Saga*.

Krondor continues the stories of some of the characters from the saga and introduces new ones. This leaves **Krondor** open to sequels for a while before the stories run up against Feist's written works.

Krondor is an interesting game design for two reasons: it features an immense game world seen in first-person 3D perspectives, and it is divided into nine chapters, each of which has a different type of goal and many ways to reach it. Many role-playing games have some sort of first-person perspective, particularly in dungeons or underground locations. In **Krondor**, players move around in a richly detailed world both outside and underground. Forests reveal their depth and the rest of the environment takes on an uncanny realism not seen before, with the exception of **Ultima Underworld. Krondor** does not confine the player to any one environment and features such places as snowy mountains, dark groves and mines.

The mixture of first-person perspective with more traditional views gives **Krondor** an extra edge. In certain towns and buildings, a static screen may appear that players examine as in previous Dynamix adventures. Combat is turn-based, but the animated characters give the illusion of real-time action. The three-quarters offset perspective of the combat screens will remind players of a chessboard and the personalities as combatants with real distances between them. All the characters are digitized from pictures and video and other graphics techniques include rotoscoping and models.

The story and chapter-based system are extremely important elements of **Krondor**'s design. Players control six characters throughout the game, but only as many as three at a time. The game is divided into chapters, each of which has a differ-

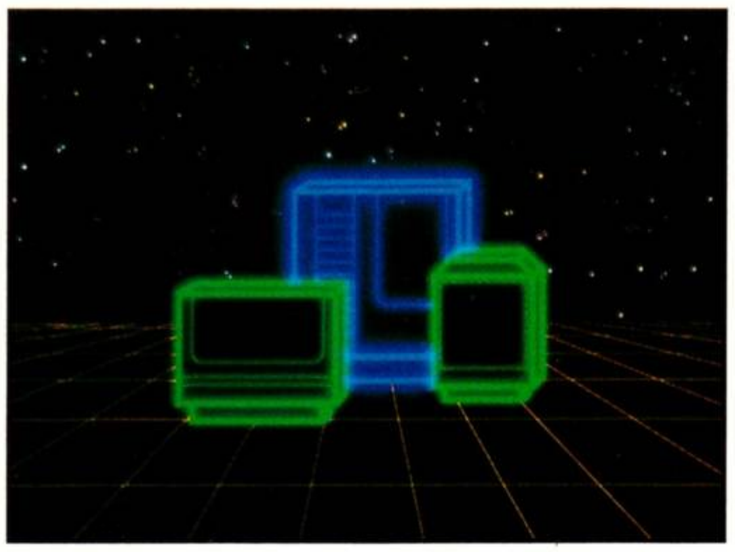


Krondor takes the player deep into the immagination of the designer.

ent goal and uses different characters. For example, the goal of the first chapter is to travel between two points in the land, but there are many ways to do this. The most direct route along a path reveals one story variation, but there are monsters and puzzles along the longer routes, too. This system almost turns **Krondor** into nine different games, but the individual pieces fit together into a well-structured whole. Flexibility of this nature will ensure that **Krondor**'s players will discover entertainment in a number of different ways in one product, all with a simple point-and-click interface.

— Russ Ceccola

OF COMPUTER GAMES – BEHIND THE SCENES: AT KRONDOR



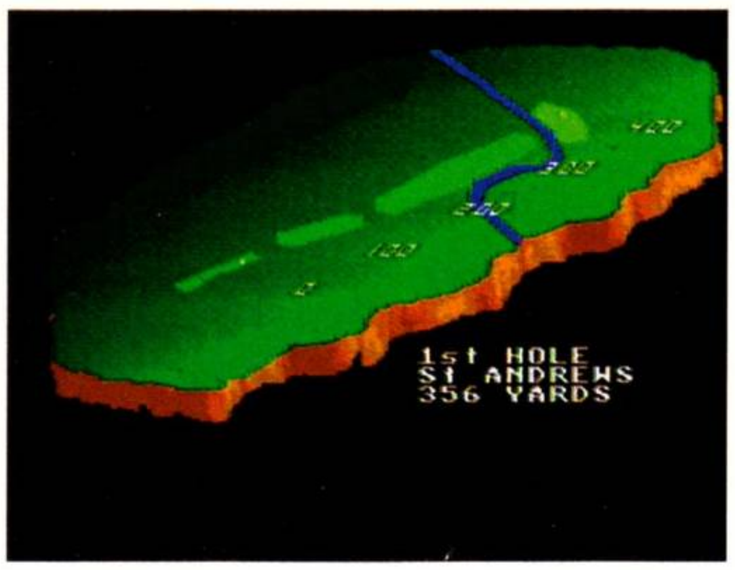
VIDEO GAME GALLERY

World Class Leaderboard Golf

U.S. Gold
Genesis
1-4 Players

Video game golf simulations have not exactly overflowed the market lately. Although golf remains among the strongest sports genrés in computer software, where companies like Access, Accolade and Electronic Arts have staked out lucrative franchises with state-of-the-art links recreations, the video game market is less attractive to publishers. For one thing, a successful computer golf game can generate years of future course disks, whereas ROM-based video games can't sell peripheral software. More significant, however, are the demographics involved. Golf is a game whose popularity is highest among men 35 and older, whereas video game systems traditionally appeal to younger players. Perhaps the advent of CD-ROM in the video game field will help give golf a boost.

In the meantime, there's **World Class Leaderboard Golf**, the first major new links contest for the Genesis since **PGA Tour Golf** (Electronic Arts). **World Class Leaderboard** is based on the Access computer simulation which was supplanted by the arrival of **Links** two years ago. Although it no longer represents audio-visual state-of-the-art, however, it's still a solid simulation with a tricky, but ultimately rewarding, game interface.



Before each hole, there is an overhead view of the hole for the player to study.

World Class Leaderboard is a meat-and-potatoes game, without the frills and special effects camera shots found in **PGA Tour Golf**. But it does boast some extremely sophisticated options and play features. From one to four video duffers, in any combination of human and computer, can play the course at St. Andrews, Gauntlet, Doral or Cyprus Creek. The 18 holes can be played according to Medal, Stableford or Tournament rules with any of three types of tees. There is also a practice driving range and putting tee.

In driving situations, the gamer can select his club using a handy window at the lower left of the screen. Each shot can be a standard drive, a chip or a punch. The player tees off through a pair of timing devices. On a circular gauge, a colored bar sweeps up from the bottom, clockwise. Pressing the appropriate action button stops the bar, and this first click determines the strength of the swing. A second, differently colored bar then sweeps counterclockwise from the top of the gauge. The point at which the player stops this bar determines the consistency of the swing, and whether it travels straight, hooks or slices.

On-screen objects, including the usual rough, water and sand traps, are seen from both a straight-on, behind the golfer perspective and in an overview in a vertical window on the right of the screen.



While not being the best in the world, the graphics are well done and speedy.

World Class Leaderboard Golf is not totally without its frills; there is limited speech throughout the game, with a commentator making remarks like: "Looks like he hit the tree, Jim," and "He can't be happy with *that*!"

This game may not forever change the face of golfing simulations, but it is a well-constructed, easy to play contest with some real interest generated by the computerized golfers, who display a fascinating diversity of duffer skills and weaknesses.

— Bill Kunkel

RATING	
Complexity	**Average**
Graphics	**83%**
Sound	**78%**
Playability	**85%**
OVERALL	**81%**

Lotus Turbo Challenge

Electronic Arts
Designed by: Phillip Rankin and Pete Daniels
Genesis
1-2 Players



The player takes a behind-the-car view of the course, with no rear-view mirror.

Lotus Turbo Challenge follows in the tradition of such auto race classics as **Pole Position** and **Enduro**, with the player's car seen on-screen in the immediate foreground racing toward the horizon line. This new edition of a classic idea (based on a Gremlin release) is faster, and the animations are smoother, but it's pretty much like a dozen other similar racing contests. There are no especially original elements, though the tracks hold a turn beautifully—perhaps even too well, since the driver rarely needs to slow down on even the sharpest curve — and there is a nice variety of racing terrains.

There's really only one thing this game has going for it: it's fun to play. What is it that can make a startlingly original concept a bore to play while some apparently generic side-scroller becomes a sensation?

We call it playability.

It's tough to define, but game players know it the minute they touch it. There's



something almost awe-inspiring about the way a tired old idea can be transformed into a game that will generate hours of fun. Whatever pixie dust was sprinkled on **Lotus Turbo Challenge**, a good deal of it seems to have stuck.

The game options screen allows the user to set the number of human players, enter passwords (which are awarded at milestones during the multi-course competition), select automatic transmission or stick shift and reassign commands among the three action buttons.

Once all the decision making is done, the race begins. If a yellow car appears on the screen, the player is driving a simulated Lotus Elan; a red car indicates that the gamer will pilot a Lotus Esprit Turbo.

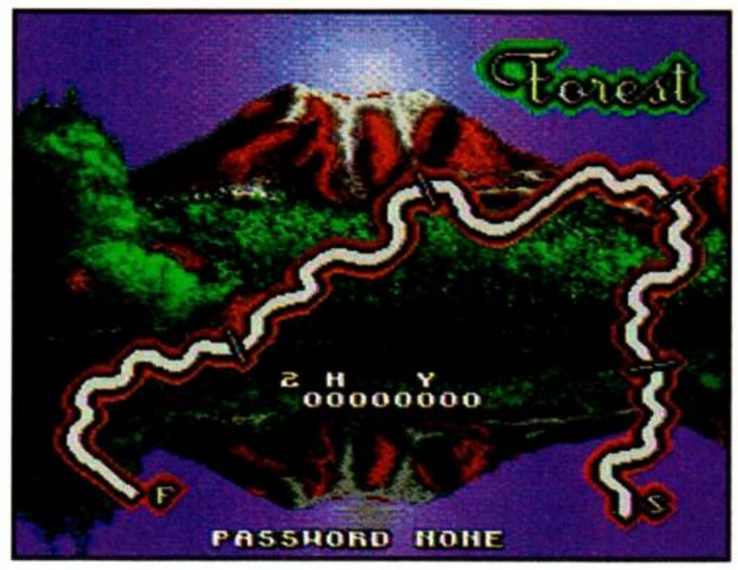
The track screen then appears with a map view of the first course, which is a forest setting. Equidistant points are marked along the route, indicating that the player must reach each checkpoint in a fixed period of time in order to continue the race.

The action then swings down to the starting line, where a voice counts off the time and signals the start of the game. And here's where the fun really begins. These Lotus simulations are the greatest race cars, in terms of handling, ever seen on a home video game. They offer pinpoint precision, make turns at nearly the speed of light and hug the road like a mother sheltering her child. And, in one of the most inspired touches in video game history, the "C" button, which otherwise plays no part in the game, produces a raucous "Yeee-Haaaaa!" when the players' "espirit" moves them. It's touches like this that make **Lotus Turbo Challenge** so much fun to play.

The graphics are of journeyman quality, but the speed of the animation is perfect. These elements combine to create a vivid atmosphere of high-speed, bare-knuckle racing.

There are eight different courses, from the forest in daylight to the city at night, and by the third checkpoint the obstacles start to kick in. Road hazards, from fallen logs to ice, are keyed to the particular course the player is on. Racers drive into the night through treacherous tunnels, face fog, snow and the desert wastes, plow through a marsh, and even brave the horrors of an Interstate highway, among other things.

During the race, the player has access to several vital pieces of information: a rev bar which lets the driver know when



Each course is broken into sections, which must be passed in the time given.

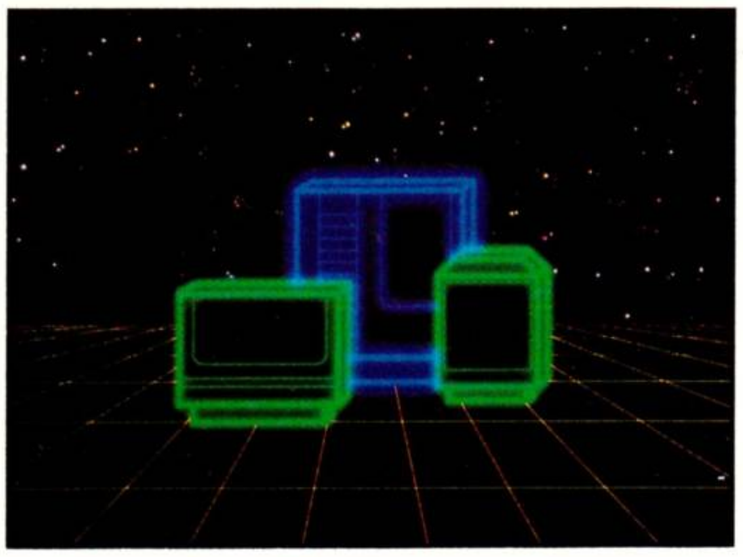
the engine is overheating, score, checkpoint clock, distance gauge, and gear indicator.

As with most racing games, this is more fun with two players than with one. The horizontal split-screen graphics and animations are beautiful, suffering no loss of clarity from the full-screen display. The added challenge of two players pits the contestants in an all-out racing fest, with the quickest speed-shifter destined to be the victor.

In closing, let us not dwell on those enchanted qualities that make a game a delight even when it looks to be nothing special. Let us instead rev up our engines and let fly with a lusty "Yeeee-haaaa!"

— Bill Kunkel

RATING	
Complexity	Easy
Graphics	82%
Sound	85%
Playability	90%
OVERALL	88%



VIDEO GAME GALLERY

STREETS OF RAGE 2

Sega
Genesis
1-2 Players

The tough hitting team of Adam Hunter, Axel Stone, and Blaze Fielding had set out to take on the crime syndicate in the first installment and succeeded all too well. Now, in an evil streak of revenge, Adam has been captured by the resurging underground force. This time



Two people can play simultaneously and clean up the city that much faster.

the ex-police team have teamed up with a powerful wrestler named Max and a street smart kid called Skate to once again take to the streets and eradicate the city's evil presence.

For those who aren't familiar with its predecessor, Streets of Rage 2 is an action-packed game where street fighting skills are your only tool of survival. To complete this harrowing adventure, there are four different characters to choose from. Each person has a unique style of fighting and attributes that coincide with their methods.

Blaze is the only female in the game, but don't let her beauty deceive you. She is the most well-rounded character in more ways than one. Her power, speed and agility are all equally balanced, which make her a tough yet feminine force to reckon with.

Axel and Blaze have returned from the original adventure. Axel is an extremely skilled fighter that relies on his technique to overcome opponents. His other attributes are slightly less impressive and his jumping capacity is a bit low. His boxing style is best used to get in close and to let a flurry of fists fly.

Max is a newcomer to the group and one strong customer to contend with. His devastating power and stamina make up for his lack of speed and technique. This wrestling powerhouse may only get a few hits in, but all he needs is two good ones to knock down most opponents.



Skate is the last and youngest member of the team. His motivation to join the group is simple: Adam is his brother. This breaking young kid may not have all the strength and stamina of his older partners, but his flexibility and energy give him superior technique and speed. Don't count this little guy out, for he is one tough customer.

This quartet doesn't have to rely on their skills alone nor do these brawlers have to fight empty-handed. Throughout the game, there are many weapons such as knives, swords, and good old lead



Streets of Rage 2 is loaded with tons of great moves for all the characters.

pipes to assist them in their street combat. In addition, any player can team up with another member of the gang for explosive two player action. In the two-player mode, players must be careful because they can inflict damage on each other as well as their adversaries.

If the game gets too difficult for some players, they may simply want to practice a few of the special moves in the dual or versus mode to gain experience in the street slugging techniques. Whether challenging a friend or just practicing, this area is very useful to master moves.

There are multiple difficulty settings and a number of other options to help fight through the eight levels. Another aspect to make things easier is the fact that each character's special moves are the same. These power moves are very deadly and are quite easy to master. Due to this nature, game play is very simple to get used to and has a good feel that is a must for any fighting game.

Not to be overshadowed by its fancy moves and cool characters, the graphics and sound are also topnotch. Like the first addition, there is always an upbeat soundtrack as you scroll from level to level. Accompanying the musical escape are backgrounds and graphics that are colorful and unique to each scene.

Whether fighting a friend in the versus mode, teaming up for two-player action, or just going solo, there is plenty of action to choose from in Sega's new Streets of Rage 2.

— Howard Grossman

RATING	
Complexity	Average
Graphics	90%
Sound	87%
Playability	92%
OVERALL	89%

Chakan: The Forever Man

Sega
Genesis
1 Player

The first few minutes of playing this game will probably bring a simple reaction to mind: yuck. But if the player stays with it, Chakan is probably one of the best games to hit the Sega Genesis - not counting everyone's favorite spiked-haired hedgehog in his recent second outing. But comparing the two is really irrelevant, for Chakan is one of the more complex and original games around!

Based on the comic book character, Chakan has an intriguing premise: a warrior-priest, Chakan, thought himself so accomplished with his swordsmanship



Timing is crucial when fighting this boss since you have no place to run to.

skill that one day he boasted he could defeat Death himself. Sure enough, Death appears and makes a deal with the misguided warrior: If Chakan wins he will live forever. If Death wins, however, he can take Chakan's soul and do what he wants with it!

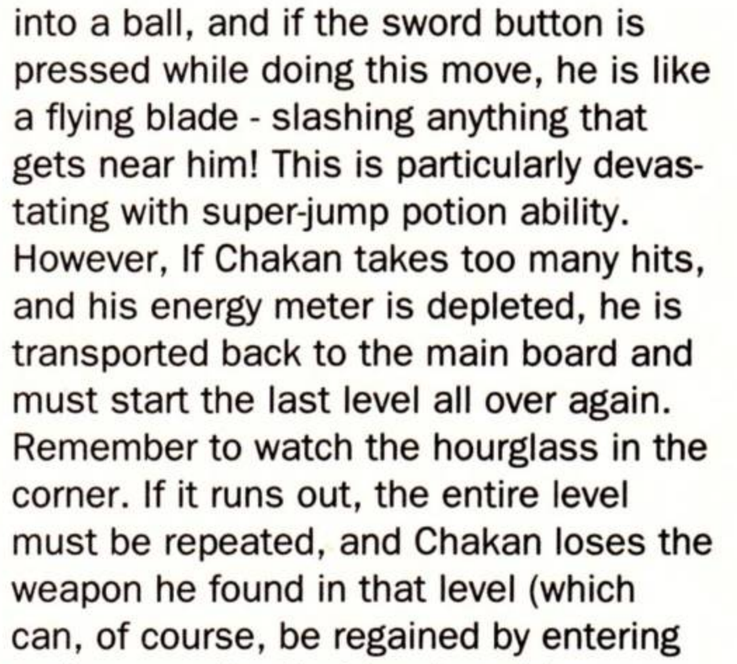
Suffice to say, Death never got Chakan's soul, but Chakan got his wish, which turned out to be a curse. Now is Chakan doomed to live until all the evil in the universe is destroyed. That is where the game begins.

Become the character Chakan, who has a power meter and unlimited lives, of course. He is armed with two swords and can swipe them in ten directions. There are several other weapons Chakan can add to his arsenal. Some of these include a giant sledgehammer for smashing stone, a curved blade that cuts webs in the world of the Spider Queen, a one-sided axe to chop down wooden doors, and a multi-pronged mace that you can hook on rings in the wall - ideally for climbing. But not all weapons can be used in the same manner. For instance, the sledgehammer makes Chakan walk slower and jump lower due to its immense weight and it cannot be used in a jump/spin attack. However, the mace is lighter and can be used with a spin. These four weapons are found at the end of the first section of each level and are also helpful for destroying enemies.

When the game starts, Chakan is standing at a giant wheel on a type of master screen. There are four portals in each corner of the screen. It really doesn't matter where the player starts - all dimensions have a master of evil that must be destroyed in order to finish the game. In each dimension there are also several potions that are vital. These include a variety of powers like swords, invisibility, temporary invincibility, a bomb that destroys everything on the screen, and more time to complete a level (be careful with this last one, though - if the player accidentally uses it early, it can work against him by turning over the hourglass in the lower right corner). Each potion uses two vials, and these are usually of a variety of colors (the blue sword uses a red vial and a clear vial).

Each level is divided into three stages with a very tough boss character waiting at the end of each that must be killed. These bosses are usually very disgusting (especially the second boss in the Spider Queen's dimension) and can't be eliminated unless the player uses some type of spell to give him an offensive edge. Excellent graphics portray the slimy characteristics of these evil creatures.

Part of the game's effectiveness lies in the method of Chakan's attack (the two swords are very formidable) and his moves. Chakan, in addition to being able to jump, can also roll on the ground to quickly get him past rough spots. He also has a spinning jump where he rolls into a ball, and if the sword button is pressed while doing this move, he is like a flying blade - slashing anything that gets near him! This is particularly devastating with super-jump potion ability. However, If Chakan takes too many hits, and his energy meter is depleted, he is transported back to the main board and must start the last level all over again. Remember to watch the hourglass in the corner. If it runs out, the entire level must be repeated, and Chakan loses the weapon he found in that level (which can, of course, be regained by entering and conquering that level again).



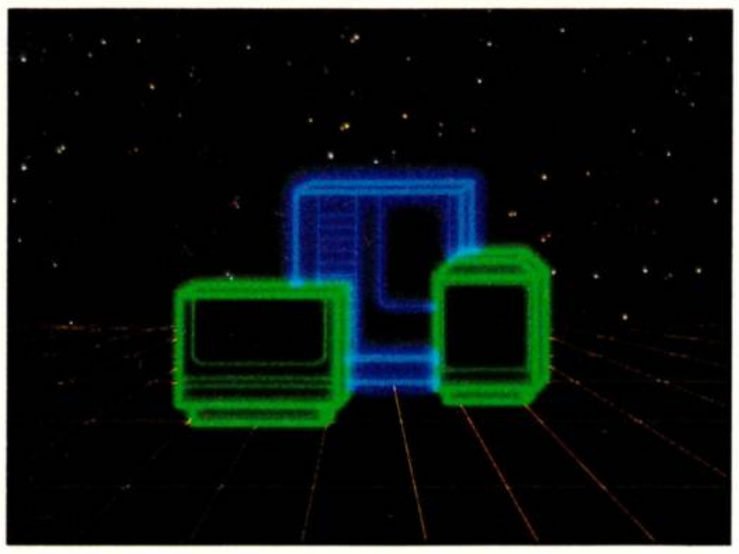
There are several different weapons players can obtain, like this hammer.

The music and sound effects are a bit disappointing, though, as they are just adequate (the music especially sounds too much like that of Genesis' Spider Man). But that is relatively minor.

Chakan is a game that also requires a great deal of time to complete as well. Yet once the player gets used to handling the character and using the spells, it is one of the better games around.

— Mike Weigand

RATING	
Complexity	Hard
Graphics	92%
Sound	80%
Playability	90%
OVERALL	87%

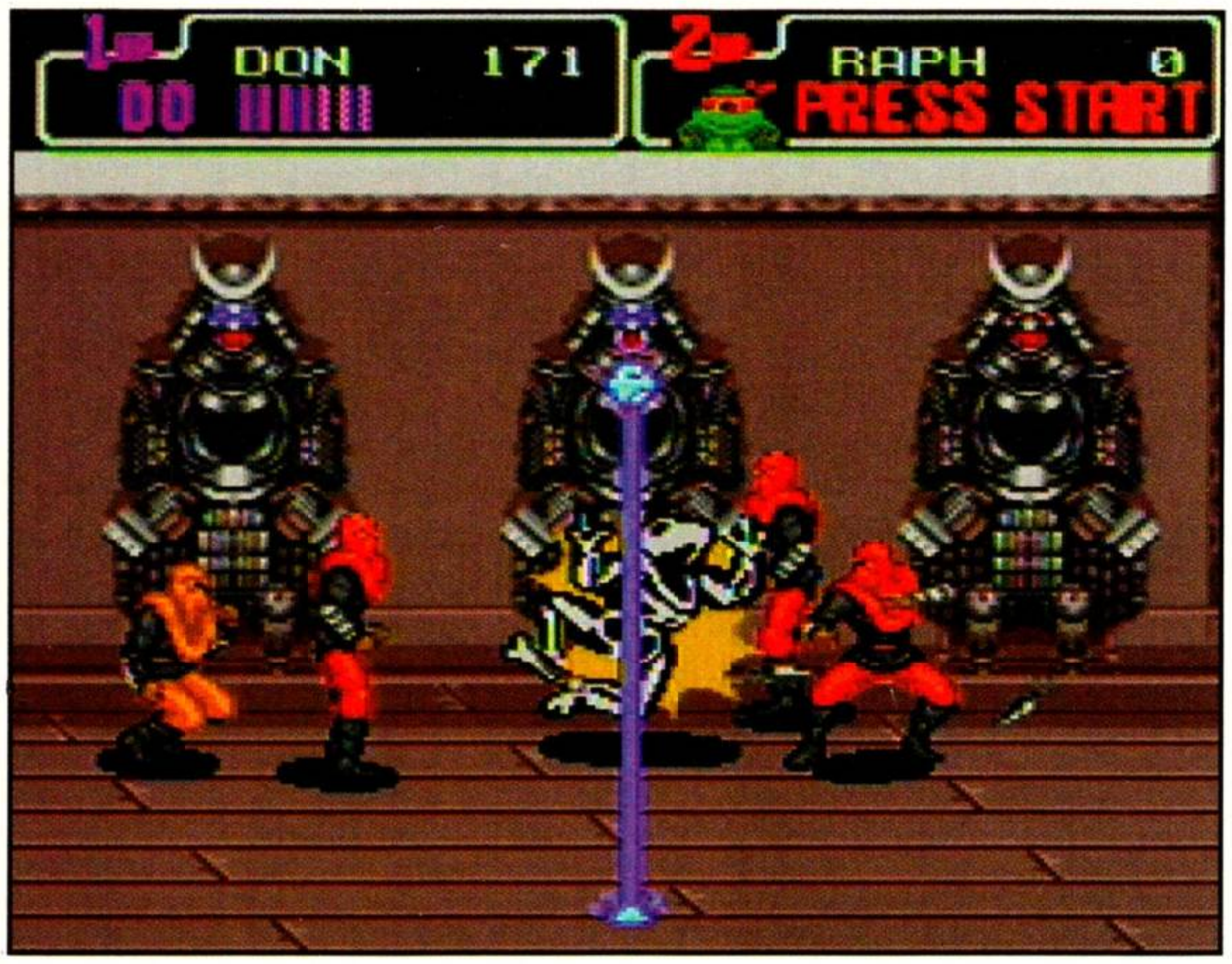


VIDEO GAME GALLERY

Teenage Mutant Ninja Turtles: The Hyperstone Heist

Konami
Genesis
1-2 Players

The Teenage Mutant Ninja Turtles are almost as well known for their Ninja skills as for their taste for high jinks, banter and pizza. Since the high jinks and banter don't translate all that well to video games, what we get is martial arts and pizza.



Not that much time is spent on the latter. In fact, if one didn't know better, one would think the mutation included the ability to absorb tomato pies, box and all, through the feet.

It seems that Shredder has used the Hyperstone, a treasure of sorts from Dimension X, to shrink the Statue of Liberty and the Island of Manhattan, thus putting them under his control. "Today, New York, tomorrow the world," is his message, and of course he taunts the turtles to try and stop him.

All this is presented in text balloons, during the opening (and skippable) setup scene in which lovely April O'Neil is interrupted in her television broadcast, apparently the only time she appears. In game play, some rough digitized speech bytes have the turtles exclaiming "Turtle Power!" and, when downed, "Oh, shell shock!"



From then on, it's a matter of battling Shredder's minions in a series of five levels, ranging from the sewers and streets of New York City, through a Mysterious Ghost Ship (reached by surfing), Shredder's Hideout, The Gauntlet, and finally the Technodrome.

Each of the turtles, who is never identified on screen by his full name, but referred to only as Don, Mike, Raphe or Leo, has special moves appropriate to the weapons he carries, in addition to the standard Attack, Jump and Dash moves common to all. These special moves result from various combinations or sequences of button-presses and are occasionally dependent on specific opponents. Sometimes they seem to execute themselves.

The animation is good, save for an occasional ghostly flickering appearance of a the newly-arrived turtle early in different scenarios within each level.

In single-player format, it is possible to switch between a couple of the turtles at any time; in two-player mode, the gamers may select two from among the four for cooperative baddie bashing (though the players cannot both choose the same turtle at the same time).

In addition to the foot-soldiers and robots that provide the evil infantry, and heavier duty creatures like the traitorous pizza monsters that pop out of the sewer waters now and then, the Bosses on each level are familiar characters from the animated cartoon series, such as Leatherhead (the mutant Cajun alligator) or Rocksteady (the former rhinoceros).

On-screen turtles have lifelines that dwindle with damage. In two-player mode, when one drops out, the other may continue playing.

Boxes of pizza conveniently lying around provide restoration when stepped on, and boxes with bomb icons act as a brief power-up while the turtle delivers a devastating super attack.

There are three optional level settings: Easy, Normal and Hard, and a controller configuration setting.

It is also possible to select the number of continues available, how many turtles each player starts with, and whether or not to use back attacks.

Finally, a color setting allows the player to select the turtles' color between animation or comic book style. Small touches like this help to round out an already impressive game.

TMNT: The Hyperstone Heist provides continuous non-stop combat in the best action tradition.

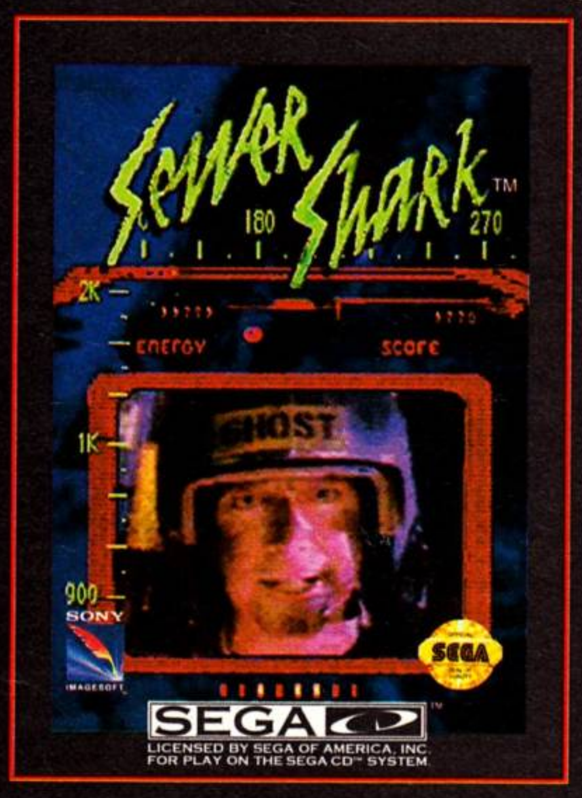
— Ross Chamberlain

RATING	
Complexity	Average
Graphics	90%
Sound	88%
Playability	86%
OVERALL	88%

"RELAX PRETEND IT'S A GAME!"

Sewer Shark for the Sega CD blasts you into a radical new world of gameplay with devastating digital video of live actors, explosive CD sound and the hyper-charged power of a simulation-shooter. Interact one-on-one with ace tunnel-jockey Ghost and the devious, fat-faced Stenchler. Your mission's clear: transport supplies to human outposts deep in the sewers...and fry anything that gets in your way. React with lightning-fast speed to flight instructions transmitted by your computerized droid. Navigate, fire and streak deeper into toxic tunnels. 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! Sewer Shark for the Sega CD.

It's a whole new game.



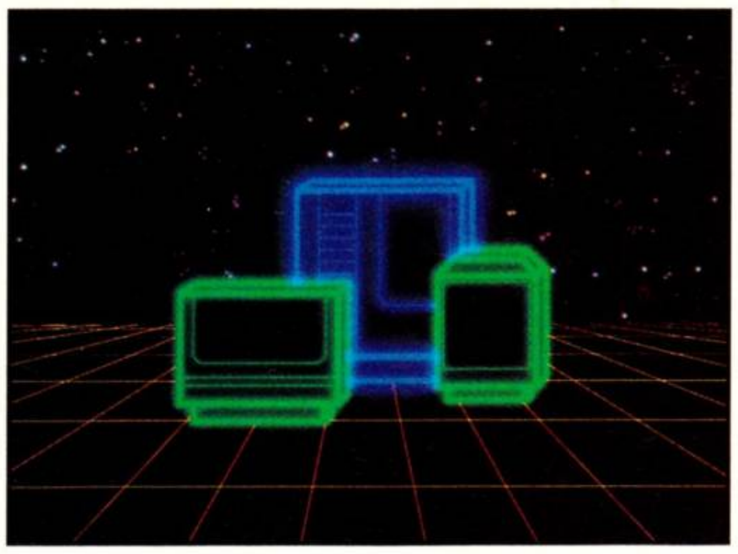
ACTUAL IMAGES

OFFICIAL SEGA SEAL OF QUALITY

Sewer Shark is distributed by Sony Imagesoft Inc., 9200 Sunset Boulevard, Suite 820, Los Angeles CA 90069. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. Sewer Shark developed for Sony Imagesoft by Digital Pictures, Inc. © 1992 Digital Pictures, Inc. All rights reserved. Sewer Shark is a trademark of Hasbro, Inc. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.

SEGA™
LICENSED BY SEGA OF AMERICA, INC.
FOR PLAY ON THE SEGA CD™ SYSTEM.

SONY
IMAGESOFT™



VIDEO GAME GALLERY

Uncharted Waters

Koei
Genesis
1 Player

Carrying a role-playing game into the keyboardless video game format necessitates a great deal of time and controller manipulation just to get started. Of course, embarking on a proper adventure simulation should take substantial preparation. In the case of this version of **Uncharted Waters**, converted from a DOS computer system format, this includes plowing through on-screen menu after menu in the process of outfitting a ship or ships, obtaining crew and mates, cargo and supplies, picking up information and even seeking out a place for the night. The latter, however, is sometimes suddenly a *fait accompli*, discovered when a message appears on the screen announcing that it is the next day, and the player finds his character standing outside the hotel.

There is even an option to gamble as a means of raising gold to further the player's fortune. It's uncertain if poker and



Your treasure can be sold and traded in towns for supplies and other items.

blackjack were common tavern games in 1502 Portugal, but the approach is undoubtedly appropriate. The nature of the business of trading by sea is only a larger gamble.

The player has a constant companion, a red-bearded individual called the Old Sailor, whose primary function appears to be to offer suggestions about what to do next. This is welcome, because there are a lot of ways to go and not a lot of signposts, at least in the initial stages. The player's character has a history, told at some length in a scrolling introduction that can be skipped by a touch of the Start button.



Then comes the title screen and a sequence during which the player is encouraged to select names for the protagonist and his first ship (default names may be accepted), and to manipulate his attributes. Charisma, strength, courage, etc., are each given levels, but an additional number of bonus points may be distributed among them so that the player gets to individualize the character to some extent.

Subsequent introductions of a variety of background characters and events are unaccountably handled through a long series of three-line text windows. Impatient players may speed past this by holding any button on the controller.

All on one screen, in the port, are the trading, equipment and information sources required. All ports, represented by anchor icons, are set up the same, save that certain capital cities also include a palace, inaccessible until the adventurous sea captain has won fame and fortune.

All active characters, including the protagonist, are seen in facial close-ups during interactive sessions. When moving around the port, only the protagonist is viewed, from overhead. There are other moving individuals, but these serve only as wandering extras on the set, whose sole purpose is apparently to get in the protagonist's way now and then, or to simulate crowded streets. From this perspective, everyone looks squat and cuddly.

When the player believes the ship or ships are ready and puts out to sea, there is a distant overhead view of a ship (representing one or more craft) against the patterned blue of the ocean and whatever shoreline may be near.The ship or fleet may be steered with the controller's directional key. There is a menu that offers various sailing options as well as surveying the surrounding waters (how much can be observed depends on some equipment, such as a telescope or a sextant). Wind and current direction do influence travel, and food and water supplies must be watched.

Occasionally, the fleet may engage in sea battles, with pirates or ships of unfriendly nations, and there is a special screen mode for this with its own menu commands. The player has the option of turning pirate as well, but it's no more encouraged within the game than it was in reality.

A series of successful missions in these **Uncharted Waters** will bring swashbuckling adventure, fame and fortune to the hardy player. It does not involve the constant thumb-numbing frenzy of activity that is generally associated with video game systems; if anything, it goes possibly a bit too far in the other direction.

But for those in whom the call of the high seas still echoes, this may well be the game of choice.

— Ross Chamberlain

RATING	
Complexity	Average
Graphics	82%
Sound	74%
Playability	78%
OVERALL	76%



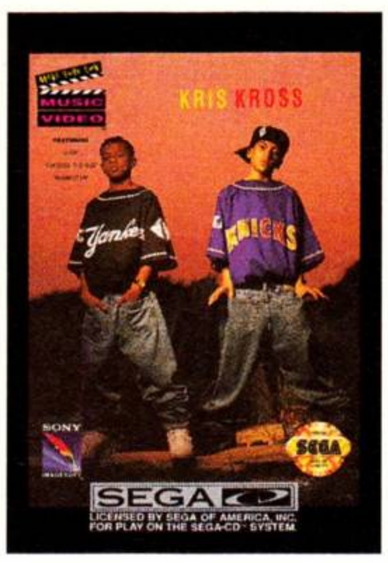




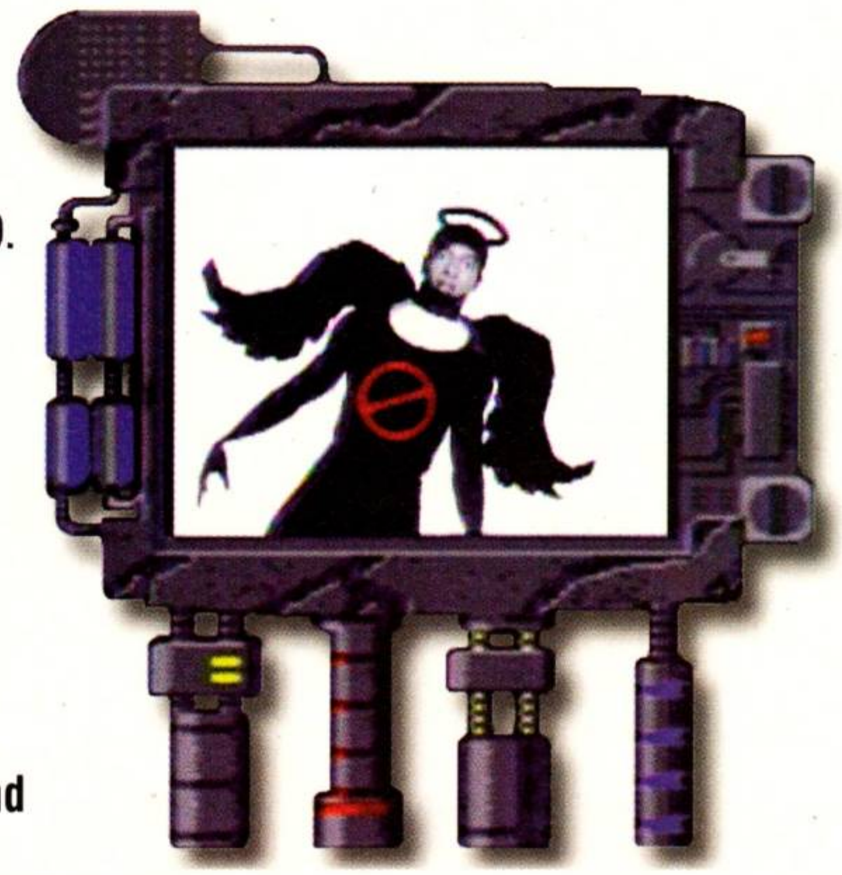
"Make Your Own"

If you think you have what it takes to edit, mix and create your own explosive, high-impact, incredibly cool, absolutely new music videos for mega rap act Kris Kross and global super group C+C Music Factory . . .





. . . What are you waiting for?



Just lock and load one of our revolutionary new compact discs into your Sega CD.

Strap yourself in.  And get ready to experience a massive rush of intense wall-to-wall sound, digitized live-action video and in-your-face challenges by real artists or a celebrity veejay. All you need to make your own  head bangin' videos is awesome talent and lightning-fast reflexes. You control it all as you **select**, **edit**, **slice** and **dice**. You're working with hundreds of clips from real music videos, movies and never-before-seen video footage – all in synch with dizzying special effects and the hottest, freshest 

from the veejay or revolutionary music ever. Wrap it up and get your grade,  straight from the artists themselves. Kris Kross and C+C Music Factory—two revolutionary interactive music videos from Sony Imagesoft for Sega CD.

MAKE YOUR OWN MUSIC VIDEO™

MAKE•MY•VIDEO™

OFFICIAL SEGA SEAL OF QUALITY

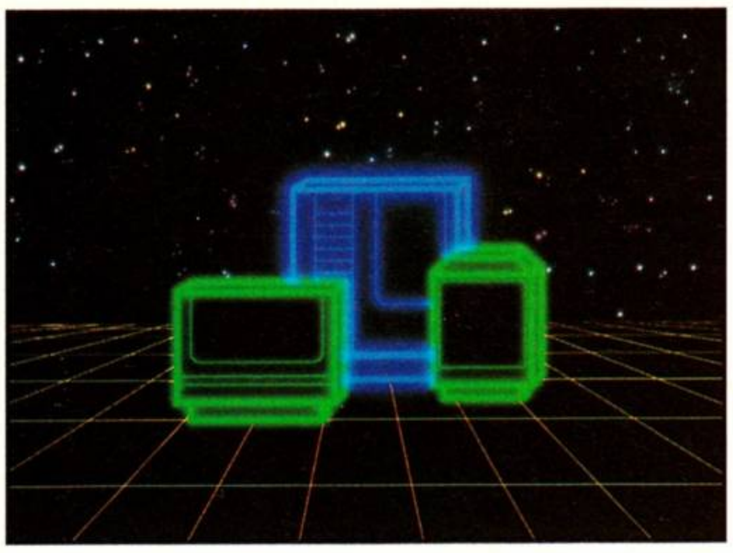
SEGA™
LICENSED BY SEGA OF AMERICA, INC
FOR PLAY ON THE SEGA CD™ SYSTEM

SONY IMAGESOFT™

C+C Music Factory/Make My Video and Kris Kross/Make My Video are distributed by Sony Imagesoft, 9200 Sunset Boulevard, Suite 820, Los Angeles CA 90069. ©1992 Sony Electronic Publishing Company. ©1992 Digital Pictures, Inc. Games developed for Sony Imagesoft by Digital Pictures, Inc. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. "Make My Video" is a trademark of Digital Pictures, Inc. C+C Music Factory appears courtesy of Sony Music Entertainment Inc. ©1990 Sony Music Entertainment Inc. ℗1990 Sony Music Entertainment Inc. Kris Kross appears courtesy of Sony Music Entertainment Inc. © 1992 Sony Music Entertainment Inc. ℗ 1992 Sony Music Entertainment Inc. All rights reserved. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.





VIDEO GAME GALLERY

Sunset Riders

Konami
Genesis
1-2 Players

This gunsmokin' side scroller is based on the 1991 coin-op of the same name. The video gamer needs a quick trigger finger to help Billy Cool or Cormano Kid pile up reward money while ridding a small region of the Wild West of desperadoes. The bounty hunters get the job done with lots of hot lead and the occasional stick of dynamite.

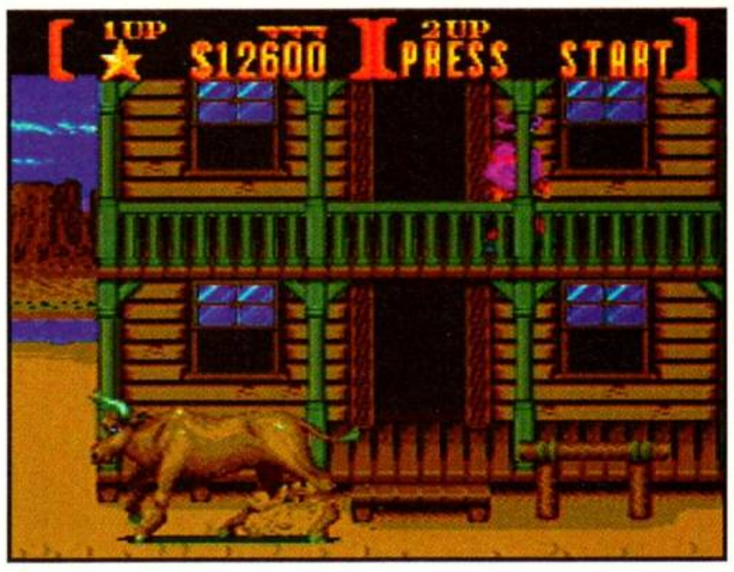
Sir Richard Rose is the top nasty in the frontier town of Powder Keg Pines; the renegade financier Simon Greedway is the main menace in Reechforem Gulch; Paco Loco hijacked the Chatahoochie Choo-Choo; and Chief Scalpen is boss of T.P. City. There's no shortage of minor league lowlifes. They attack with guns and knives from every direction, including from behind.



The hero must also learn to avoid the cattle herds that periodically stampede across the screen. If he's caught in the street when the steers thunder past, it can easily expend one or more of the allotted three lives or even force the player to burn up one of the precious six "continues."

Sunset Riders can be played solitaire, as either gunslinging Billy or rifleman Cormano, or as a two-player contest. Billy and Kid can either cooperate to dispatch varmints or test their speed and marksmanship against each other in the versus mode.

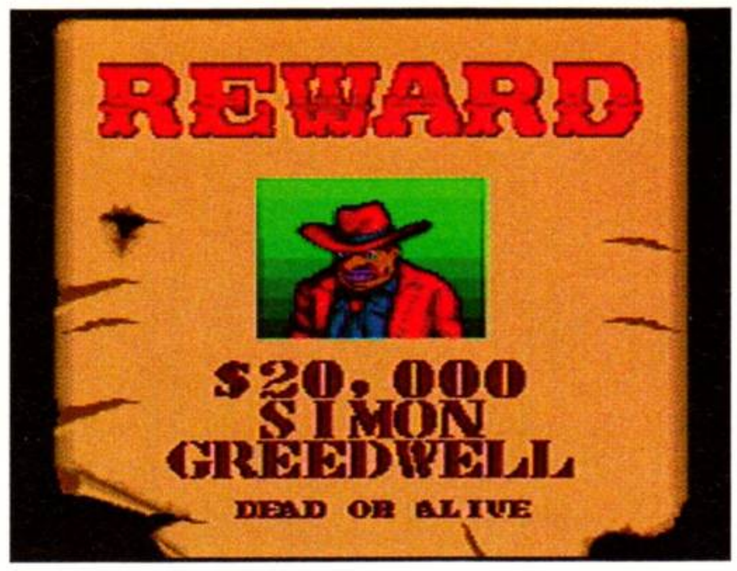
The control system presents no unusual problems, but it seems unnecessarily complex for firing weapons. The direction pad guides the bounty hunter left and right and, in conjunction with the C button, lets the character hop onto the roof of a building, climb to a second story, or leap down to the ground. Seizing the high ground is often the best way to avoid getting trampled into the dusty street by cattle, and it also cuts down on exchanges of fire in which the hero and a bad guy exchange lethal shots.



Stampeding cattle can be jumped on, or you can wait for them to pass on by.

The other two buttons control shooting. The hero fires his weapon in any desired direction or throws dynamite with the A button. The B button fires the six-gun or rifle in any direction and also allows the hero to crouch and shoot. Holding down either A or B initiates continuous fire.

Power-ups are appropriate for a western shooter. They include the gun icon that gives the hero two-gun capability, a bullet that symbolizes rapid fire, and



For each level, players will be shown a wanted poster of the outlaw boss.

dynamite for use as a throwing weapon. The hero gets R&R by stepping into a dance hall between skirmishes and dallying with a lovely lady.

The graphics are good, though a little uneven in quality. The animation is strong, but the dead bodies don't look very realistic, especially when they are suspended in mid-air. The backgrounds do stand out, and give a nice old-west feel, or at least the old west from all of the B-Movies many of us grew up with.

Sunset Riders is highly playable, a boot-and-bash scroller that almost anyone will enjoy. Replayability is another issue. Although it did well in coin-op arcades, **Sunset Riders** may be too simple for the home market. It isn't a very large game, and the repetitive nature of much of the action reduces play-life. Still, it is nice to see companies like Konami releasing their past arcade hits for home systems like the Genesis. There are quite a few really good arcade games out there that deserve translation, and if the response to **Sunset Riders** is good enough, it could start a trend in bringing old arcade hits home.

Konami's decision to stick closely to the quarter-snatcher is understandable, but additional complications would have enhanced this game's appeal.

As presented, **Sunset Riders** is a moderately entertaining, if somewhat shallow, shoot-'em-up that is most notable for its two-player modes and sporadic, though intense, gunplay.

—Arnie Katz

RATING	
Complexity	Easy
Graphics	84%
Sound	85%
Playability	90%
OVERALL	82%

Magical Quest: Starring Mickey Mouse

Capcom
SNES
1-2 Players

Cartoon characters seem to have a life beyond that of mortal men. Indeed, they out-live their creators, and often have a longer life span due to inclusion in books and games. Walt Disney died in December of 1966, but today, twenty-six years later, his most famous creation lives on.

Mickey Mouse is going to be sixty-five years old next year, and he still enchants audiences the same way he did at his debut in 1928. New generations have found this likeable character and have taken him to heart. The Disney Corporation is a multi-billion dollar empire, and Mickey Mouse sits at the top.

Taking the mouse from the silver-screen to the game screen was a logical move, and several companies recognized this and have been capitalizing on it for the past few years. Capcom has received the licenses to quite a few of the Disney characters, and has been making Disney games for about four years. **Magical Quest** is their first 16-Bit title, and it is truly an amazing effort.

The game story states that one day, Mickey was playing with Pluto and the ball Pluto was catching goes went over his head. Pluto chases after the ball, but doesn't come back. Knowing that Pluto wouldn't just run away, Mickey chases after him and finds that he has been dog-napped by the evil Pete. Now Mickey must journey through dangerous lands to find Pluto and get rid of Pete.



The first boss is the Pete-Snake. Jump on his head and throw the bricks at him.

Mickey has the power to run, jump, and grab objects. Mickey can jump on the heads of his enemies, and certain ones he can grab and spin away. He can also grab bricks, and pluck the giant cherries from the tree and ride them like a helicopter.

At first Mickey has only his simple natural powers and his brain to get him past the perils of the land. However, as he continues on his journey, there are different costumes he will find, each one with its own powers. The turban and robes give him the power to shoot magic from his finger-tips and stay underwater for a long time. The fireman's costume lets him shoot water from his firehose. He can even find a mountain-climbing suit and climb with a grappling hook. When he does this, he looks kind of like Bionic Commando-Mickey.





The enemies in Mystical Quest are imaginative and very well drawn.

Each of the different bosses is really Pete. Whether a snake, spider, or whatever, it is really the evil Pete trying to stop poor Mickey. When the boss is defeated, a ghost-like apparition of Pete leaves the fallen boss and taunts Mickey to keep trying to find him.

The graphics in this game are brilliant. They are colorful and show off the depth available on the Super Nintendo. The animation of Mickey is smooth and amusing and the bosses are large and also animate fluidly. The slowdown is not severe enough to detract from the game.

The music is up-beat, and bounces along at a good rate. It fits the game well and does not get overly repetitious, but it's not extraordinary.

Where the game really excels is in the play. Mickey is easy to maneuver and the game manages to stay challenging without entering the realm of frustration. The only control that occasionally lacks, is jumping. There are some jumps that look easy to make, but Mickey just can't reach them.

There are three different difficulty settings so that the youngest player can enjoy the game, and the more experienced ones still have a challenge. The cartoon theme and characters may put-off some gamers, but this should not be the case. **Mystical Quest** is meant to be a family oriented game, and it is a well-rounded game suitable for all ages. Capcom should be commended for making games like this and should continue to do so in the future.

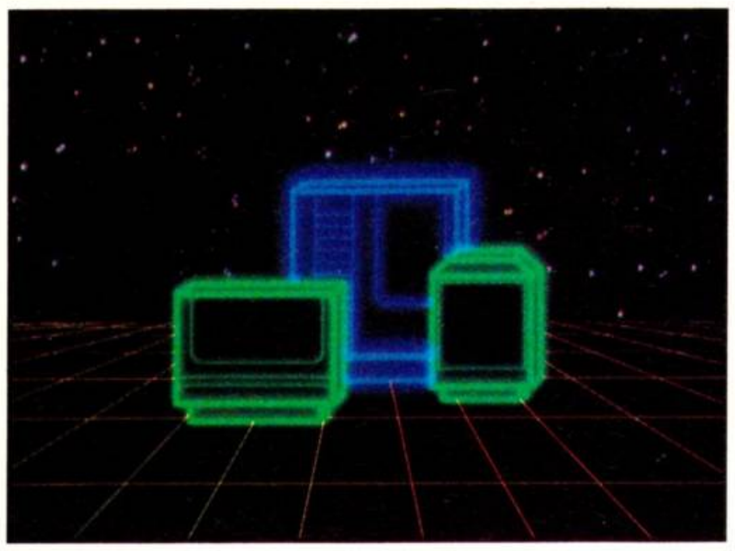
Magical Quest Starring Mickey Mouse is a very rare type of game. Capcom has managed to keep the feel of the Mickey cartoons and still present a wonderful game.

For anyone who has ever loved Mickey Mouse, this game will bring back some fond memories and a smile to your face. Special thanks should go to Capcom for making games like this, and keeping childhood in reach for all of us.

How about a really good Donald Duck game next?

— Marc Camron

RATING	
Complexity	Average
Graphics	94%
Sound	81%
Playability	90%
OVERALL	92%



VIDEO GAME GALLERY

Ecco

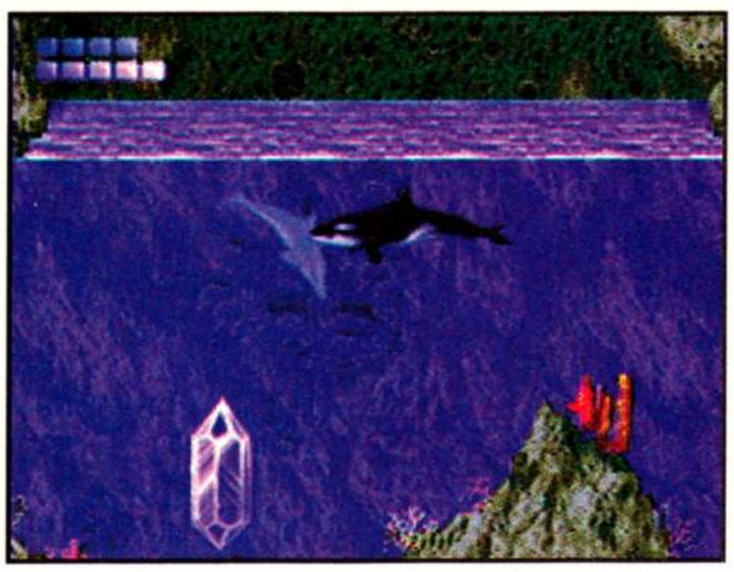
Sega
Genesis
1 Player

Once in a while a game comes along that's so unique, it breaks the mold of anything that came before it.

Like John Madden Football or Street Fighter 2, these games set a standard by which other games of the same type are judged.

Ecco is that sort of game.

It's apparent that the creators of this intriguing game have a passion for polished programming and marine biology. Although it seems these two disciplines are at opposite ends of the scientific spectrum, the wizards at Sega have managed to create a game that is both a pleasure to play and is also scientifically accurate - a rarity for a video game cart.



Ecco can use his sonar to talk to other sea creatures like this killer whale.

The player assumes the role of Ecco, a lovable dolphin who must find the source of a mysterious storm that swept away many of his sea-faring friends.

Along the way, Ecco must use his special abilities as a porpoise. The player must talk to other animals or ascertain Ecco's location by sending out a sonar burst, and use the rush dive to ram dangerous predators. Nudge boulders and shells into place with Ecco's snout, and use the swim button to accelerate and jump high out of the water.

When the game begins, the player will immediately notice **Ecco's** exceptional fluidity of movement. In fact, game play is so smooth, it's almost therapeutic to just make Ecco swim back and forth or perform aerial acrobatics.

But don't let **Ecco's** friendly looks or the mesmerizing action fool you; this is one challenging game. Since there is no time limit, patience is the key to conquering this formidable cart.

Once the player familiarizes himself with swimming and other motions of Ecco, and the amount of time the dolphin can remain under water before needing air, the quest commences.

Ecco is fundamentally a side-scrolling, linear adventure game. Tasks must be completed in sequence before the player can advance to the next level.

In the first level, with the help of his porpoise friends, Ecco learns of a great Blue Whale lurking somewhere in the ocean depths. The whale can apparently aid Ecco in his search, but Big Blue must first be found.

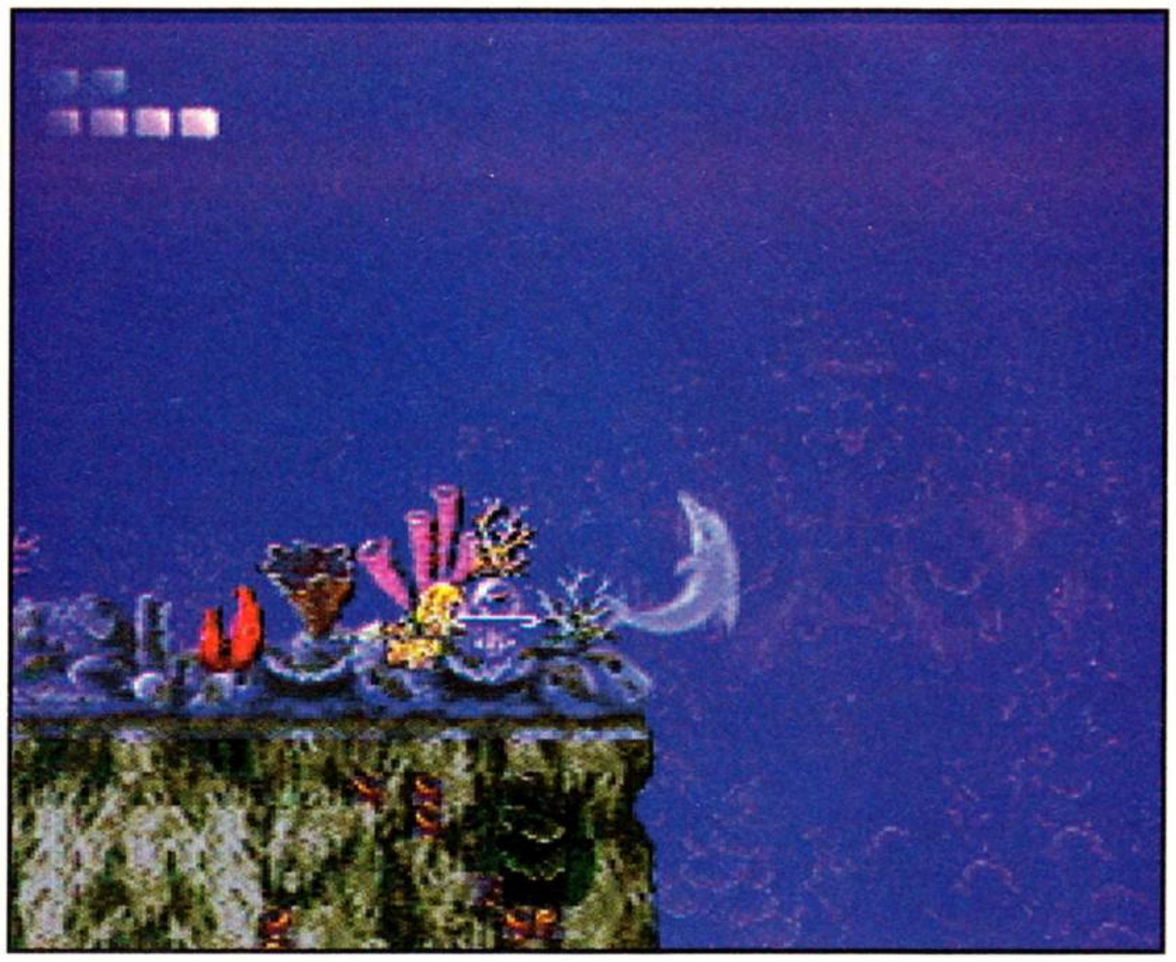
Be careful of stinging jellyfish and jagged coral. If the player bumps into these nemeses too many times, Ecco loses increments on his life meter. In later stages, Ecco can deplete his life supply by getting whacked by an octopus, being attacked by a shark, or by being flung into a rocky wall by an ocean under current. Players replenish their life meter throughout the game by using the rush button and feeding on schools of small fish.

As the player advances through the game, each level is progressively more challenging. Fortunately, there is a short password feature that lets the player save the game at the beginning of each level.

In later levels, as he nears Big Blue, Ecco finds himself up near the Arctic Circle. Locate breaks in the ice and surface for air regularly.

As mentioned earlier, **Ecco** succeeds at entertaining on many levels.

From an authenticity standpoint, features of the sea bottom and inhabitants of the waters are drawn to scale in their correct colors. The Blue Whale, for example, is many times larger than Ecco (taking up nearly four screens!) while the distinctive black and white pattern of the killer whale is easily recognizable. Even the various schools of tiny fish that Ecco feeds on are represented accurately.



From an execution standpoint, Ecco responds perfectly to the player's guidance. The game has a silky feel and scrolls smoothly and quickly in all directions.

Ecco, like his ancestor Flipper, is one of those rare forms of entertainment that appeals to people of all ages. Although the game uses an unconventional storyline for a video game, it is precisely that originality that makes **Ecco** such a great cart.

If the game isn't marketed enough to sell in huge quantities, Ecco will almost certainly become a classic. The cart is simply too good to be ignored,

Ecco is indubitably a gulp of fresh air in the sometimes stale world of new game ideas. Companies should strive to make more games like this.

— Joe Funk

RATING	
Complexity	**Average**
Graphics	**94%**
Sound	**75%**
Playability	**98%**
OVERALL	**95%**

REVIEW CREW • COMING ATTRACTIONS • MEGA TRICKS
INTERNATIONAL • MEGA STRATEGIES

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

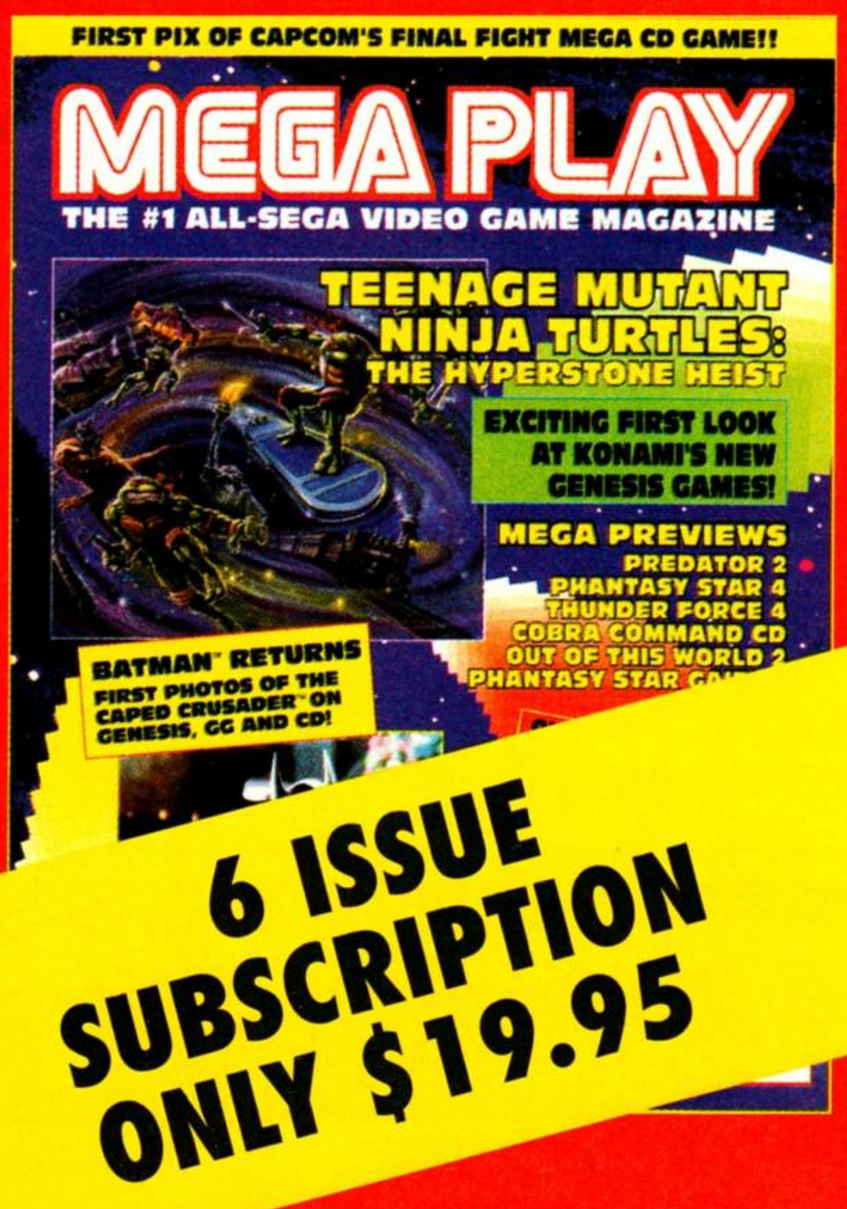
MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE



Finally, a magazine made exclusively for owners of the Sega Master System, Game Gear, Mega CD and Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you NEED Mega Play!

- *** LEARN TRICKS, AND SECRET STRATEGIES ON THE NEWEST GAMES!**
- *** BE THE FIRST TO LEARN ABOUT THE NEW GAME SYSTEMS, PERIPHERALS AND ACCESSORIES.**
- *** READ HONEST, HARD HITTING GAME REVIEWS FROM FOUR PLAYERS.**
- *** GET THE FIRST INFO AND PHOTOS ON ALL THE NEW GENESIS, MASTER SYSTEM AND GAME GEAR CARTS.**
- *** FIND OUT WHICH INTERNATIONAL GAMES ARE HOT!**
- *** PLUS PAGES OF GAME MAPS, DETAILED STRATEGIES AND MORE!**



6 ISSUE SUBSCRIPTION ONLY $19.95

I WANT MEGA PLAY!

PLEASE START MY INTRODUCTORY SUBSCRIPTION TO MEGA PLAY - THE ALL-SEGA GENESIS, MASTER SYSTEM AND GAME GEAR MAGAZINE!

NAME _____

ADDRESS _____

CITY _____ **STATE** _____ **ZIP** _____

_____ **Payment enclosed** _____ **Bill me**

Credit card orders: _____ **VISA** _____ **MC**

Card no. _____

Expiration date _____

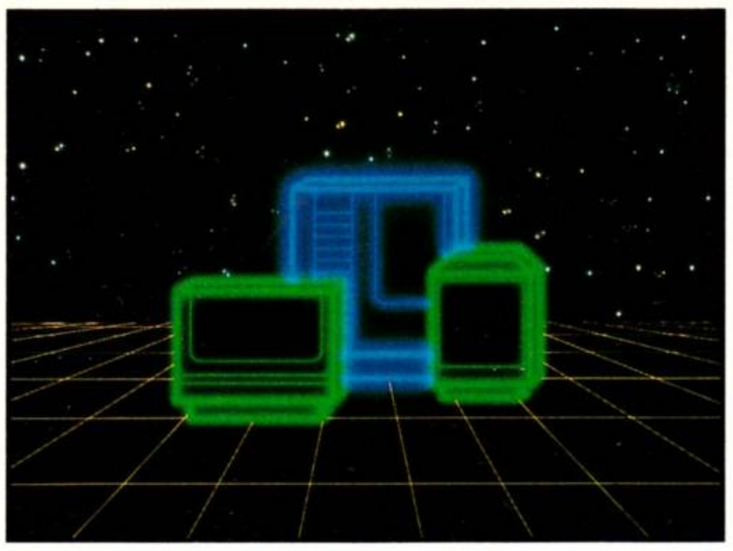
Signature _____

Please include $19.95 for your subscription and mail to:

Mega Play, P. O. Box 7535, Red Oak, IA 51591-0535

For faster Service, Call toll-free: 1-800-444-2884

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add $10.00. All other foreign add $20.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order , or any other type of check or money order that would go through a U.S. branch bank.) Please allow 6-8 weeks for your first issue. Bi-monthly issues will be mailed thereafter.



VIDEO GAME GALLERY

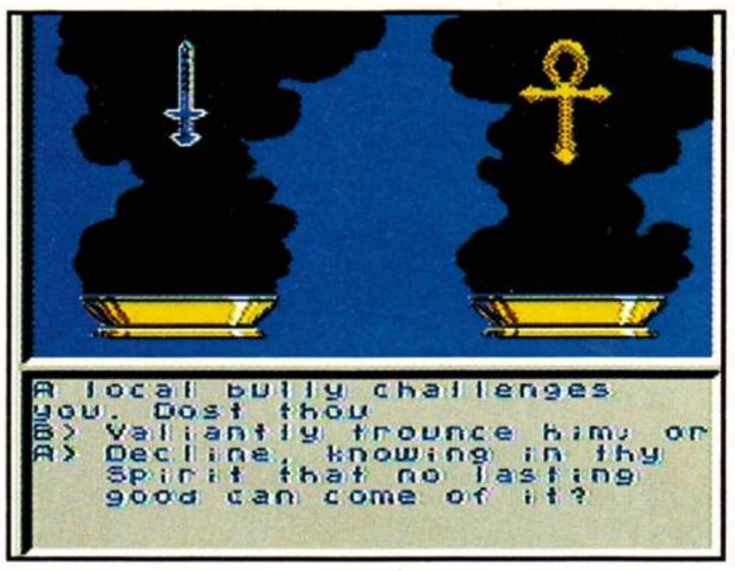
Ultima: Warriors of Destiny

FCI
NES
1 Player

The **Ultima** series of games is one of the mainstays in the computer world. Now on its seventh incarnation (actually eight if you count **Ultima 7 part 2** as a separate game like most people do) computer gamers just can't seem to get enough of this series.

For the last few years, FCI has been bringing these games over to the Nintendo. The first was **Ultima Exodous**, which was **Ultima III**, and later they released **Ultima: The Quest for Avatar**, otherwise know as **Ultima IV** in computerland. Both of these games were very popular.

Their latest installment is **Warriors of Destiny**, otherwise known as **Ultima VI**. **Warriors** picks up where the last game left off. The character has become the Avatar, a master of eight virtues and a wonderous hero that tales and songs are written about. The character has returned home to rest after all of his journeys, and while away, Britannia has experienced several



The attributes you hold dear will be the foundation for your Avatar character.

disturbances. Lord British has led a search party into the underworld to try and find the origin of these disturbances.

With Lord British out of the way, the evil Shadowlords have exerted their influence over Blackthorn, Lord British's trusted assistant. Fortunately, Lord British had the foresight to send for the Avatar, before embarking on his journey.

When the Avatar arrives in Britannia, he finds that Lord British has failed to return, and the problems in the land are increasing. Together with his trusted friends Shamino and Iolo, the Avatar must go forth and rescue Lord British and destroy the Shadowlords.

The **Ultima** series offers dedicated role-players a rich story line. The game designers have managed to carry the story from one installment to the next smoother than many movie sequels seem to. Players familiar with the **Ultima**





Choosing the right option when talking to people is important to your progress.

games will recognize many of the places on the map, and have already made the acquaintance of some of the game's primary characters.

There have been some changes in the interface, but all of them effectively make the game easier to player. There are icons representing all of the items the player can collect including all weapons and armor. The player can hold up to two items at a time, one in each hand, and use them accordingly.

The land is filled with various weapons, armor, potions, spells, and miscellaneous items for the Avatar's party to find. There are eight towns - each with a shrine - and eight dungeons. There is also Lord British's Castle and the Underworld to explore.

The graphics in **Warriors** are better than the first two NES installments, but are still underwhelming. The characters do not move fluidly, but rather, jerk along as if they were attached to an invisible grid on the floor. Steps have been taken to improve this game over the previous ones, but it seems that this is about as good as any 8-Bit version of this series is going to get.

The music is annoying and very tinny. It plinks along until the only option is to turn the sound off completely and turn on some real music.

Game play is also fair and suffers from the company having packed such a complex game onto an 8-Bit cart. The choppy movement does hamper the playability and players who have gotten used to the look and feel of games on the SNES will undoubtedly be displeased.

The saving grace of this game is the story. It moves along really well, and is engrossing beginning to end. This raises the overall score about ten points.

Fans of the **Ultima** series will definitely want to make their way through this game. Rest assured that **Ultima VI** and all further installments are being released for the 16-Bit SNES, so one more 8-Bit go-around isn't that bad. For those just getting into these games, the suggestion is wait until next time.

— Marc Camron

RATING	
Complexity	Average
Graphics	66%
Sound	52%
Playability	67%
OVERALL	72%

SimEarth

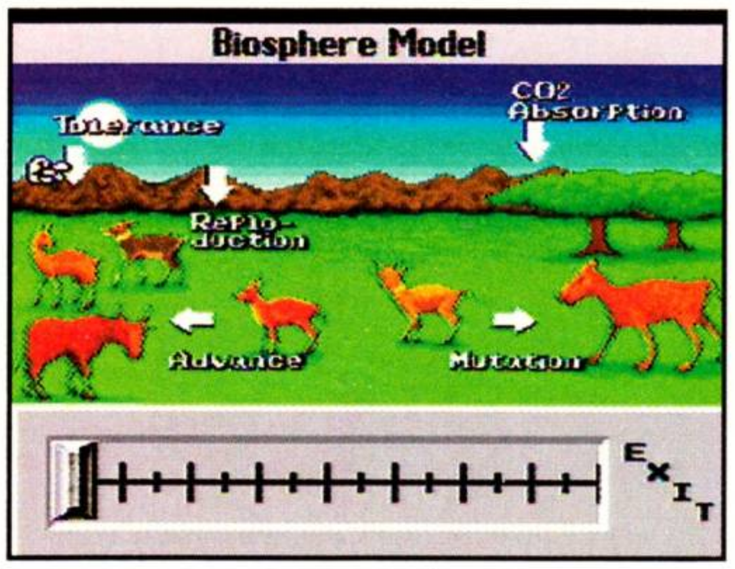
FCI
SNES
1 Player

Do you want to rule the world? How about directing its very ecological path of development? If this sounds like a good time, check out **SimEarth**, FCI's follow-up to Nintendo's entertaining **SimCity.** Instead of building and managing cities, the player builds and manages worlds. Specifically, the game mostly revolves around the evolution of Earth based on James Lovelock's Gaia theory that assumes planets are akin to living organisms, having the ability to adapt to the environmental pressures placed upon them.

Upon entering **SimEarth's** first scenario, the various icons and menu selections can be a bit overwhelming, especially if one has not at least glanced over the hefty game manual. Gamers who are familiar with the computer versions of **SimEarth** will experience about five minutes of disorientation as they become accustomed to the icons and menus associated with the conversion. The interface works well considering that this game is menu and mouse intensive on the computer formats. Although the game does not support the Nintendo mouse, it is relatively painless to control.

In **SimEarth**, players can take the role of a planetary parent, nurturing its growing child. You can raise and lower land masses, modify various ecological models, monitor environmental effects, introduce life-forms and, like **SimCity**, try your hand at some devilish symphonies of destruction! All these activities cost "Gaia Points" that can diminish the timeline of planetary growth if not used intelligently. For instance, in the Aquaworld scenario, raising landmasses may move the planet toward a proper evolutionary path, but it is too expensive to do effectively. A better solution is to set off several volcanos to produce sizable landmasses while keeping the amount of Gaia points spent to a minimum.

What makes **SimEarth** such an educational experience for all players is the interesting way a planet reacts to the stresses placed upon it. If you modify the axial tilt in the Geosphere Model screen, your world will experience a startling change. In the Atmospheric Model, factors including solar impact, cloud cover, rainfall, cloud and surface albedo, greenhouse effect and thermal transfer can be altered. The Biosphere Model that modifies carbon-based life-forms on the planet can alter factors including tol-



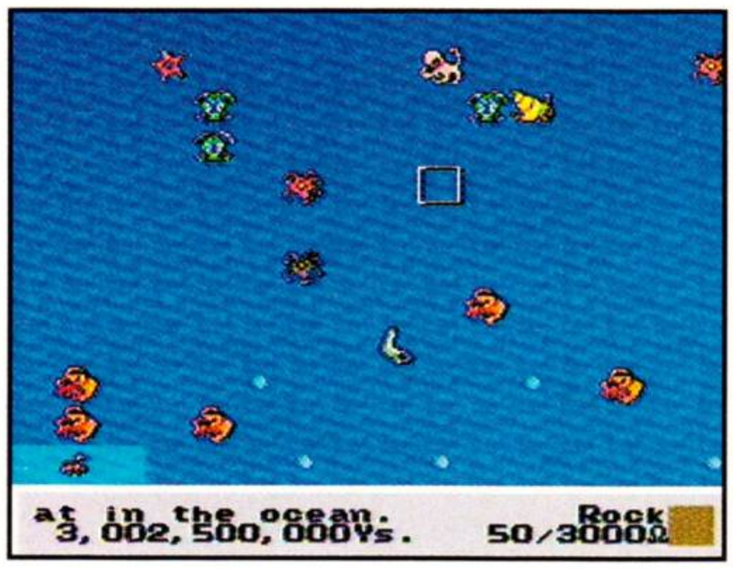
The player can control the different aspects of all the different "spheres."

erance toward the environment, reproduction, evolutionary advance and mutation and carbon dioxide absorption. As an organism achieves sentience, you can further change its allocation of bioenergy, sun and wind power, the hydro and geological fuel sources, and fossil and nuclear fuels.

As the game advances toward planetary development, greater bioenergy reserves means more Gaia points to spend on defining biomes, organism evolution and civilization models. Biomes range from rock, arctic, boreal, desert, grasses, forest, jungle, and swamp. Once the planetary biomes are in place, speckle the planet surface with bacteria, amoebas, starfish, crabs, octopus, fish, shales, trichordtaes, and other life-forms. As a particular evolutionary path defines itself, one of these organisms will achieve sentience before any other. Once that happens, you have a ruling, civilized organism that you can further define with energy allocation of philosophical, technological, food, medical advances, and the arts. Of course, you can boost your SimEarthlings into the Stone, Bronze, Iron, Industrial, Atomic, Information, and Nanotech Ages, but each of these stages requires an exponential amount of Gaia energy to perform. Depending on your temperament, you can assist your SimEarthlings further by adding biome, vapor, oxygen, and nitrogen generators, and even a 2001-style black monolith for rapid intelligence advancement. If you're feeling wrathful, toss an ice meteor, storm, tidal wave, volcano, earthquake, plague, or even a nuclear explosion into the planetary soup. As in **SimCity**, it's your job to repair the damage and move forward.

What is the goal of **SimEarth**? Besides learning all about planetary systems based on the Gaia theory, your ultimate goal is to achieve a mass exodus from the planet, thereby rewarding the planet to remain as a blissful sanctuary (that is, until another life-form achieves sentience and the whole process starts all over again).

Remarkably, almost every aspect of the original computer version exists in the SNES version. The game even has the helpful on-line, albeit simplified, dictionary of scientific terms presented in **SimEarth**. The only thing lacking was the digitized sound effects of disasters (who can forget the "Uhhghh" sound of a plague or the massive "Kaboom" of a meteor denting the planet surface)? Graphically, the game works with nice enhancements to the introduction sequence and spot animations in the game. The interpretation of the Gaia "face of Earth" in the computer version



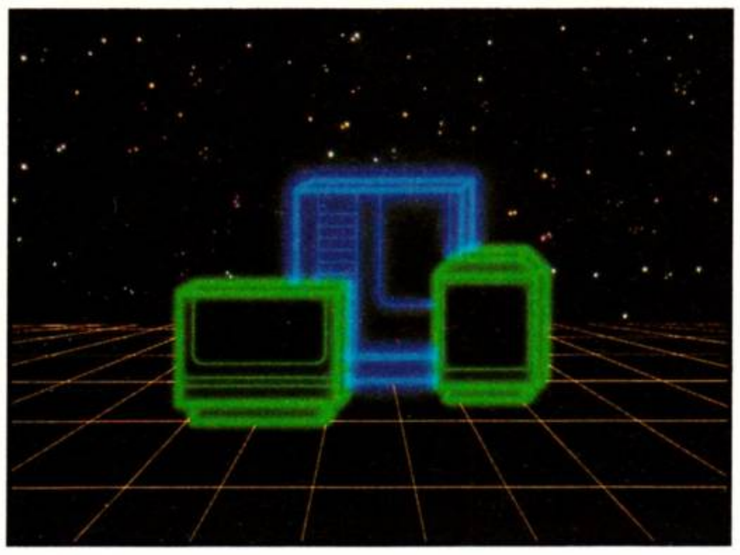
The general play screen lets the player observe the environment of the planet.

has been redefined as a globe with limbs; obviously, this idea was taken from the city planner character from the SNES version of **SimCity**. As was the case in **SimCity**, this monitoring character is very expressive when things go well or when there's a problem.

Most importantly, is the game fun? While it is certainly very educational, **SimEarth** is no fast-paced blaster. Adults will like tinkering with this planetary erector set and probably try to push their kids into playing the game, but unless the child reflects curiosity towards the subject, it's going to be hard to convince him or her that **SimEarth** is fun. Since **SimEarth** is the chemistry set for the 90's a parent-child collaboration would be the best way to play with this toy.

— Mike Riley

RATING	
Complexity	Average
Graphics	82%
Sound	85%
Playability	90%
OVERALL	88%



VIDEO GAME GALLERY

Skulljagger

American Software
Designed by Barr Entertainment
SNES
Solitaire

The first effort by a new development team keeps its tongue firmly in its cheek while delivering excellent action with a pirate theme. Stormy Jaxon is a rebel with a sword in a one-man fight against Captain Skulljagger. Once-peaceful Westica, an island shaped suspiciously like an outline map of North America, must be released from the tyranny of Skulljagger and his minions. This is one tough villain; he's got giant killer bees and scuttling slugs to menace Jaxon as well as the usual horde of bloodthirsty human henchmen.

Skulljagger is surreal, even by the loose standards of side scrolling video games. Mightier by far than Stormy's blade, even when augmented by the fireball power-up, is... bubble gum. The lime variety clears the screen of foes more effectively than a bazooka. Other gum flavors turn Jaxon into an unbreakable purple globule, allow him to fly, or serve as grenades.



Shoot cannonballs and sink the pirate ships to earn bonuses like 1-ups.

For obscure reasons, Stormy Jaxon sometimes gets the chance to visit fantasy zones. Touching certain items or inputting specific combinations of control functions when standing at special spots lead to these wildly colored, strange areas. **Skulljagger** also offers some first-person action, still a rarity for side scrollers. When Jaxon finds an appropriate weapon, a simple command lets him fire into the screen at enemies who charge right at the player.

Chests, which Jaxon opens with a sword slash, contain jemeralds. This jem comes in four different hues, each representing a different power-up. A clever feature is that red and green jemeralds are damage absorbers. Jaxon loses a few baubles instead of one of his five lives if hit while packing such loot.

The 80-page rulebook is sure to get lots of attention from game reviewers. It's a fine idea that may be overkill for today's "boot and bash" audience. It spins a seven-chapter story, embellished with many colorful illustrations, and relegates actual game play information to a few back pages. Even though the story fills in background and provides clues to **Skulljagger's** many hidden sequences, most copies will probably remain in mint (unread) condition.



Fortunately, the game is exceptionally easy to learn straight out of the box. Stormy Jaxon moves left and right in response to the direction disk. Pushing the appropriate button causes the swashbuckler to jump, attack with the sword, or use the bubble gum weapon.

Mastering **Skulljagger** isn't as easy as grasping the rules. Enemy density is about average, but the designer has placed foes very cleverly to insure that the player must combine jumping, climbing and swordplay in rapid succession to avoid falling prey to Capt. Skulljagger's defensive gauntlet.



Bubblegum gives you different powers. Cherry will let you float for a short time.

The graphics and animation are good, though **Skulljagger** doesn't have as many visual frills as many current SNES titles. The opening is quite plain, and the hero doesn't climb ladders as nimbly as he should. The music is only adequate, though the plentiful sound effects give players comforting feedback for all on-screen events.

Skulljagger won't blow away players from the start of the first phase, but its overall difficulty, extensive game-world, and many intricacies promise a long play-life. The seven increasingly difficult levels each have three zones, providing many hours of serious gaming. The overall playability is enhanced with the use of the aforementioned special power-ups. The games humor is evident when a burly pirate-fighter has to chew gum to ge t out of certain spots.

Despite a few rough spots, **Skulljagger** offers high-grade side scrolling combat in a seldom-used setting.

—Arnie Katz

RATING	
Complexity	Hard
Graphics	84%
Sound	75%
Playability	90%
OVERALL	84%

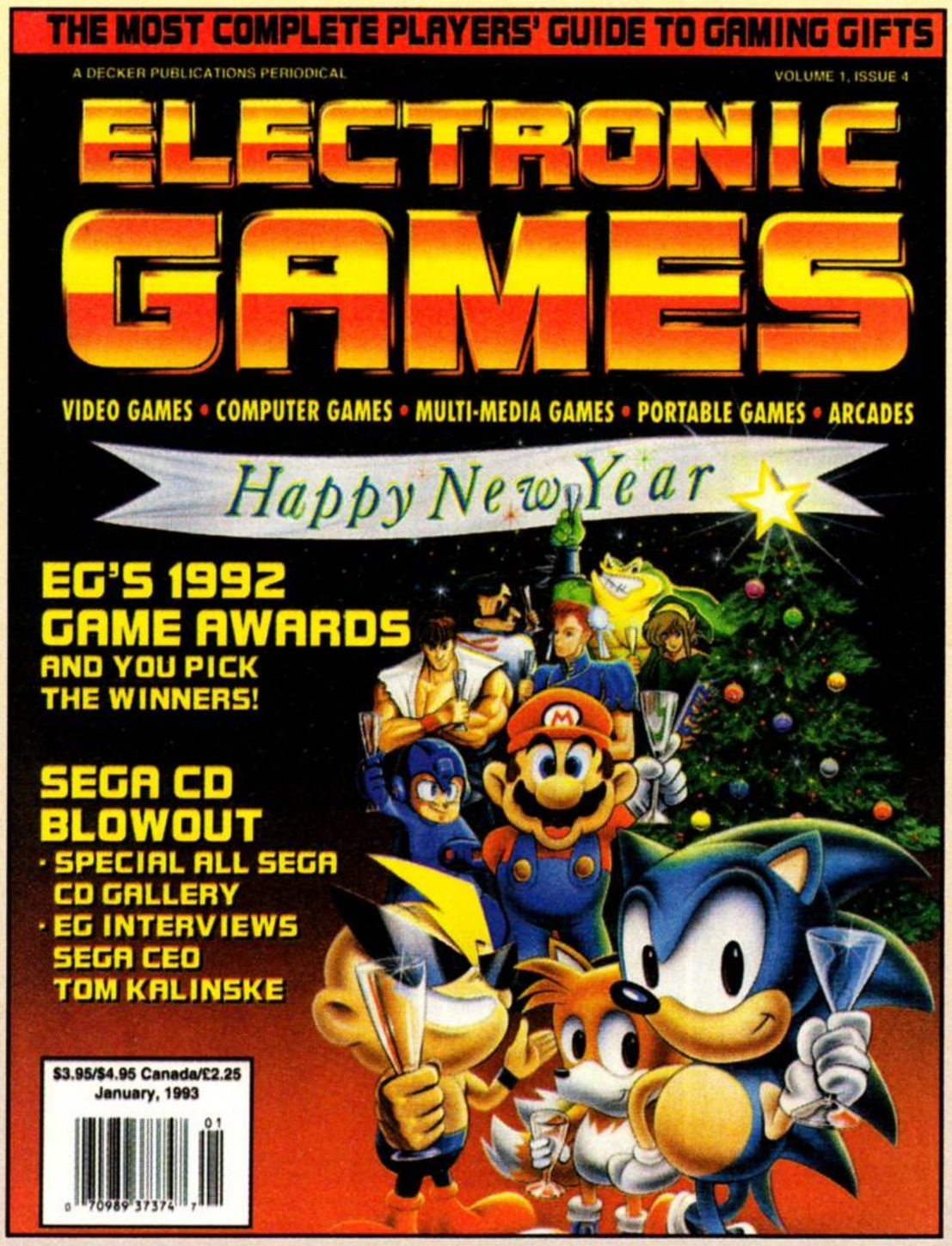
GET THE COMPLETE PICTURE:

■ TURN TO THE ONLY SOURCE OF ELECTRONIC ENTERTAINMENT THAT CONTINUES THE COVERAGE WHERE THE OTHER MAGAZINES STOP

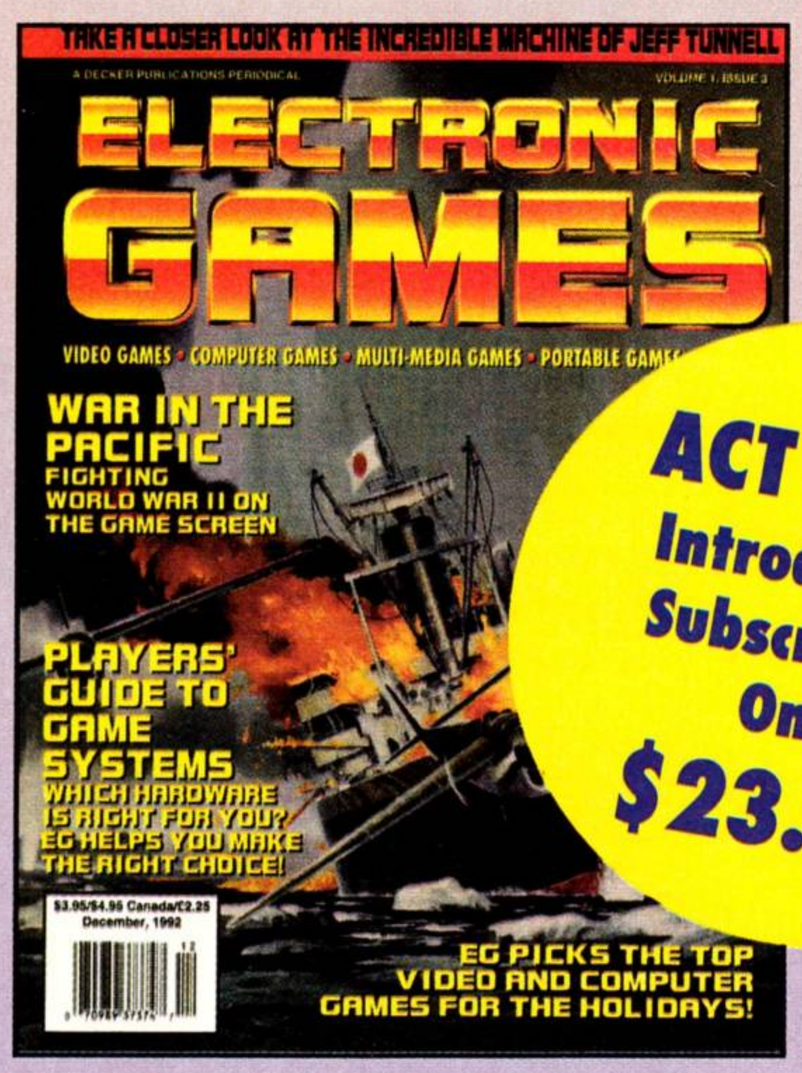
Serious gamers need a serious magazine like *ELECTRONIC GAMES*!

No one beats Electronic Games' coverage of every platform from portables to coin-ops. *ELECTRONIC GAMES'* critics rely on years of playing experience and hands-on game design credentials to analyze the latest cartridges and disks and put them in the right perspective.

ELECTRONIC GAMES has all the headlines, new releases, plus much, much more! Every issue is packed with inside stories and insights that take you to new realms of electronic gaming! It's the only place you'll find entertainment superstars and industry insiders sharing their unique viewpoints while delivering the news and reviews that tell it like it is!



SUBSCRIBE TO ELECTRONIC GAMES



ACT NOW!
Introductory Subscription Only
$23.95!

I WANT TO GET THE MOST OUT OF GAMING - START MY SUBSCRIPTION TO EG TODAY!

Get 12 Full Color Issues of EG For Only $23.95! Send Payment To: EG, P.O. Box 7311, Red Oak, IA 51591-2311

Name _____

Address _____

City _____

State _____ ZIP _____

_____ Payment Enclosed _____ Bill Me

Credit Card Orders:

_____ VISA _____ MC

Card No. _____

Exp. Date _____

Signature _____

For Faster Service, Call Toll-Free:

1-800-444-3334

Make check or money order payable to Decker Publications, Inc. Canada and Mexico add $10.00. All others by air mail $80.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) Please allow 6-8 weeks for your first issue.

S9991

SAVE OVER 50% OFF THE NEWSSTAND PRICE!



SOFTWARE GALLERY

The Ancient Art of War in the Skies

MicroProse Software
Designed by: Dave & Barry Murry and Joe Gargiulo
MS-DOS
1 Player

There are several surprising things about **The Ancient Art of War in the Skies**, but the most notable is probably its title. Although the Murrys' desire to keep this game in synch with the earlier *Ancient Art of War* games is understandable, it is also pretty ridiculous to call dogfighting and bombing "ancient" as they are less than a century old.

The next surprise for longtime fans of the **AAoW** games is the publisher, MicroProse. After all, the previous games in this series (**The Ancient Art of War** and **The Ancient Art of War at Sea**) were both published by Broderbund, and that venerable software company was showing an early version of this game over a year ago. Whatever path it took to the MicroProse library, it was a great catch on their part.



Keep an eye on the various targets to make the bombing missions a success.

The final, and most pleasant surprise is the way this game maintains the extremely high standards of the earlier entries while taking full advantage of modern computer technology.

The program scored points right from the beginning with its superb documentation and one of the most user-friendly copy protection systems ever seen.

The initial menu options include going to war, continuing a saved game, training, game options and a campaign editor. Newcomers will want to get in some practice, so the training area is the best place to learn the art of the dogfight and bombing.

Dogfights are shown in side perspective with a small window at the lower right of the screen focused on the enemy aircraft in order to tell whether he's climbing, diving or turning around. This window also offers a spectacular view of a downed enemy as he plummets earthward, crashes, and burns.

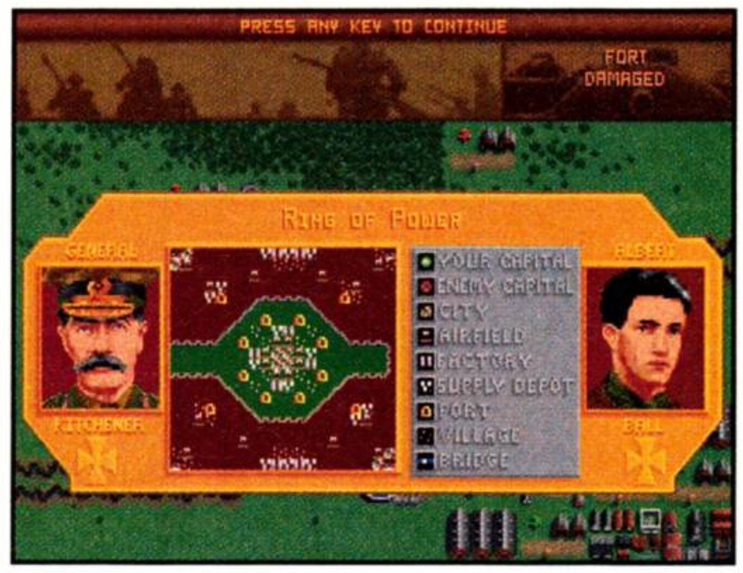
Bombing sequences allow the user to chart a bombing run using a symbolic map screen, then toggle to a first-person view through the bomb bay that offers an interesting change of pace and provides some breathtaking visuals.

Once the player masters the basic skills, it's time to go to war. There are over 50 campaigns available, with an editor that allows users to create their own.

When a campaign is selected, the player can check out the rules, read the story for background or receive vague strategic tips (using full speech) from the likes of General Foch, Lord Kitchener, Sun Tzu (who has little to say about air warfare, having been born several centuries too early to actually view an airplane), Kaiser Wilhelm II and the usual fictitious warrior, the goofy Field Commander H. Von Spike.

Campaigns begin with an atmospheric visual, some hurly-burly piano music and an interesting quote from such masters of air combat as Baron Von Richthofen, a.k.a. The Red Baron, who once amiably remarked: "When I have shot down an Englishman, my hunting passion is satisfied for a quarter of an hour."

This is followed by the appearance of a strategic battlefield map, with many different icons representing everything from



Look over the entire scenario in order to plan a more effective battle strategy.

capital cities to airfields and bridges.

The main screen is a scrolling overview of the terrain held by the player and the enemy, under the command of one of the famous warlords mentioned earlier. The player can click on a friendly airfield and assign up to three fighters and three bombers per squad to attack a selected target. As in previous **AAoW** games, the user can choose the attack path, then, when the enemy is met, the program shifts to the the appropriate combat screen, either dogfight or bombing.

The graphics are crisp and clean, the music evokes the spirit of World War I and the speech is superb. Add to this the unique blend of action in the dogfighting sequences and strategy when manipulating the actual missions, and the end result is a good game. It may not exactly fill the bill as "ancient," but war in the skies, as portrayed in this game, is certainly an art.

— Bill Kunkel

RATING	
Complexity	Average
Graphics	85%
Sound	95%
Playability	90%
OVERALL	90%

LIMITED TIME OFFER! ACT NOW!

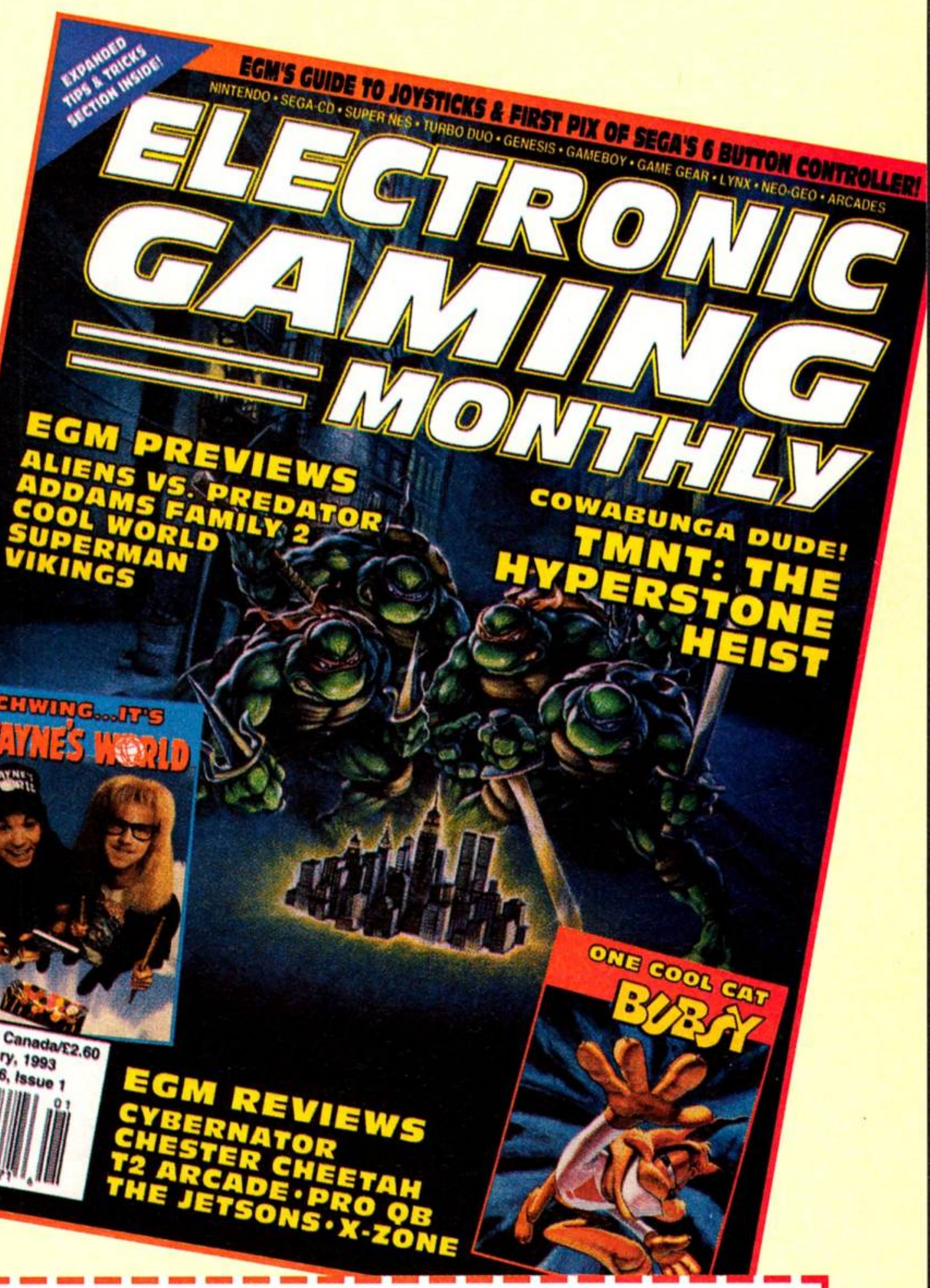
SUBSCRIBE TO EGM

AND GET AN OFFICIAL EGM T-SHIRT FREE!

Each big full-color issue of EGM is packed with In-Your-Face information and exclusive coverage of the hottest video game action you can find.

EGM is the only mag loaded with special pull-out strategy guides, killer maps and super secrets that will send your scores soaring!

You'll find all this and more only from the Biggest and Best video game magazine. Be the first to get every action-packed page delivered to your door by subscribing today!



EGM T-SHIRT $9.95 VALUE FREE!



LOOK LIKE A PRO! SUBSCRIBE TO EGM!

DO ***I WANT TO BE A VIDEO V.I.P.! START SENDING EGM NOW!***

Get 12 issues of EGM for only $27.95! Send payment to:
EGM, P.O. Box 7524, Red Oak, IA 51591-0524

12 Issues Only $27.95!



Name _____
Address _____
City _____
State _____ ZIP _____
_____ Payment Enclosed _____ Bill Me
Credit Card Orders:
_____ VISA _____ MC
Card No. _____
Exp. Date _____
Signature _____
T-Shirt Size: _____Small _____Large

For Faster Service, Call Toll-Free:
1-800-444-2884

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add $10.00. All others by airmail only $100.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) Please allow 6-8 weeks for your first issue.

S1170

T-SHIRT WITH PAID ORDERS ONLY.



SOFTWARE GALLERY

Cyber Empires

Strategic Simulations Inc.
Designed by: Denis Dyack and
Rick Goertz
MS-DOS
1-5 players

The concept of robotic warfare, as manifested in computer gaming over the last decade, has received mixed treatment. Some products broke new ground, like **Mechwarrior**, while others languished due to lackluster designs. The latest foray into the genre, **Cyber Empires**, avoids both extremes. SSI has created a hybrid action/strategy mix that expands on the basic game of **Risk**. Players begin in control of one country on a continent of 72, with complete conquest as the objective. One has the option of playing a purely strategic game and avoiding the clumsy arcade sequences (discussed below), playing the full campaign, or practicing set piece battles using combinations of the nine different cyborgs.



Strategy is necessary when deciding where to have your mechs attack.

The tactical arcade game, when played against a computer opponent, is rather unfulfilling. All action occurs from a top-down perspective with the view limited to a small portion of the overall battlefield. A radar feature gives warning of approaching missiles and enemy robots, but it is very difficult to counter these



Different Mechs have different abilities. It is important to learn these early.

threats at a distance, even if one's cyborg is equipped with long-range missiles. Firing the missiles causes the perspective to follow them and one must "drive" them to the target, avoiding intervening terrain. While away, one's cyborg is stationary and subject to destruction by other enemy robots.

The computer AI uses no tactics whatsoever, relying on a straight frontal assault and sheer mass to win the engagement. Some improvement is evident against a tactically oriented human opponent, and the model is better than FASA's use of phased turn combat in their **Battletech** releases, but the arcade sequences remain the weakest portion of the game.

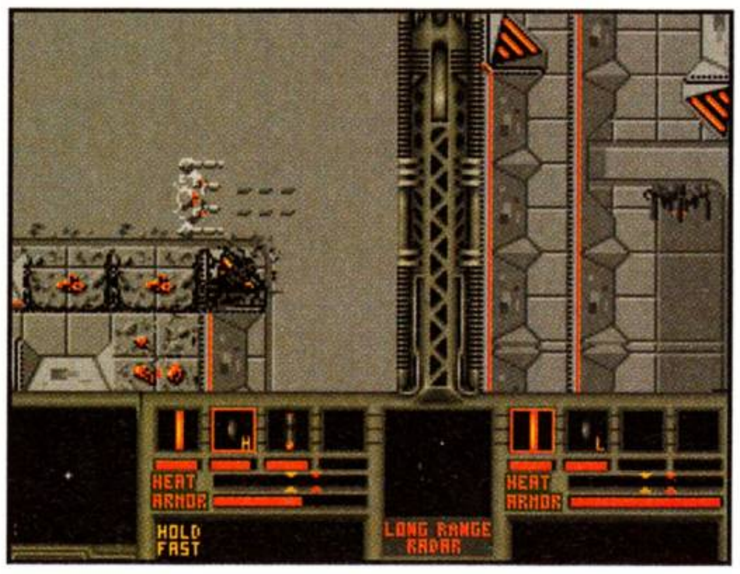
The strategic game is the best option for players who concur with the preceding paragraph. Five generals vie for control of the 72 feudal fiefdoms that comprise the continent. All of them can be either computer or human controlled. Each fief must be invaded and conquered with cyborgs, after which players must establish government control, fortify, build factories or both. Actual combat is resolved off screen.

Initially, there are blocks of eight to ten fiefs around each player's starting position, so the best tactic is the quick seizure of territory to expand the economic base. Once opponents are encountered, it is best to fortify the periphery of the empire and begin building the cyborg army in earnest. Multifront warfare is common, but the player should strive to focus offensives on one opponent at a time if possible, persisting until it is completely eliminated.

The computer opponents, at the higher difficulty settings, are relentlessly aggressive. They seek to overwhelm the player's resources through sheer economic production, a strategic approach similar to that used by the U.S. in WWII. Although a lengthy war of attrition is inevitable, with some countries exchanging hands several times, players increase their chances of success by flanking and encircling strongholds, allowing simultaneous attack from several fiefs. Powerful attacks are the backbone of this game, and the player would do well to remember that "might makes right."

After investing the 15-25 hours necessary to win, a single screen shot of a cyborg emblazoned with the word "Victory" is the only reward.

The full campaign option is nothing more than the strategic game with the requirement that each engagement be resolved in an arcade fashion (by the player or by computer control), which quickly becomes frustrating. The strategic game itself is simplistic, without such nuances as diplomacy, alliances or the need to balance domestic and military spending. These factors can occur off-



While overall strategy is important, so are timing and reflexes in the battles.

screen in a purely human game, but it is unlikely that five enthusiasts of the game will gather at one terminal (modem play was not included).

The overall feel of the game leaves something to be desired. The player is tempted with an all-out action fest and is shown some measure of strategic gaming, but **Cyber Empires** is destined to have a limited appeal to both strategic and arcade enthusiasts, as neither aspect of the game is developed to its full potential. Still, it is a challenging scenario that provides unique entertainment.

— Ed Dille

RATING	
Complexity	Average
Graphics	65%
Sound	45%
Playability	55%
OVERALL	55%

Terminator 2029

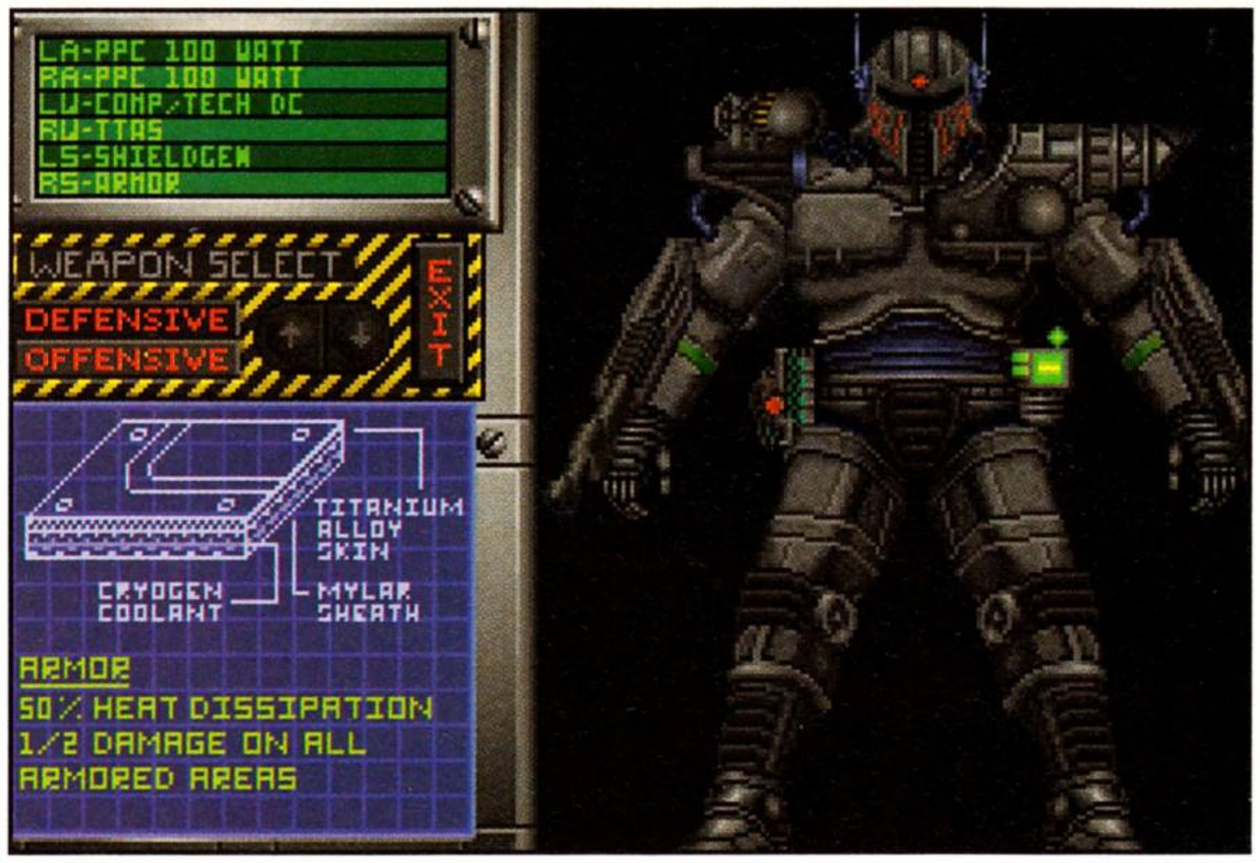
Designed by: V.J. Lakshman
Bethesda Softworks
MS DOS
1 Player

Once in a while, a product arrives that exceeds everyone's wildest expectations. It's particularly noteworthy when the game is based on a license from another medium. Fortunately for fans of the movie series, Bethesda achieved this with **Terminator 2029**.

Set in post-apocalypse Los Angeles, during the war between John Connor's rebel forces and the Terminator units of Skynet, the game remains completely faithful to the plotline, characterization and moody atmosphere invoked by its counterparts. This is not to imply, however, that the player will have foreknowledge of how to complete the game. Rather, **Terminator 2029** is a standalone product that covers areas of the overall story not yet told.

Recent incursions into Skynet Central Command discovered a suit of a highly advanced combat assault armor, believed to be a prototype for the fully mechanized terminator units they've encountered. Connor ordered resistance scientists to use it as a basis for a weapons system. The result was the Advanced Cybernetic Exoskeleton, called A.C.E. Battle armor for short.

Outfitted in the A.C.E., a single soldier was as effective as an entire squad of combat troops, but there was a drawback. To function properly, the suit required a direct interface with the user's central nervous system, a process which could not be tolerated by most people. After extensive testing and genetic research, the player is found to be the individual most capable of fielding the A.C.E. in its initial battlefield tests.



Players begin at the rank of Sergeant in Colonel Connor's elite strike forces, and may earn promotions up to Lieutenant Colonel through successful missions.

Play begins in a dank little corner of resistance headquarters, where players generate new characters, view the war status map, examine enemy opponents, train on a simulator, load or save games and view statistics.

A mission briefing sequence is reminiscent of those utilized in the **Wing Commander** series. In fact, the facial animations are almost identical.

Individual missions are complex and challenging, with multiple objectives on each foray into enemy territory. As an example, some initial missions involve search and destroy for specific enemy installations, recovery of scientific data and even rescue of rebel forces trapped behind enemy lines. This diversity requires players to manage limited resources and, sometimes, avoid contact to accomplish other objectives, as often occurs in real-world military planning.

The fourth mission, illustrating the designer's commitment to the original story line, is to smash the Skynet defense grid, the instrument which allows coordination of the various hunter/killer units. Fans of the movies know that the accomplishment of this objective was what precipitated sending the original terminator unit into the past after Sarah Connor, John's mother.



Terminator 2029 has all of the action of the best arcade shoot-em-ups.



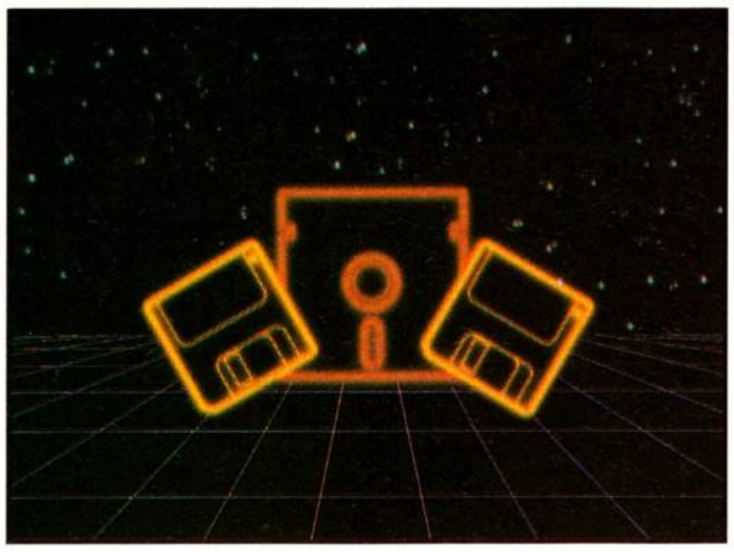
The battlefield is a graphic feast of dark, moody destruction, prowled incessantly by mechanized hunter killer units. All movement occurs by keyboard arrows, while the other hand controls targeting and firing weapons with a mouse. It is unusual, but effective once mastered.

An upcoming sequel, tentatively entitled **Chapter 2: The Rampage**, promises full 360° motion, similar to that found in **Ultima Underworld**.

Until then, plasma cannon pundits may temper their metal in the streets and underground complexes of **Terminator 2029**, one of the hottest games this year.

— Ed Dille

RATING	
Complexity	Hard
Graphics	94%
Sound	85%
Playability	98%
OVERALL	93%



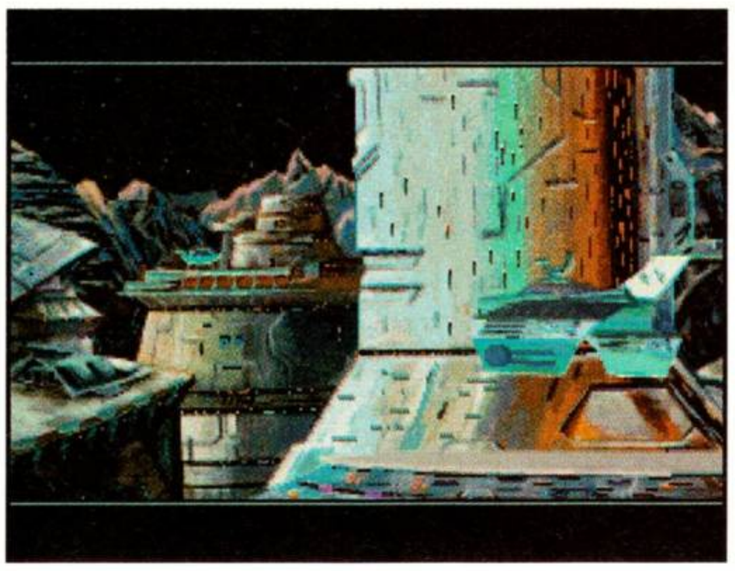
SOFTWARE GALLERY

Rex Nebular and the Cosmic Gender Bender

MicroProse
Designed by: Matt Gruson
MS-DOS
1 Player

Rex Nebular and the Cosmic Gender Bender is MicroProse's first attempt at a traditional graphic adventure in which players select commands with the mouse and move an animated character around the game screens. **Rex Nebular** is quite impressive. It has a non-threatening interface, lots of humor, amazingly detailed graphics, fair yet challenging puzzles, and sound effects and music that nicely accompany the story.

After the 10-minute opening sequence, the player can sense the danger that lead character and space explorer Rex Nebular must face. He traveled to find



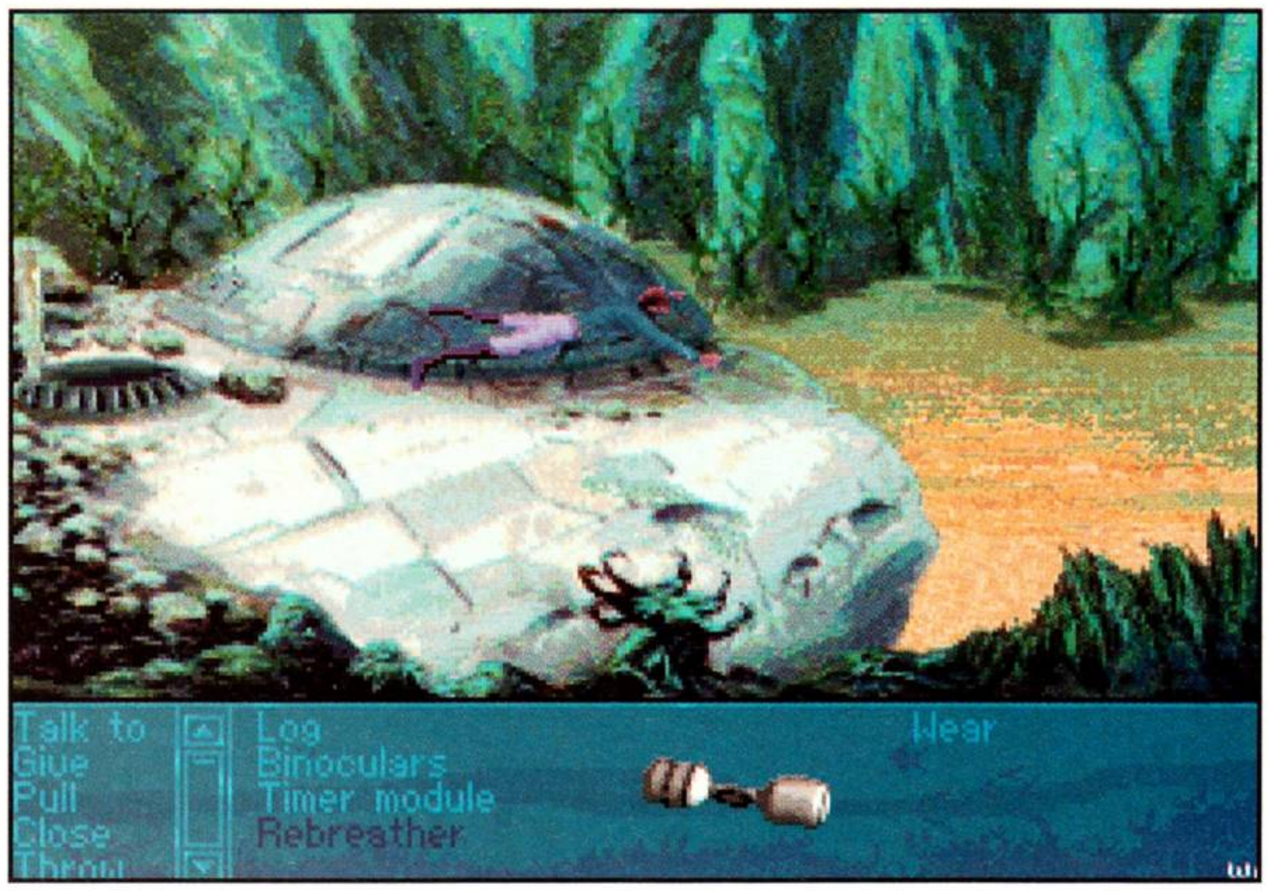
Rex Nebular shows that one can travel in space and keep his sense of humor.

the hidden (actually cloaked) planet Terra Androgena in his vessel, the *Slippery Pig,* to find a vase of sentimental value for a strange gent named Stone.

Nebular takes on lots of jobs of this nature. This one will save him from the poorhouse with its 100,000 galactar payment—upon completion, of course. Unfortunately, what Stone didn't tell Nebular is that the planet is run by a race of women who don't like meddlers. These ladies shoot down Nebular's ship.

The object of this challenging game is to find the vase, evade the women, and escape the planet.

One thing is certain about Nebular: the interface won't get in the way of enjoying the adventure. MicroProse developed yet another graphical point-and-click adventure interface for the game, but added some touches other companies never imagined.



The main screen is a picture window showing the current location. Text pops up in the picture window to highlight certain objects and places when the mouse pointer touches hot spots, and a click on these hot spots examines them. The same method moves Rex to a different part of the room. At some locations, the word GO with an arrow pops up at the screen edge to indicate another room in that direction.

The command interface and inventory is along the bottom of the screen. To operate items, the player clicks on such basic adventure game commands as LOOK, USE and OPEN, and then on the appropriate object in the inventory or picture window.

The inventory itself consists of a picture (rotating in 3D if there is enough memory) and special commands to the right for that item, so the player never has to figure out how to use a particular item and struggle with object-specific words/commands.

A click on a command with the right button turns it into the default command. This means the player can click on the picture window with the right button and then LOOK, TAKE or do other things without using the command menu. Most people will leave LOOK as the default right-button command, but TAKE and TALK are useful in certain situations.

The graphics team for **Rex Nebular** used almost every current technique in computer gaming. They rotoscoped actors for the roles of the game's characters, and built 3D models of ships and other vehicles. The background of the interface at the bottom of the screen changes to reflect the current location and even shows off some animation. The most impressive graphics are in the picture windows themselves. The character scaling is perfect, the amount of colors and details is almost overpowering, and the screens themselves are laid out well.

Nebular is no slouch in sound, either. Players hear speech in key places, and the sound effects are digitized from a number of sources. The music ranges from dramatic to melancholy. The story is funny and even has naughty and nice modes, although there may be too many space bumblers already in the computer games arena.

Added bonuses to the game package are neat foil highlights on the game box and a funny sample ship's log by wacky game design veteran Steve Meretzky, who manages to sneak in a reference to his own space hit, **Planetfall**.

It is nice to see a company coming up with innovative ideas to keep games fresh and gamers coming back for more. Hopefully, the design team will create another game with the excellent interface and attention to detail they bestowed on **Nebular**. Until that date, **Rex Nebular** is a joy to play and a welcome change of pace for MicroProse.

— *Russ Ceccola*

RATING	
Complexity	Average
Graphics	90%
Sound	85%
Playability	85%
OVERALL	85%

CHIPS & BITS SEGA & SNES BUY 4 GET 1 FREE* 802-767-3033

SEGA HARDWARE

GENESIS Systm	$125
GENESIS No Cart	$99
GENESIS CD Plyr	$289
AC Adapter	$ 9
Arcade Power Stck	$39
Champ Joystick	$24
Control Pad	$19
Explorer Joystick	$19
Game Genie	$54
Genistick	$19
Happ Control Pad	$19
Menacer	$59
Power Clutch	$34
Power Pad	$14
Triton Control Pad	$26
Turbo Touch 360	$29
Wireless Control #1	$34
Wireless Control #2	$22

SEGA ADVENTURE

Alien vs Predator	$39
Aliens 3	$43
Alisia Dragoon	$32
Ariel Little Mermaid	$36
Bart Space Mutants	$43
Batman	$42
Batman Jokers Rtn	$43
Batman Returns	$49
Cadash	$44
Captain America	$46
Chester Cheetah	$52
Chuck Rock	$49
Crossfire*	$24
Dark Castle*	$24
Dinosaurs for Hire	$44
Dolphin	$44
Dracula	$49
El Viento	$49
Ernest Evans	$49
Ex Mutants	$49
Flintstones	$44
Furry Friends	$36
Gadget Twins	$49
Global Gladiators	$49
GODS	$44
Golden Axe 2	$39
Green Dog	$39
Home Alone	$39
Hook	$49
Indiana Jones LC	$49
James Pond 2	$42
Jewel Master	$16
Keepr of the Gates	$52
Mickey Mouse	$42
Mickey & Donald	$44
Out of this Wrld CD	$54
Paperboy 2	$46
Risky Woods	$43
Rolling Thunder 2	$49
Saint Sword*	$19
Shadow of Beast 2	$52
Shinobi 3	$49
Simpson KrustyFH	$42
Slime World	$43
Sonic Hedgehog 2	$49
Strider 2	$49
Sunset Riders	$43
Superman	$43
Sylvester & Tweety	$49
Talespin	$39
Tazmania	$44
Technocop:Final M	$52
TMNT Hyperstone	$46
Terminator	$49
Terminator 2	$43
Tiny Toon	$46
Toxic Crusaders	$36
TOYS	$49
Turrican*	$19
Universal Soldier	$44
Vallis*	$29
Where Time CSD	$49
Wolf Child	$45
Wonder Boy MonsL	$46
Xmen	$46
Young Galahad	$42
Zombie High	$36



'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**

SEGA KICK & PUNCH

Beast Wrestler	$56
Blck Hole Asslt CD	$49
Chakan Forevr Mn	$44
Deadly Moves	$47
Double Dragon 3	$44
Fatal Fury	$52
Fighting Master	$42
Growl*	$29
King of Monsters	$52
Mystical Fighter	$43
Panza Kickboxing	$49
Pit Fighter	$45
Slaughter Sport	$49
Streets of Rage 2	$56
Street Smart	$39
Two Crude Dudes	$43

SEGA STRATEGY

Breach 2	$49
Chessmaster	$42
Clue	$46
Crue Ball	$36
Dragon's Fury	$42
HUMANS	$49
Jeopardy	$49
Jester	$44
Lemmings	$43
Mega Lo Mania	$49
Metal Fang	$43
Monopoly	$46
Powermonger	$43
Rampart	$42
7 Cities of Gold	$49
Shanghaii 2	$39
Super Conflict	$49
Tyrants	$49
Warrior Rome 1or2	$54
Warsong	$29
Wheel of Fortune	$49
Where World CSD	$49
Where's Waldo?	$49



'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 ROLE PLAYING

Arcus 123	$49
Battle Master	$43
Black Crypt	$59
Buck Rogers 1	$54
Cybercop	$49
Gemfire	$56
Lord of the Rings	$59
Might & Magic 3	$49
Outlander	$44
Phantasy Star 2or3	$59
PStar 3 Hint Book	$14
Phantasy Star 4	$64
Pirates	$49
Rings of Power	$55
Romance 3 Kingd 2	$59
Shining Darkness	$45
Sorcerers Kingdom	$49
Star Oyssey	$59
Traysia	$54
Uncharted Waters	$59
Vampire Killer	$52
Warriors Etrnal Sun	$56
Y's 3	$44

SEGA SHOOTERS

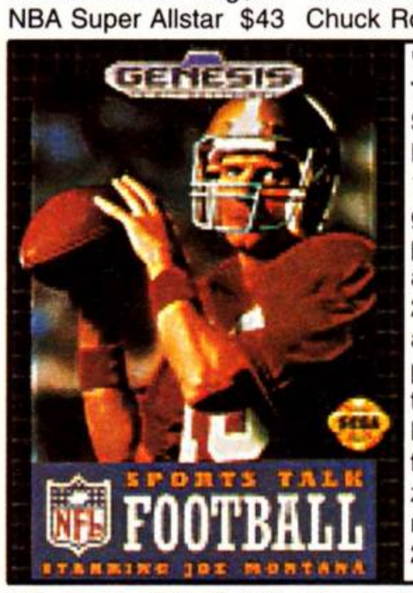
Afterburner 2	$42
Atomic Runner	$42
B Bomb	$36
Bio Hazard Battle	$44
Cyborg Justice	$44
Death Duel	$49
Galaxy Force 2	$29
Hellfire	$39
James Bond 007	$49
Predator 2	$43
Raiden	$49
Road Blasters	$39
Smash TV	$39
Soldeace	$54
Space Invaders 91	$38
Steel Empire	$42
Steel Talons	$42
Task Force Harrier	$32
Thunder Force 2	$37
ThunderFox*	$29
Trouble Shooter*	$19
Twin Cobra*	$29
Vapor Trail	$54

SEGA SPORTS

American Gladiatrs	$52
Andre Agassi Tenn	$44
Aquatic Games	$36
Arch Rivals	$42
Bowling	$46
Bulls vs Lakers	$49
C Ripken Baseball	$46
D Robinson Bsktbll	$39
Evndr Holyfield Bxg	$44
G Forman Boxing	$43
Hardball	$36
Hit the Ice	$44
Hooves of Thunder	$49
J Connors Tennis	$54
Jen Capriati Tennis	$43
Joe Montana 2	$49
J Madden Football*	$29
J Madden '92	$42
J Madden '93	$49
Jordan vs Bird	$39
King Salmon	$42
Lakers vs Celtics	$42
M Lemieux Hockey	$39
Mike Ditka Footbll	$29
MLBPA Sprts Talk	$52
Mohammed Ali Bxg	$54
NBA Super Allstar	$43
NFL Sports Talk Fb	$46
NHLPA Hockey '93	$49
Nolan Ryan	$49
Olympic Gold	$45
PGA Tour golf 1or2	$49
Pigskin	$49
RBI 3	$32
RBI 4	$46
Rgr Clemens MVP	$43
Side Pocket	$44
Summer Challenge	$49
Supr High Impact F	$43
Team USA Basktbll	$43
Tecmo Superbowl	$49
Tony LaRussa Bbll	$54
World Class Ldrbrd	$42
World Cup Soccer	$42
World Trophy Socc	$49
WWF Superwrestlg	$43

SEGA SIMULATION

Abrams Battle Tnk	$48
Chase HQ 2	$44
Desert Strike	$42
Devilish	$34
F15 Strike Eagle 2	$54
F19 Stealth Fightr	$59
F22 Interceptor	$42
Ferrari Grand Prix	$42
Granada 2	$54
LHX Attack Choppr	$42
Lotus Turbo Challn	$42
Micro Machines	$44
Mig 29	$49
Pacific Theatr Ops	$59
Quad Challenge	$45
Race Drivin'	$45
Road Rash 2	$44
Road Riot 4WD	$46
Stunts	$43
Super Battle Tank	$49
Supr Monaco GP 2	$44
Test Drive 2	$46



NFL SPORTS-TALK FOOTBALL STARRING JOE MONTANA' is a 12 Meg football game with a play-by-play anouncer & all 28 teams. Play a full season, playoffs, or in the Super Bowl. Has multiple field views with zoom & instant replay. For 1 or 2 players. **$46**

SNES ADVENTURE

Actraiser	$44
Aliens 3	$49
Alien vs Predator	$42
Arcus Spirits	$49
Batman Rvng Jokr	$49
Battle Clash	$49
Battle Toads	$59
Blues Brothers	$49
Chester Cheetah	$54
Chuck Rock	$49
Claymates	$49
Cool World	$54
Death Valley Rally	$52
Dracula	$49
Dragon's Lair	$49
Dream TV	$49
Family Dog	$49
Generation 2	$54
GODS	$49
Great Battle	$54
Harley's Hum Advtr	$54
Home Alone 2	$49
Hook	$49
James Bond Jr	$49
Joe & Mac	$47
King Arthur's World	$49
Lgnd Mysticl Ninja	$49
Lethal Weapon	$52
Mickey Mystl Quest	$59
Musya	$54
Out of this World	$54
Prince of Persia	$54
Radio Flyer	$52
Ren & Stimpy	$49
Rocketeer	$49
Rocky & Bullwinkle	$49
Search Ultra Force	$54
Simpsons	$49
Simpsns Krusty FH	$49
Skuljagger	$49
Soulblazer	$54
Spanky's Quest	$54
Star Trek	$59
Superman	$49
Supr Shadow Beast	$49
Super Star Wars	$54
Super Troll Land	$49
Super Valis 4	$49
Swamp Thing	$49
Tazmania	$54
Teen Mtnt Nnj Trtls	$54
Terminator 2	$54
Time Slip	$46
Tiny Toon Adventrs	$54
Tom & Jerry	$49
Toxic Crusader	$54
TOYS	$49
Ultraman	$39
Universal Soldier	$49
Video Kid	$49
Vikings	$49
Wizard of Oz	$54
X-Men & Spidrman	$54
Zelda 3	$49

SNES STRATEGY

Aero Biz	$59
Casino Kid 2	$49
Clue	$46
Faceball 2000	$54
HUMANS	$56
Imperium	$43
Jeopardy	$49
Mario Paint	$59
Monopoly	$46
On the Ball	$49
Populous*	$34
Push Over	$49
Qbert	$49
Rampart	$49
Romnce 3 Kgdm 2	$59
Shanghaii 2	$46
Simcity	$46
SimEarth	$59
Spindizzy Worlds	$49
Supr Buster Brothrs	$54
Super Conflict	$49
Utopia	$49
Wheel of Fortune	$49
Where's Waldo	$49
Wordtris	$43

SNES KICK & PUNCH

Battle Blaze	$46
Best of the Best	$49
Deadly Moves	$49
Double Dragon	$54
Final Fight	$49
First Samurai	$49
King of Monsters	$49
Pitfighter*	$46
Rival Turf	$54
Street Fighter 2	$64
Super Combatribes	$54
Super Ninja Boys	$49
Supr Sonic Blastmn	$49
Ultimate Fighter	$54

SNES ROLE PLAYING

Arcana	$59
Curse Azure Bonds	$64
Drakkhen	$49
Dungeon Master	$59
Equinox	$49
Fables & Fiends	$59
Final Fantsy Lgnd 2	$54
Final Fntsy Myst Q	$39
Gemfire	$56
Golden Empire	$59
Inindo	$59
Lagoon	$54
Lenus	$59
Lord of the Rings	$64
Lost Mission	$49
Magic Sword	$54
Might & Magic 2	$54
Might & Magic 3	$59
Outlander	$49
Shadow Run	$54
Spellcastr Aspct Vlr	$54
Ultima False Prpht	$59
Uncharted Waters	$59
Wanders from Y's	$54
Wizardry 5	$64

SNES SHOOTERS

Axelay	$54
Bazooka Blitzkreig	$46
Biohazard	$39
Blaze On	$54
Contra 3	$49
Cybernator	$52
D-Force	$39
Earth Defnc Force	$39
Fire Power 2000	$49
Guerilla Warfare	$54
Gun Force	$49
Hyper Zone*	$19
Metal Masters	$54
Phalanx	$49
Raiden Trad	$46
Smash TV	$46
Space Mission	$49
Strike Gunner	$49
Supr Mega Force	$49
Supr R Type	$39
Thunder Spirits*	$44
Xardion	$49
X Zone	$39

SNES SIMULATION

Cyberspin	$46
Desert Strike	$49
Hunt for Red Octbr	$49
Kawasaki Carrb Ch	$56
Mechwarrior	$42
Race Drivin	$49
Road Riot 4WD	$49
Robosaurus	$49
Supr Battle Tank	$54
Super F1	$49
Super Mario Kart	$49
Super Stirke Eagle	$56
Test Drive 2	$49
Top Gear	$46
Warp Speed	$49
Wing Commander	$54
Wings 2:Aces High	$49

SNES SPORTS

American Gladiatrs	$56
Baseball Stars 2	$54
Bill Laimbr Bskbll*	$19
Black Bass	$49
Bulls vs Blazers	$54
California Games 2	$49
Cal Ripkin Baseball	$49
Championship Bxg	$49
Smart Ball	$49
Space Football	$49
Special Tee Shot	$54
S Base Loaded 2	$54
Supr Batter Up	$49
Supr Bowling	$49
S Davis Cup Tennis	$44
Supr Dble Dribble	$54
Supr Goal	$49
Supr High Impact F	$49
Supr NBA Basktbll	$54
Supr Off Road	$49
Supr Play Actn Ftb	$46
Supr Power Punch	$49
Super Slam Dunk	$49
Supr Slapshot	$49
Supr Soccer Chmp	$49
Supr Tennis	$49
Supr Wrestlemania	$49
TKO	$46
Weaver Baseball	$52
World Leag Soccer	$49
Diamond Challenge	$54
David Crane Tennis	$49
Extra Innings	$49
Football Fury	$46
G Foreman Boxing	$49
Hit the Ice	$49
Hole in One Golf*	$39
J Connors Tennis	$49
Jck Nicklaus Golf*	$39
Madden Footbll '93	$49
MVP Football	$49
NBA Supr Allstar C	$49



'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**

CHIPS & BITS
PO Box 234
Rochester VT 05767
802 767 3033
Fax 802 767 3382
GEnie Keyword CHIPS

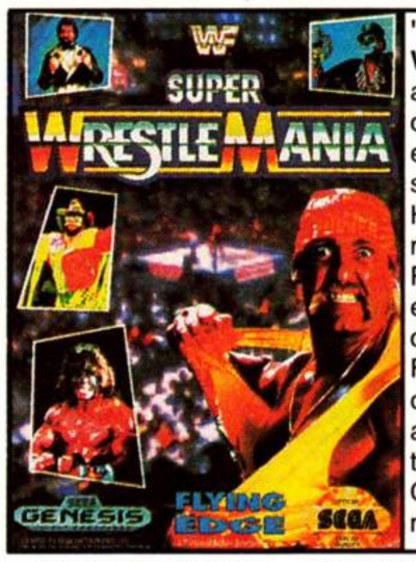
***BUY 4 IN STOCK GAMES AND GET 1 MARKED GAME* FREE WHILE SUPPLIES LAST**

We accept Visa, MC, & Money Orders. COD add $5. Checks Held 4 Weeks.Most Items shipped same day. Shipping rates are per order not per item. UPS $4: 2 Day Air $6: Mail $5: Air Mail Canada $6: HI, AK, PR, 2 Day $12. Advertised prices are for new games. Used carts traded at $25 to $40 less than new and sold at $10 to $25 less than new. Store credit only.

All sales final. Shipping times not guaranteed. Defectives replaced with same product. Price, availability & offer subject to change.



'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**



'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**



'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**

SNES HARDWARE

SNES System	$145
SNES no cartridge	$99
AC Adapter	$ 9
Ascii Pad	$24
Champnshp Jystick	$69
Competition Jystick	$69
Game Genie	$54
Happ Control Pad	$19
Super Scope	$54
Triton Control Pad	$26
Turbo Touch 360	$29

DON'T WAIT! SUBSCRIBE TODAY TO

TURBOFORCE



4 ISSUES FOR ONLY $9.99!!!

Turbo-charged for excitement

- Previews of upcoming games!
- Spotlight of the hottest titles!
- The latest in Turbo news!
- Checking out styles for the '90s!

BE THE FIRST TO KNOW WHAT'S NEW!

Turbo Force offers the most complete look at the TG-16, Turbo CD, and the new Turbo Duo! Turbo Force has the latest information, the hottest games, and the inside tract on the next generation of video game systems; the Turbo Duo Super-CD! Are you ready for the power of the Turbo? If so, Turbo Force is the magazine for you!

BE ONE OF THE FIRST TO RECEIVE...



TURBOFORCE

FEATURING THE TURBOGRAFX-16 GAME SYSTEM!

NEW MAGAZINE FOR TURBOGRAFX-16 PLAYERS!!! INCLUDES GAME REVIEWS, STRATEGIES, MAPS, AND MUCH, MUCH MORE!!!

TURBO 16 GRAFX

FOR FASTER SERVICE, CALL TOLL FREE:

1-800-444-2884

SUBSCRIBE NOW!
4 ISSUES FOR ONLY $9.99!!!

NAME _____
ADDRESS _____
CITY _____
STATE _____ ZIP _____
CREDIT CARD ORDERS:
___ VISA ___ MC
CARD NO. _____
EXP. DATE _____
SIGNATURE _____

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add $10.00. All other foreign add $30.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) Please allow 6-8 weeks for your first issue. Quarterly issues will be mailed thereafter.

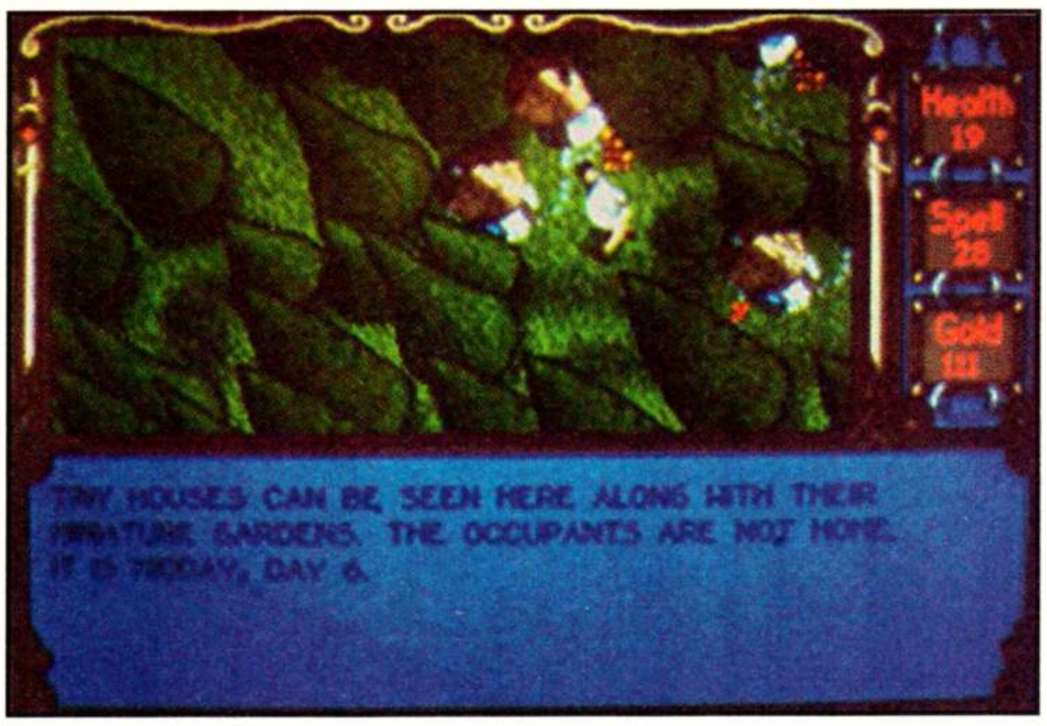
S1006



SOFTWARE GALLERY

Lords of Time

Hollyware
Designer: Steve Postma
Amiga
1 Player



Those who remember **The Faery Tale Adventure** will also recall how much that game changed the look of single-player adventures and how important it was to the continued success of Amiga products in the United States. MicroIllusions, the company that released **The Faery Tale Adventure** as well as a few other strong Amiga titles, went belly up, but the spirit of the company and some of its key players lives on. Hollyware (formed from the talents that stayed with MicroIllusions until the end) recently released its first game, ironically a single-player adventure for the Amiga.

Lords of Time is every bit as entertaining and in some cases ten times as impressive as adventures from larger companies. This could be attributed to the fact that a small group of game designers and other production personnel have the lucky advantage of avoiding a lot of red tape. It will excite players with its fresh look just as **The Faery Tale Adventure** did years ago.

Lords of Time is a massive game. The player takes the role of Major Thom, a pilot of experimental planes, who one day makes the mistake of flying into a space/time anomaly in the middle of a test run. While this might seem more like an accident than a mistake, Thom quickly finds himself in another time and place and must discover a way to escape back to his own era. The land where he crashes is called the Realm, and has lots of fantasy elements from traditional role-playing games (monsters, caves, forests and magic) and even more places to explore than many of the recent RPGs.

The interface is quite simple and players are able to pick up the game with almost no preparation. The main part of the screen has a picture window that shows close-ups of key scenes and characters. It also allows the gamer to see overhead views of the player-character and his surroundings. Scrolling is smooth and **Lords of Time** takes place on the same scale throughout its entirety. On the right of the picture window are counters for health points, spell points and gold. This is a good place for the most important statistics.

Underneath the picture window is a large area used for text messages and game commands. Players move the character around the screen by joystick. In the same way, they select commands from the menus that appear in the text area or press certain hot keys to perform actions directly. The menus that appear in the text area have a highlight bar to select a command. The commands are the normal ones found in adventure games.

The only unusual part of the game play is combat. To fight, players simply choose the USE ITEM command and a weapon. Exploration and success in combat are most important in the search for Major Thom's escape route, and the



The overhead perspective utilized in Lords of Time allows for easy travel.



The graphics in this game are enhanced with the use of special pop-up scenes.

player must utilize certain items to complete certain areas in the game. The puzzles are interesting and provide even the most advanced gamer with a serious challenge.

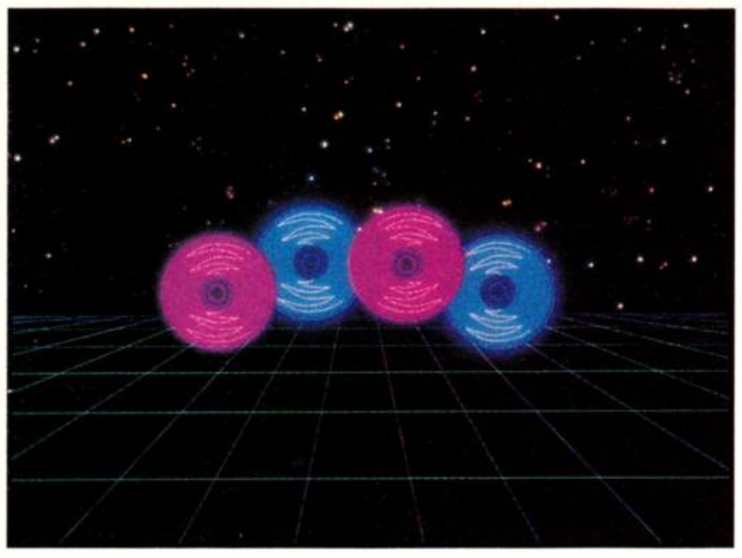
Graphics are superb. The terrain is detailed and the screens, characters, monsters and items are vividly colored and very stylistic. The automap feature produces a map that looks every bit as clear as the small section of it in the picture window. The attention paid to all details is wonderful, especially considering the newness of this company. **Lords of Time** is the type of game the Amiga designers hoped to see on their capable machine. **Lords** also scores with its music and sound effects, which sound even more impressive on an Amiga. **Lords** has all the bells and whistles to add to the great game play for an exciting mixture.

Lords of Time is as challenging as most other RPGs, but a bit more manageable because players only need to develop one character. The most recent game that compares to **Lords** in look, feel and interface is **Prophecy of the Shadow** from SSI. If Hollyware continues this success, it is sure to transfer its hits over to the PC environment so those players can see how the other half lives.

Lords will take weeks to solve and the scenery along the way makes the experience richer than most others. It is refreshing to see such a strong entry from a new company.

— Russ Ceccola

RATING	
Complexity	Average
Graphics	90%
Sound	85%
Playability	85%
OVERALL	85%



CD GALLERY

Dragon Slayer

T.T.I.
TurboGrafx Super CD-ROM
1 Player

By nature, most role-playing games center around fantasy worlds inhabited by elves, dwarfs, and dragons. The player receives or creates characters, and must then build up their experience points, making them more powerful.

Japanese role-playing games have a different look and feel to them than their American counterparts which generally come down from the computer world. The limitations of 8-Bit machines and cartridge memory have made it difficult to produce games with the same length and depth as those for computers. Now that the programming has been refined,



and there are both 16-Bit machines and CD-ROM storage available, the RPGs coming from Japan have undergone some major improvements.

Dragon Slayer is one of the most recent efforts to cross the Pacific, and possibly the best console RPG ever to be released in the United States. The play mechanics are similar to the many games which came before, but there are many options available in this game that have not been available in the past.

The player takes on the role of Logan, the Prince of Farlayne. Logan's father was killed when he was very young, and Logan has since been waiting for his sixteenth birthday to proudly wear the crown of his land. The person who has acted as the country's leader while Logan was growing up is Drax, the old King's most trusted advisor. And, fantasy stories being what they are, Drax has grown attached to his position, and would much prefer Logan dead before his sixteenth birthday, so he can remain King.

Logan (after getting wind of this) must gather together what friends he can and go forth, to defeat Drax, and bring peace to his world. Several other characters will join Logan on his quest, coming and going at different points in the game.

The game itself is broken down into chapters, and as each chapter progresses through many mini-quests, the story of Logan's world will unfold.

The various options do not affect the story, but rather allow the player to choose how the game would be most enjoyable to them. Fighting and healing are two options that may be controlled either by the computer or manually. The player can display the amount of points necessary to reach the next level, or keep an eye on the experience as a whole. Each character can acquire weapons, armor, and spells, and the entire group carries different items to make the journey a little easier. All items can be exchanged freely between the different members of the group.

Unlike many of the console RPGs, the characters never run out of ways to spend money. Likewise, the monsters



The Bosses in Dragon Slayer are strong and difficult for the novice to defeat.

there for characters to battle disappear from time to time, regenerating with a whole new group of stronger nasties ready to make the player's life hell.

The graphics in this game are standard, with the monsters in the battle scenes being drawn very well. It is also nice having the monsters' HP displayed at all times, to help in fighting strategy.

The music is beautiful, and the game play is outstanding. Best of all, the story is long and lively, giving the player a lot to do without getting old.

Dragon Slayer is a great game for any gamers who are interested in RPGs. Highly recommended.

— Marc Camron

RATING	
Complexity	Average
Graphics	82%
Sound	88%
Playability	94%
OVERALL	93%

Wing Commander II/ Ultima Underworld

Origin
MPC CD-ROM
Both 1 Player

Ultima Underworld: The Stygian Abyss and **Wing Commander II: Vengeance of the Kilrathi** were two of 1992's hottest computer games and all-around excellent products. **Underworld** introduced smooth-scrolling first-person graphics to electronic gaming, something fans will surely demand in all future dungeon games. **Wing Commander II** (**WCII**) took the excitement of **Wing Commander** and its mission disks and layered new ships, options, speech, a plot full of cliffhangers and much more drama onto the strong game basics. Both games took full advantage of available memory and shined in the graphics, sound and special effects departments. Now, Origin offers both games on a single CD at half their original cost!

This combination package contains the original programs for **Underworld** and **WCII** on an MPC-compatible CD-ROM, along with all the appropriate documentation included in the original packages. Origin also added the **WCII Speech Pak**, sold separately in its floppy disk form, and revised the **WCII** documentation to include an excerpt from the forthcoming **Wing Commander** paperback book *Freedom Flight.* The price value alone makes the package attractive, but the savings in hard disk space has much more impact.

WCII and the **Speech Pak** took up over 20 megabytes of hard disk, while **Underworld** ate up 15 megabytes. It is tough to reserve that much room for programs large enough to take weeks to finish. The CD version of **Underworld** only needs two megabytes of disk space for save files and configuration information. **WCII** on CD only needs one megabyte. These space savings are dramatic enough to facilitate replay of **WCII** missions and further explorations of **The Stygian Abyss**.



Wing Commander II was one of the best selling computer games of 1992.





Ultima Underworld is the first Ultima game to be set entirely in the dungeons.

Unfortunately, the price of these benefits is great. **WCII** and **Underworld** required more available memory from the base 640K for their features than almost any other programs in 1992. **WCII** needs over 583K free to run in its complete form; **Underworld** requires more than 557K. This was not too hard for players to pull off with only a memory manager taking RAM away from the 640K. With a CD-ROM device driver, it is near impossible to obtain the optimum RAM to experience these games in their entirety. The solution is quite simple, but may make some players groan because they have to consult their CD drive manual. Most quality CD device drivers have an option to load it into expanded memory. If this flag is set before the driver is connected, there should be plenty of room for **WCII** and **Underworld** - almost 620K. Another suggestion is to allocate as much of the computer's extended memory to simulate expanded memory for **WCII**, usually an option with the computer's memory manager program (QEMM or EMM386 in most cases).

A few minutes of preparation with the hardware will make this CD one of the most accessible discs in any collection. Both programs play right from the CD. The only time where this may cause problems is in **Underworld**. When players right-click a door or lever and move containers into or out of inventory, there is a slight delay. It's not that annoying, but it is there.

The **WCII/Underworld CD** is one of two CD packages Origin produced and released on their own. The other includes **WCII**, the **Speech Pak** and the two **WCII** mission disks. The added convenience of the high memory capacity of the CD greatly enhances both titles. All together this takes Origin closer to the day when they will release all their programs on CD.

— Russ Ceccola

RATING	
Complexity	Average
Graphics	90%
Sound	90%
Playability	85%
OVERALL	85%



PORTABLE PLAYTIME

Super Space Invaders

Domark
Game Gear
1-2 Players (with cable link-up)

Perhaps **Space Invaders** will never have the same classic resonance for those who weren't playing back in the late 70's as it does for a veteran gamer. Yet, even newcomers should be able to get plenty of fun out of **Super Space Invaders**, a 90's revival of the first great, non-Pong video game.

This superb update begins by perfectly duplicating every graphic nuance of the original coin-op version, then adds its own modern touches. There are aliens who split in two when hit, aliens that drop down a slot when the invader beneath them is destroyed, aliens moving through an asteroid field and aliens that do everything but the tango.



A wise man once said "Any game that includes cow mutilation can't be all bad."

The game even demonstrates a wicked sense of humor with a special bonus "Cattle Mutilation Round" in which the player must use his or her cannon to protect a group of cattle from an evil horde of alien vivisectionists, bent on making the cows their next victims.

As in the original game, the object is simple: vertical columns of invading aliens (eight rows of five aliens in the standard round) are sweeping toward the bottom of the screen. They drop down a level after each horizontal sweep across the playfield, so the best strategy is to eliminate columns from either the left or right side of the invading army in order to increase the time it takes them to complete a horizontal sweep.

Meanwhile, of course, the aliens are dropping bombs on the player's sole weapon: a horizontally movable cannon located at the base of the playfield. Unlike the original game, however, there are no bunkers to hide behind when the action begins.

Instead, a mother ship periodically moves left to right across the top of the screen, as in the original. But now, if the player can take out that mother ship, the reward is a set of three protective shields. Also, a shot from the player's cannon neutralizes any incoming alien fire it contacts.

Players get to select among available scenarios which vary from the generic starfield to a cityscape, with more optional rounds available as the gamer progresses. The aliens, as mentioned earlier, are perfectly reproduced from the original Taito game, as are the other targets which appear throughout the contest. The music by Andrew Taylor and the sound effects are both very good.

Gamers both new and old should get a real kick out of this superb revamp of a classic coin-op, but veteran players can look forward to an extra thrill proving that great game play is timeless. This is one game that proves that game play is more important than fancy graphic or huge amounts of memory.

— Bill Kunkel

RATING	
Complexity	Average
Graphics	90%
Sound	91%
Playability	93%
OVERALL	92%

Mega Man III

Capcom
Game Boy
1 Player

Mega Man, one of the most popular characters on the NES, now attempts to kick silicon butt in the Game Boy arena. **Mega Man III** lets players choose among four super characters: Spark Man, Gemini Man, Snake Man and Shadow Man. Each character does battle in a different environment, corresponding to their particular powers.

Spark Man, for example, slugs it out in a world full of electronic dangers, including vertical arcs of electricity. Gemini Man moves over what appears to be a mountain range set against a starfield. Snake Man does combat in a jungle area filled with gigantic serpents, while Shadow Man travels down the face of a waterfall in order to gain access to the underground cavern infested with monsters that hide behind it.

These variations, however, are largely cosmetic. All four characters, despite their names, have essentially the same powers: they can jump very high, slide short distances, and hurl some sort of force torpedo at enemies.

Much of this game, in fact, has the Mega Man characters dealing with opponents twice as tall as they are, which means plenty of simultaneous jumping



The enemies in Mega Man 3 are large and impressive for a Game Boy title.

and shooting; one of the least-enjoyable and least-precise play mechanics ever developed.

The main problem, however, is a visual one. While the graphics are extremely well done, they are far too busy for a non-color medium such as the Game Boy.

Most of the playfields have too much visual information to be successfully conveyed through the use of shading and neutral tones. Frequently, especially when the player-character is moving against the multi-directional scrolling backgrounds, it is difficult to keep track of everything that is happening on the tiny Game Boy screen. The dot matrix screen is just too small to do a game like this the justice it deserves.

Players with extremely keen eyes who are able to decipher all its byzantine graphic data should find **Mega Man III** a generally worthy successor to the previous **Mega Man** games. But older gamers and those who tend to have difficulty with the non-backlit Game Boy monitor should definitely check this game out before purchasing it.

— Bill Kunkel

RATING	
Complexity	Average
Graphics	80%
Sound	90%
Playability	79%
OVERALL	81%

Super Mario Land 2: 6 Golden Coins

Nintendo
Game Boy
1 - Player

Another Mario adventure. Why does this company keep thrusting these games with this old theme and old character onto the playing public? Because it works! No matter how many times they rehash the same old ideas, taking Mario into new locations and giving him new powers, Nintendo seems to come up with a winner.

This is Mario's second effort for the Game Boy, and it comes just at the right time — the Christmas shopping season. This is also the first 4 Meg game for the Boy, making it larger than most games released for the 8-Bit Nintendo.

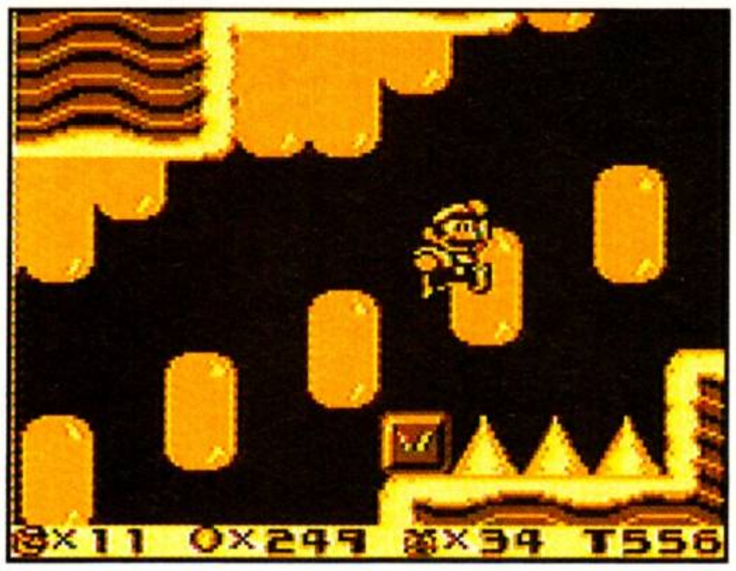
What the programmers have packed in these 4 Megs of playing power is a brand new world, filled with new creatures for Mario to stomp on.

When Mario returns from a journey, he finds his castle occupied by an evil version of himself, a fiend named Wario. Wario has scattered the six gold coins Mario needs to open his gate and enter his castle. He must go from zone to zone, searching high and low for the missing coins.

Each of the levels is broken into sub-levels, and each zone has its own theme. There is Mario Zone, Turtle Zone, Tree Zone, Pumpkin Zone, Space Zone, and Macro Zone. Each zone also has a number of different levels.

Along with the traditional power-ups such as Super Mario and Fire Mario, this time Mario can grab a carrot which gives him magic bunny ears and the ability to fly over short distances.

Graphically, **Super Mario Land 2** is about as good as the Game Boy is going to get. There has been a lot of attention paid to detail, both in the characters and the backgrounds. Each zone has its own feel with unique backgrounds and enemies. While there is still some problem with the screen blurring when moving quickly, the overall graphics has not been effected by this. Backgrounds are particularly crisp, and the zones are imaginative, with ideas never before seen in a Mario adventure.



Many of the features found here are not just copied from the other Mario games.

The sounds in this game are also well done, using the stereo capabilities of the Game Boy better than most. The music does not get repetitious and actually manages to stay enjoyable during long periods of game play.

The game play is tried and true Super Mario. There are no surprises here, and anyone who has played the past installments of this popular series will be able to jump right in and tromp on turtles and koopas alike.

The overall game goes beyond the first **Super Mario Land** and reaches into the realm of the Super Nintendo's Super Mario World. The game even has a battery back-up for saving three games in progress. While this is a nice feature, it should be noted that there are only 30 levels here, and not the 96 of **Super Mario World**. The battery back-up actually shortens the life of the game, by making it simple for players to clear a few areas at a time and come back later for a few more, until the game is defeated. When the game is beaten, the coins go back to the different lands for another go around, this time with more enemies.

There is very little fault to be found in **Super Mario Land 2**. The game is a



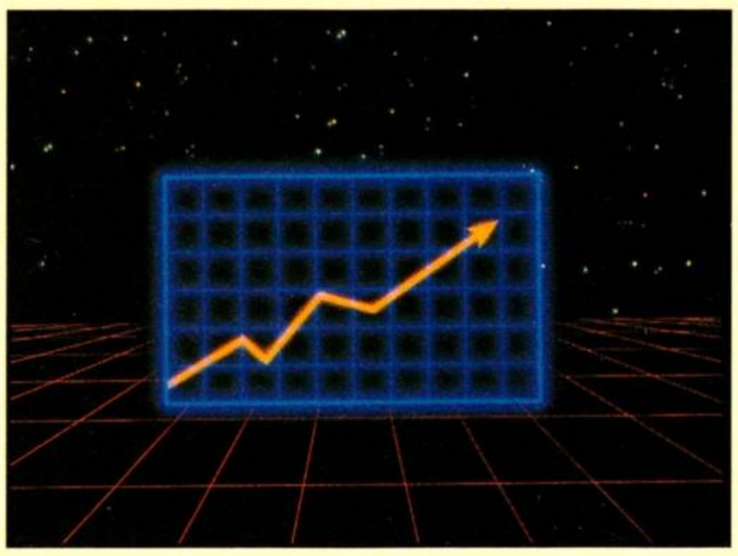
Mario must gather all six golden coins in order to enter and fight the evil Wario.

Mario fan's dream, with most of the Mario features in a package small enough to go anywhere. It shows how much effort Nintendo put into the game, and how well they expect it to do. It should also be noted that the lag time between the Japanese and American releases of this game was only about three weeks, instead of the usual months. It is nice to see this gap closing, and gamers are sure to show their appreciation by buying fewer grey-market Japanese games.

This is probably the finest Game Boy game developed yet. The quest is long, and the game delivers all of its promises. It also shows that there is still some life left in Mario.

— Marc Camron

RATING	
Complexity	Easy
Graphics	88%
Sound	85%
Playability	94%
OVERALL	92%



KUNKEL REPORT

Escape from the Software Prison!

by Bill Kunkel

Two singular events recently set me to thinking about one of the problems faced by the software industry: how will software be sold over the next decade? This has suddenly become a fascinating question, especially at the computer end of the business where the publishers don't sell enough to devote dollars to hyping their products, and where hardware manufacturers have traditionally preferred to exorcise all thoughts of people using the sacred computer for (gasp!) entertainment purposes.

The two singular events which set all this brainwork in motion were the opening of a Computer City superstore less than a mile from my home and an article by computer game guru Chris Crawford. The piece by Chris appeared in his *Journal of Computer Game Design*, a publication by and for members of the software community. In it, he talked about ISDN technology and the overall marketing and delivery of product into our homes.

Allow me to quote: "Consider the case of a product for which a customer pays a price of $50... About $25 goes directly to the retailer, and $5 goes to the distributor. Another $10 goes to the costs associated with manufacturing and shipping the product... About $3 will be allocated to marketing costs. That leaves $7 to cover all the costs of development, publishing house overhead, and such. Here we have a system that is truly screwed up. It costs $7 to create the product, $3 to market it, and $40 to actually get it into the customer's hands."

What is it, you must be wondering, that software retailers *do* to earn this incredibly oversized piece of the pie? Not enough. Many retailers are more like software prisons, with games kept securely away from contact with the consumer, often under or behind glass cages. Unlike the retailers of a decade ago, who were familiar with both the product and their customers' needs, today's shelves are too frequently stocked by distributors whose agenda is at odds with the best interests of the consumer and, even, the long-term health of the industry.



Computer City

I see two possible short-term solutions, one of which was exemplified by the Computer City opening mentioned earlier. This huge outlet was not only well-stocked with the latest products, but the prices were actually reasonable. After all, if the retailer is currently consuming half the pie, it stands to reason that large-volume chain stores can be satisfied with considerably less. The margins are certainly there to be cut, and the chains must prove willing to do so.

The other possibility is computer hobby centers. If electronic gaming is indeed a hobby, why not have specialty stores that cater to it on those terms? Although these retailers will not be able to match the prices of the giant chains, they may be able to offer something just as tempting: the personal touch. If a store owner who knows his product can save the software purchaser the price of three bum games a year, how much is that worth? How about his inside information on upcoming titles that may be of special interest? The chains will respond: pay our prices and read a magazine. And, while it might seem suicidal for a journalist to argue against such wisdom, I can't help but feel that a return to grass roots marketing might be successful in the confused and confusing electronic entertainment marketplace.

By now, I'm sure many of you are asking: all right, already, so what the heck is ISDN? It's a delivery system that uses optical cable to pump product directly to the end user at greater speed than CD-ROM and may do to the software business what cable did to TV.

Integrated Services Digital Network technology is a subject for another column. Until then, free a game from *your* local software prison.

Many retailers are like software prisons, with games kept securely away from contact with the consumer.

COMPUTER GAME REVIEW
and CD-ROM Entertainment

THE ONLY SOURCE FOR COMPUTER AND CD-ROM GAMING!

SPECIAL OFFER!!!
12 ISSUES FOR ONLY $23.95!

Check out **COMPUTER GAME REVIEW**, the leading magazine for computer and CD-ROM gaming! No matter what computer or CD-ROM system you own, CGR covers it all in full color from beginning to end!

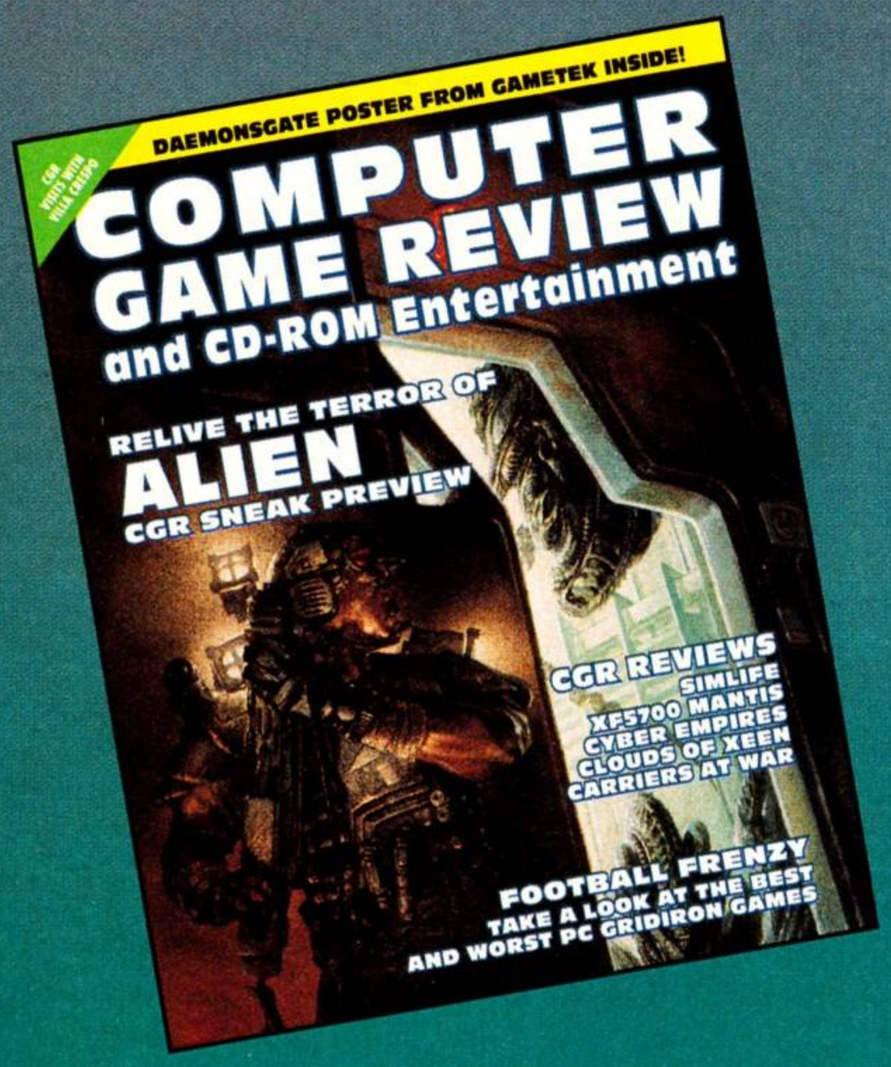
COMPUTER GAME REVIEW gives you the latest news and information on the best role-playing, strategy, sports, simulation and action software available. Each issue is packed with previews, multi-person reviews, inside information, maps and strategies! You get it all!



ACT NOW!
SUBSCRIBE TODAY!

What makes **CGR** different?

- Honest reviews from three experienced gamers who tell it like it is!
- Previews of the newest titles from around the country and around the world!
- Game maps that show you the entire game at a glance!
- Plus tips, strategies and much, much MORE!



DON'T MISS OUT ON THIS SPECIAL OFFER!

YES! I WANT TO SUBSCRIBE TO COMPUTER GAME REVIEW!

Please send me 12 issues for the low price of JUST $23.95 - a savings of OVER 50% off the newsstand price!

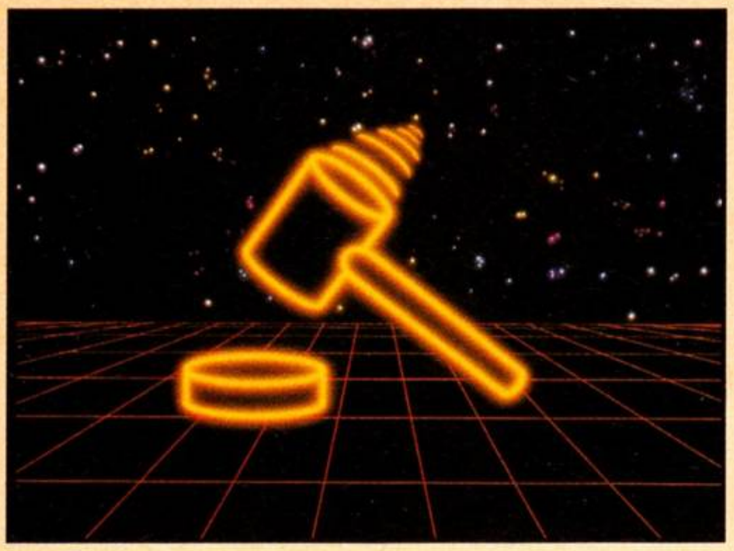
Send payment to: Computer Game Review, P.O.Box 7534, Red Oak, IA 51591-0534

Name _____
Address _____
City _____
State _____ **Zip** _____
_____ **Payment Enclosed** _____ **Bill Me**
Credit Card Orders: _____ **Visa** _____ **MC**
Card Number _____
Exp. Date _____
Signature _____

For Faster Service, Call Toll Free:

1-800-444-2884

Please allow 6-8 weeks for your first issue to arrive. SCGR6



THE JURY

Fans have strong opinions about games, and they're really showing up in the reviews sent to **The Jury**. This month's contest was on **Legend of Kyrandia** on the computer side and **Super Play Action Football** for SNES, and each of the following reviews has some good points to make.

Here's a tip from our judge: Pay close attention to the word count, and don't go over the 200-word limit for your review.

The Legend of Kyrandia

Virgin Games
MS-DOS

Winning Review
by David Pokorny

Like a debutante at the Spring cotillion, Westwood Studios has captured the center of attention with **The Legend of Kyrandia.**

The play mechanic is the centerpiece of this adventure feast. Unlike the mouse-driven phrase construction or icon-switching tactics of other popular offerings in this genre, the mouse interface of **Kyrandia** is completely intuitive. The only caveat is that searching a scene may tend to inadvertently guide Brandon to an adjoining scene.

The graphic renderings, resembling hand-painted artwork, are nothing less than superb. Aficionados will appreciate the stunning morphing effect (tree face) utilized in the game.

Dialogue in **Kyrandia** is animated and lively, sparking the adventurer from automatonic-like monologues from the Kyrandian inhabitants. The real hidden gem in **Kyrandia** is for those gamers with audio support. The musical scores go beyond just providing a melodic backdrop, but strive to evoke a cinematic response within the player. Although the puzzles are well crafted, more robust puzzle references in the story line would complement game play.



Kyrandia is an outstanding example of present adventure game technology. Since play is neither excessively difficult nor tedious, it should appeal to gamers who do not normally stray into the genre.

First Runner-Up Review
by Curt Blakeney

Westwood Studios, those wizards that brought us such grand titles as **Eye of the Beholder I** and **II**, have teamed up with Virgin Games to release **The Legend of Kyrandia**, the first in the **Fables & Fiends** series. This is a truly marvelous one-player fantasy adventure game that takes place in a magical and wonderfully colorful world called Kyrandia. Players must guide the fate of the young hero Brandon as he sets out on a series of quests to destroy the evil jester Malcolm and restore order to the land.

The point-and-click interface used is very reminiscent of the Sierra adventure games. Although this interface proves to be quite easy to use, it can be quite limiting (at times it appears the player is on auto-pilot without much to do). Interface aside, this is an extremely well done game with stunning graphics and animation. The fully orchestrated soundtrack and sound effects are commendable and add mood and atmosphere to the game.

In summary, **Kyrandia** is enchanting and enjoyable. It does not involve constant hacking and slashing at every corner and is a breath of fresh Kyrandian air. Westwood Studios deserves an "A" for another fine computer game.

Honorable Mention Review
by Mike Mann

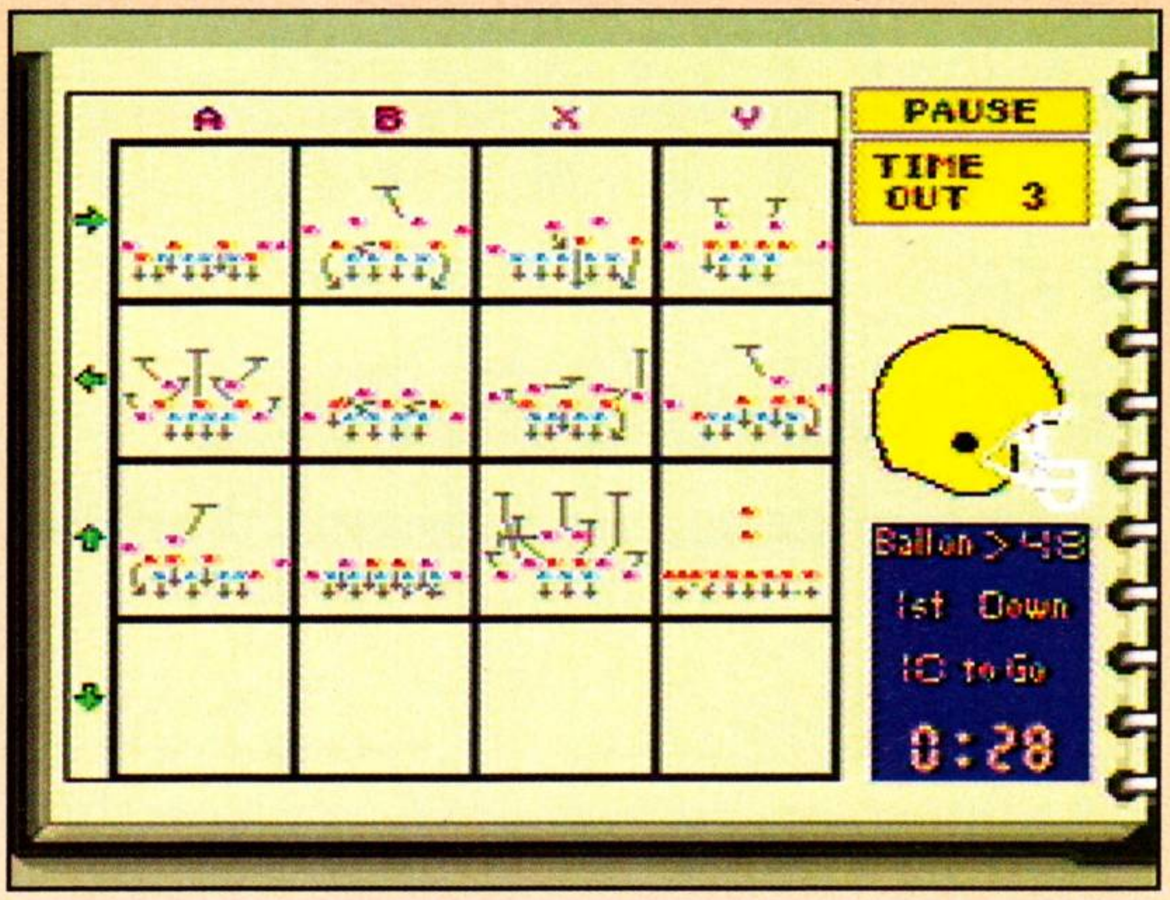
For the average game player, **Legend of Kyrandia** can keep your interest and keep you entertained. **Kyrandia** has a good interface with all the regular point-and-click features. It follows the "pick up anything that isn't nailed down" theory: almost every item is used or needed later. It would almost be as predictable as a cheap horror flick if it weren't for the beautiful graphics and sound, and a

few other tricks up its sleeve.

From the old talking tree to the first encounter with Malcolm, the evil Jester, there is never a dull moment. The background music is great all the way through the game. When the player does something that sparks a reaction, there is a corresponding change in the musical score. The only thing **Kyrandia** lacks here is digitized speech.

The only problem was the lack of clues for some of the mini-quests involved. The player was left with trial and error techniques. Most of these puzzles were just a matter of time—wasted time.

I found Kyrandia to be an easier game than most, but well worth the money. It could've been longer if the ending hadn't been so short and such a dead giveaway.



Super Play Action Football

(Nintendo)
SNES

Winning Review
by Ray Spinney

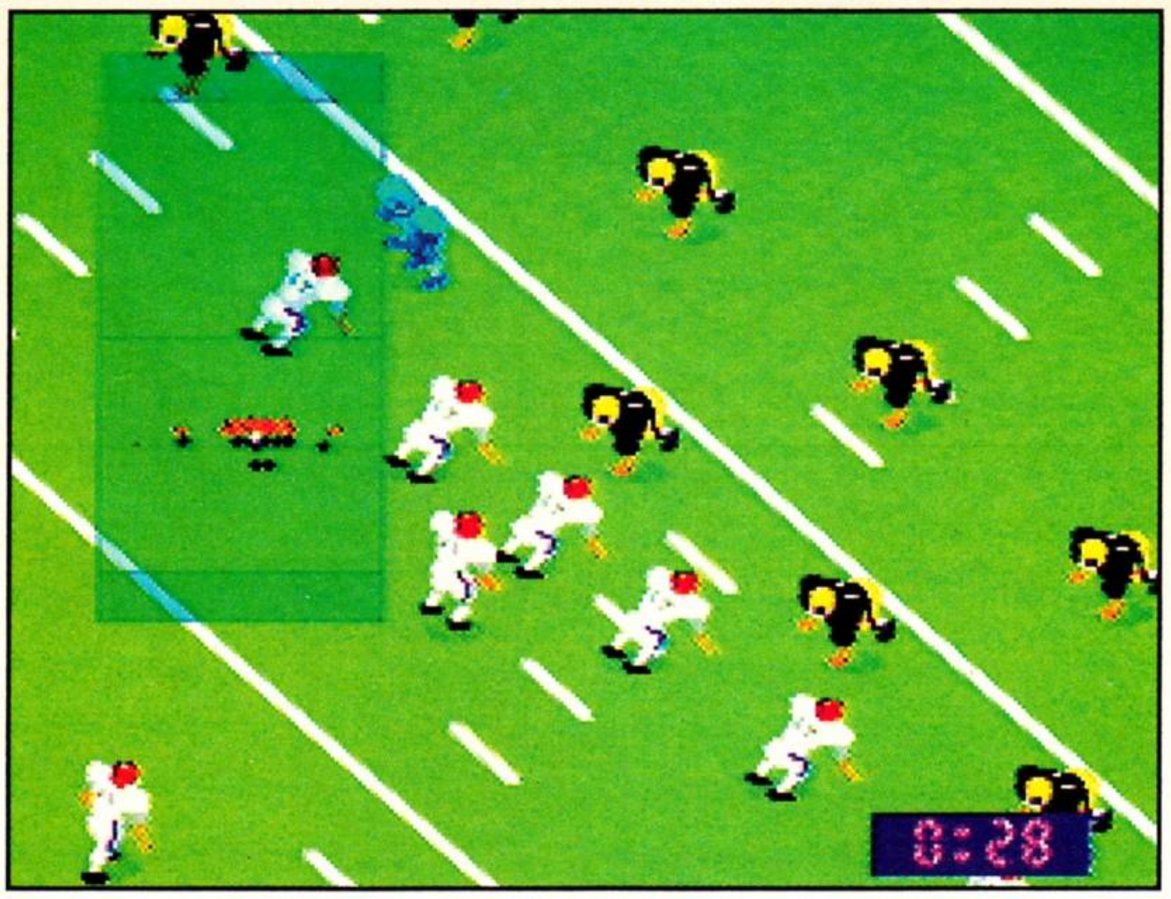
Game play and unique graphics make this game a bone-crunching gridiron hit that is three games in one.

The high school game: pick your home team colors and play against your crosstown rivals. Choose from four offensive and four defensive plays.

The college game: choose from 97 schools to play an 11-game season. If you rank high in the Top 20, you may just go to a bowl game. Game play consists of 24 offensive and 12 defensive plays.

The NFL game: choose from 28 NFL teams to play a 16-week season, battle it out in the playoffs, and go all the way to the Super Bowl. There are 32 offensive and 16 defensive plays to choose from.

Options are brought by a newspaper-style report that can be saved by a battery backup. Be sure to view win/loss, season and game stats.



Cinematic screens add a touch of realism as referees appear to make calls, measure first downs, and impose penalties.

This game offers something for everyone. Beginners to more advanced players will be well challenged in the games.

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 Joystick Jury," **EG** will print the best ones — and give free software to the winners.

The rules are simple:

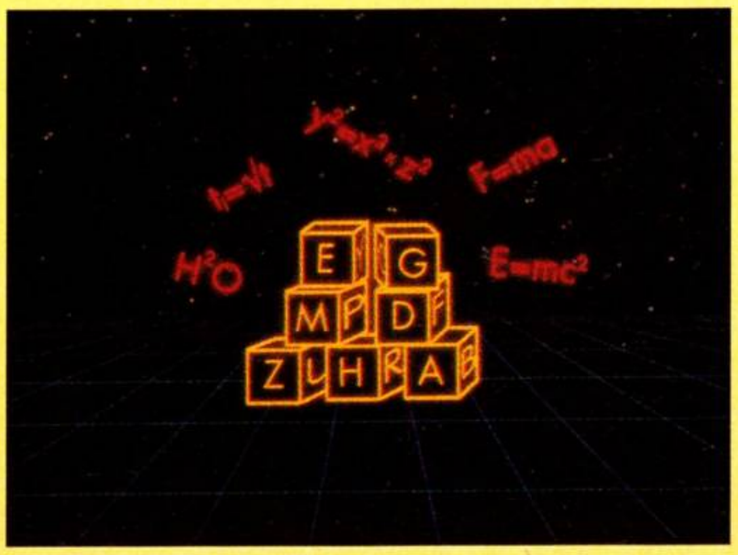
1. All reviews must be of the nominated games.
2. Entrants can submit only **one** review of each game.
3. All submissions become the property of **EG**.
4. Reviews should be 200 words or less, typed double-spaced.
5. The month's two best reviews (one in each division), as determined by **EG** editors, earn the writers the 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 #5:

Super Star Wars/JVC (video game/SNES)
Lure of the Temptress/Konami (computer game)

Deadline for this month's contest: **February 1, 1993**

Send entries to:
The Jury
(Electronic Games)
330 S. Decatur, Suite 152
Las Vegas, NV 89107



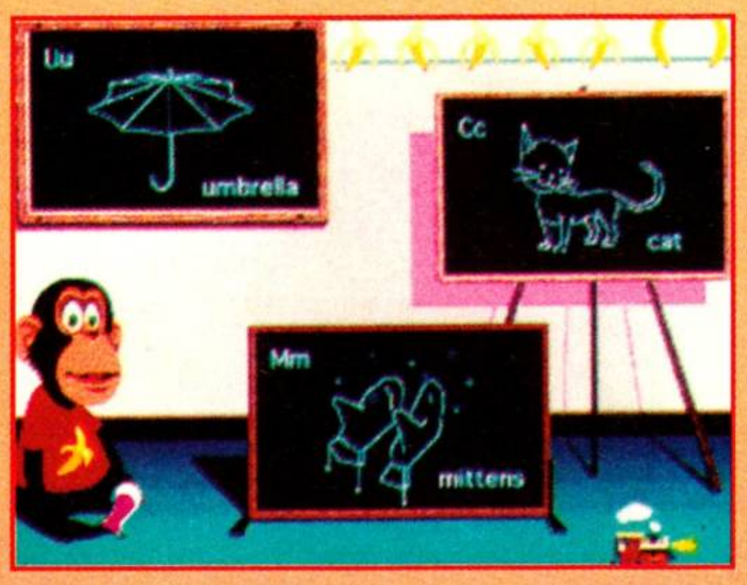
PLAYING IT SMART

Focus on Edutainment

by Joyce Worley

Educational computer games had a flash of popularity among entertainment manufacturers in the early 80's. Disappointing home sales caused marketing efforts for educational products to be redirected. Except for typing tutorials and preschool games, most teaching aids were aimed at schools in the last half of the 80's, and few entertainment software houses continued in that field.

Where In The World Is Carmen SanDiego? (Broderbund) revved the manufacturers for another round. There's now no question that this is a lucrative market, and no marketing maven who doesn't want to tap into these big bucks.



Alphabet Blocks helps children to build reading and vocabulary skils.

Flashcards, trivia games, spelling contests–these simple amusements are part of the past. Today's educationals are as well created as RPGs, and as beautifully illustrated as adventures, with sound to rival all but the very best entertainment products from any company.

With top talent companies like Electronic Arts (see Hot Line news in this issue) and Sierra flexing their design muscles, education is more fun than ever before.

Sierra's **Learning With Leeper** was the first award-winning ed game, back in early 80s. After that, **Donald's Playground** and **Mixed-Up Mother Goose** were both bell-ringers. This year, pre-readers (age 3 or up) get a headstart on alphabet, phonics, vocabulary and reading, with **Alphabet Blocks**. The four games teach basic skills: matching letters by name or sound, and identifying words by letter sound, all mouse driven, and sparked with Sierra-quality graphics. The environment is a charming room full of click-on toys with their own musical accompaniments. On-screen tutors, Bananas the monkey and Jack-in-the-Box, guide the child through simple tasks of finding the correct letters in a stack of alphabet blocks.

Correct choices are rewarded with verbal messages, animations and/or special sounds; wrong choices get no negative comments, just help and encouragement. It's an outstanding piece of software to add fun to the earliest lessons.

Disney is no stranger to kids; the cartoon characters seem especially suited for child-teaching. **Follow The Reader** features Mickey and friends in a talking adventure for ages 5-8 that develops reading skills.

The main display shows a charming Disney scene. Below the picture is a sentence, with one or more words (the verb and object) in selector boxes. The child selects the words, then sees the character perform the described action while the sentence is spoken aloud. Ten different locales provide backgrounds for the stories as they unfold.

The child can save each story to disk, or have them printed out.



Kids will enjoy seeing and hearing the adventures of Mickey Mouse.

Graphics are Disney-perfect, and the delightful play experience teaches kids reading skills, while building vocabulary and comprehension.

State-of-the-art programs, such as these two, add pleasure to the learning process. Not only are the lessons sound, the experience is so enjoyable that youngsters will be inclined to repeat each program many times, thus reinforcing the educational message of the software.

Future columns will continue to focus on the best products available. Although there are less glamorous teaching games at bargain prices, **EG** will aim to inform parents and learners of the top of the line so they can better judge the value of the programs. There are a wide variety of educational software programs available on the current market, and **EG** will give you the most current and straightforward information on these programs. Until next time, get smart, and learn by playing!



Give your child some friends who make learning fun

The Sierra Discovery™ Series turns your computer into the home teacher it was meant to be

Kids learn best when learning is fun. That's why we created the Sierra Discovery Series, learning software that helps kids, from toddlers to teenagers, with subjects like math, history, science, and reading. Sierra Discovery Series programs develop logic and problem solving skills, stimulate curiosity, and make children comfortable with computers.

Your kids become part of the lesson

Sierra Discovery Series programs engage your child with delightful characters, lively animation, and theater quality sound. These learning programs also feature plenty of humor, mystery, and challenges to hold your child's interest.

The puzzles and problems children must solve to complete each program sharpen mental skills while teaching them specific subjects. Through this interactive process children gain genuine understanding of how to apply what they learn.

You get more than just software

Each Sierra Discovery Series package includes a short, written quiz to reinforce learning. Kids who complete the quiz can send it to us for a "Certificate of Achievement." They'll also become members of the Sierra Discoverer's Club and be eligible for discounts on other Sierra Discovery Series products.

Sierra Discovery Series programs let kids discover on their own or share the fun with parents, siblings, or friends. And should you ever have a technical question about any of our programs, help is always just a phone call away at (209) 683-8989.

Our no-risk guarantee

We believe your child will have fun and learn with any Sierra Discovery Series program, but if you're not satisfied for any reason (although we can't imagine how this could happen), we'll cheerfully refund your purchase price. Simply pry the game from your child's fingers and send it back to us along with its documentation, your sales receipt, and a brief note telling us why you're unhappy.



For a FREE catalog featuring Sierra On-Line products call 1-800-326-6654 or see your local software dealer.

Sierra Discovery Series™



TEST LAB

A Sheep in Wolves' Clothing?

by Ed Dille

The Sega Menacer Gun for Genesis
Sega of America
($69.99)

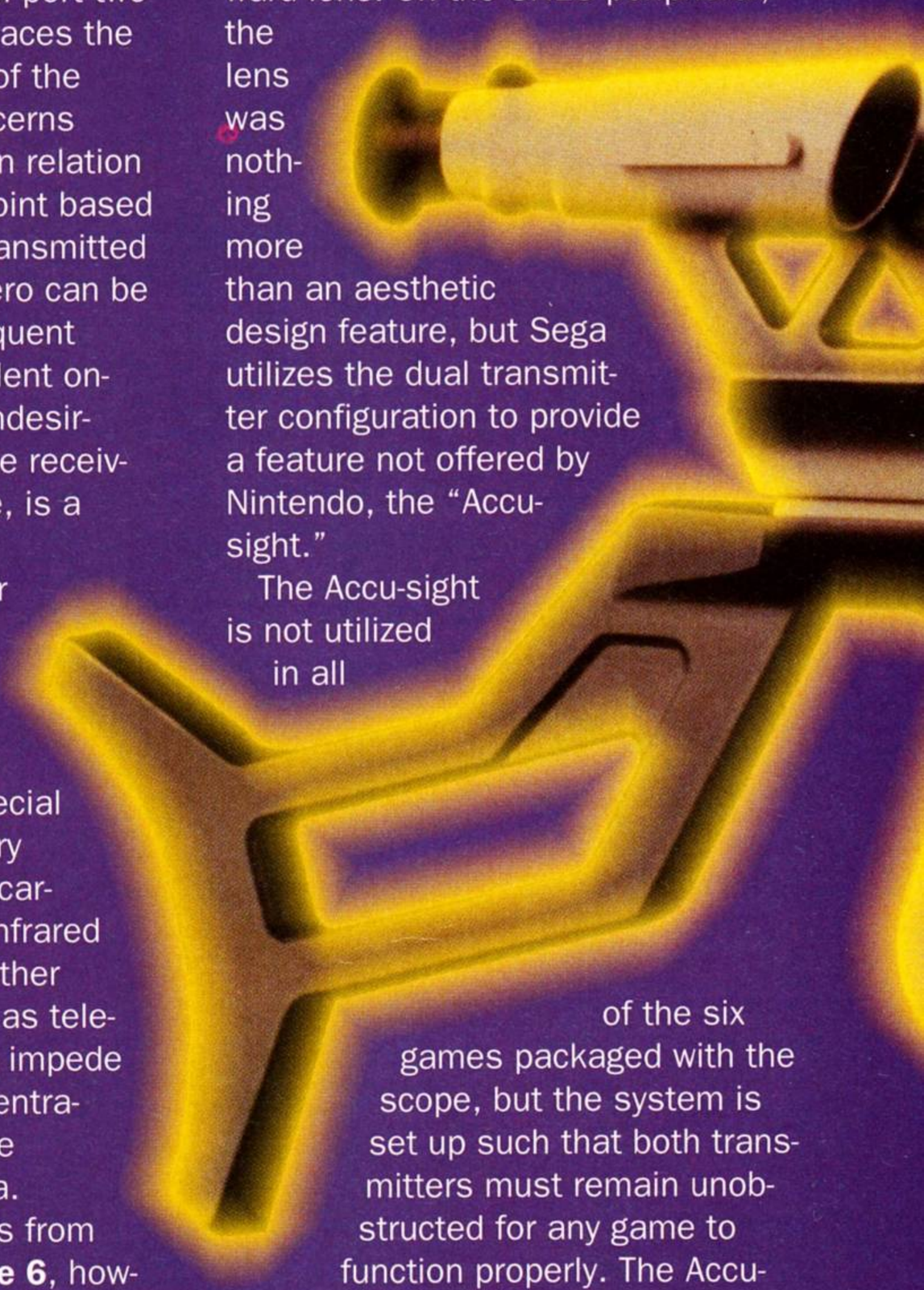
Someday, an enterprising designer will write a game about two corporations, each of which vies for control of the video game market. Rod Serling could narrate this tale of a game within a game and players everywhere could chuckle at the comparisons with the real world. Innovation is replaced by duplication, as each of the behemoths seeks to keep up with the Joneses.

For those who have yet to make the connection implied in the previous paragraph, some additional background is in order. In the second issue of **EG**, Test Lab examined the **SNES Super Scope 6**, the chief competitor to the **Sega Menacer** in this world of parallel, non-compatible game systems. The conclusions of that examination may be summarized as follows: snazzy packaging overcame substance, no evidence of innovative technology existed, and the success or failure of the product would depend on the quality of games developed to support it (an outlook which remains grim for the Super Scope 6).

The mechanics of the **Sega Menacer** are virtually identical to its counterpart, with some minor exceptions. The basic premise of operation is that of an infrared remote controller. The player plugs a small infrared receiver into control port two of the game console and places the entire arrangement on top of the television. The receiver discerns where the player's shot is in relation to a pre-established zero point based on its position within the transmitted beam. As before, a false zero can be entered, causing all subsequent shots to miss by an equivalent on-screen distance. Though undesirable, this illustrates that the receiver, without further guidance, is a dumb instrument.

The output of the receiver is processed by the control deck and game cartridge to produce the image of the player's shot, as well as replicate any special functions offered by ancillary buttons, depending on the cartridge in play. As with any infrared device, concurrent use of other infrared transmitters (such as television or VCR remotes) can impede game play. Also, high concentrations of fluorescent light are undesirable in the play area.

The **Sega Menacer** differs from the Super NES **Super Scope 6**, however, in that the gun utilizes two infrared transmitters instead of one. The first is mounted behind a small black rectangle on the front of the gun, just as it was on the **Super Scope 6**. The second is mounted on the interior of the gun, at the back of the casing, behind the opaque forward lens. On the SNES peripheral, the lens was nothing more than an aesthetic design feature, but Sega utilizes the dual transmitter configuration to provide a feature not offered by Nintendo, the "Accu-sight."



The Accu-sight is not utilized in all of the six games packaged with the scope, but the system is set up such that both transmitters must remain unobstructed for any game to function properly. The Accu-sight uses the second infrared transmitter to create an on-screen targeting cursor, allowing the player the

...snazzy packaging overcame substance, no evidence of innovative technology existed, and the success or failure of the product would depend on the quality of games developed to support it.

freedom to "shoot from the hip," as it were, as opposed to remaining confined behind one of the sighting arrangements (discussed below). The targeting cursor is not "projected" from the gun, in the classic sense of the term; it interacts with the receiver as well. The transmitter is fixed along the central axis of the tube containing the monocular lens. The receiver determines how much of the transmitted beam is occluded by the rotation of the tube away from dead center to position the cursor.

The two transmitters are controlled by separate circuit boards and the one located at the back of the unit, behind the lens, doubles as a power distribution bus to the remaining components. The unit has four control buttons, the major one being a large red trigger in the classic location. This controls the traditional button "A" function (firing of the primary weapon). The three remaining buttons are located along the front face of the forward stabilizer, the natural position of the player's off hand for all types of shooting except single arm action. The buttons perform different functions depending on the programming of the game cartridge but, as a rule, one will control a secondary weapon system, one will act as a pause and the other, if utilized at all, controls some special feature. None of the included games utilize a turbo fire feature, as offered by the Nintendo scope, but there seems no reason why this could not be a programmed function of the third button in future cartridges.





The Menacer includes a six-in-one cartridge with unimpressive games.

The unit is powered by 6 AAA batteries, as opposed to an equivalent number of AA's for its counterpart.

On the up side, the **Menacer** does not have an on/off switch (the Nintendo gun can be left on after play by an inattentive player, allowing the batteries to drain). Sega chose a better design, in that the **Menacer** comes on when the player points it at the screen and begins play. Further, if the **Menacer** is set down (and it is not pointed at the screen, a fluorescent lamp or strong sunlight) it will turn itself off after 30 seconds.

On the down side, by opting for the smaller batteries, the **Menacer** provides only 20 hours of play, as opposed to 50 to 130 for Nintendo's scope. Given the exorbitant cost of good alkaline batteries these days, this could make owning a **Menacer** an expensive proposition. Both companies could have made their offerings more attractive if they had incorporated a battery pack, such as the one available for the Game Boy (albeit it would need to be housed inside the gun), to allow the option of recharging from an A/C outlet.

One distinct advantage of the **Menacer** involves the built-in diversity offered by multiple firing arrangements. The gun is a modular design, with a basic configuration and two optional add-on pieces. Players have the option of a straight hand-held unit with conventional dovetail sights, fired in the form of a pistol, or held at the waist with two hands and the Accu-sight engaged. Adding the butt stock provides a shoulder mounted assault weapon configuration, with either the aforementioned sights or binocular sights.

The binocular sights mount to the top of the gun and force players to develop "tunnel vision." The effect is restrictive and it is virtually impossible to play with both the butt stock and the binoculars attached, as the graphics on the box suggest. The reason for this is simple. To maintain a proper sight picture through both tubes, provided one is not a contortionist, the axis of the gun must be closer to the center of the body, causing the butt stock to end up away from the shoulder pocket and uncomfortably situated somewhere on the player's chest.

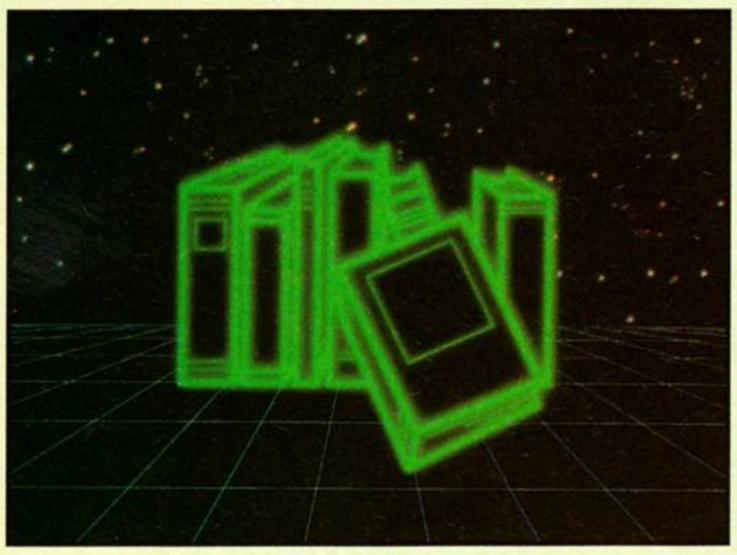
A full discussion of the six games packaged with the **Menacer** was provided in the December '92 issue of **EG**, so will not be reiterated here. Suffice to say that, although they offer more diversity than the Nintendo gun, they aren't very impressive.



The first third party game for the Menacer is T2 - The Arcade Game.

Public acceptance of the **Menacer** will be contingent on the follow-up titles produced to support it. Of particular interest is **Terminator 2: The Arcade Game**, coming from Flying Edge. If this cartridge comes close to the quality of the wildly popular coin-op, the **Menacer** will undoubtedly ride the crest of that success.

In the interim, the question lingers...will the **Menacer** live up to its name or be destined to remain a sheep in wolves' clothing?



LORE

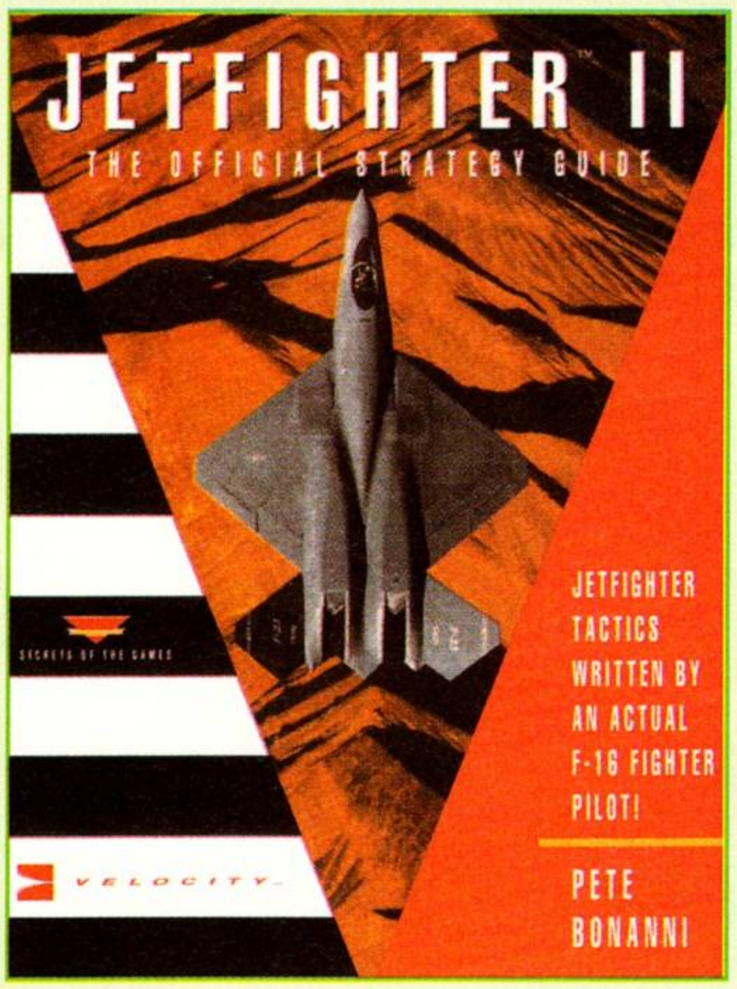
Jetfighter II: The Official Strategy Guide

Pete Bonanni, Prima Publishing 201 pages (softbound, $18.95)

The strength of this book is the wealth of personal expertise the author brings to the subject. Pete Bonanni has been a fighter pilot and flight instructor, has taught weapons and tactics to instructors responsible for tactical deployment, and is currently a consultant on fighter air tactics and weapons systems to the U.S. Government and several defense industries. It is refreshing to find that he brings home a complicated subject in terms that are easily understood by the layman.

The book is divided into seven chapters, logically organized to lead the reader from fundamental to advanced skills. The first chronicles flight basics and the interface used in the game. Chapter two provides details on advantages and disadvantages of various weapons systems. The third chapter, Air Combat Maneuvering, offers the first glimpses beyond most manuals of this sort. Instead of focusing on set piece maneuvers, the author concentrates on spatial relationships in battlefield survival. Chapter four is an extensive treatment of air-to-ground attack tactics, including some rarely discussed information, illustrated with clear diagrams. Chapter five, on counter-measures, provides an intimate discussion of IADS (Integrated Air Defense Systems). The AI model in **Jetfighter II** accurately depicts its real world counterparts.

Tactical concepts are summarized in chapter six. The final chapter provides 125 mission summaries. The weakest section of the book, these are frequently just synopses of the orders the player receives in the game, although some have brief tactical suggestions. Finally, an appendix of common technical and interface oriented questions and answers



Jetfighter II helps teach air combat tactics and strategies for novices.

rounds out the offering. All in all, much of the information is relevant to all flight models, increasing the appeal to owners of other flight simulations in addition to the growing base of **Jetfighter** players.

— Ed Dille

Compute's Conquering Super Mario Bros. Adventures, 2nd Edition

Steven Schwartz, Compute Books, 218 pages.

Bouncing and trouncing one's way through the four Super Mario games on one's own can be hazardous to thumbs and sleep time, with little to show for it. Steven Schwartz has found ways to make all that effort a bit more productive.

This edition adds complete playing tips for **Super Mario World**, **Super Mario Bros.**, and **Super Mario Bros. 2** and **3.** Each game has a section of the book to itself,and the introduction to each starts with a brief description of its environment and some general playing tips and things to watch for. The first, on **Super Mario Bros.**, also includes a glossary of names for some of the areas and objects to be found in the course of play. A listing of Super Secrets, such as locations of warp zones, concludes three of the four introductions; equivalent tips are included in the general text in **Super Mario Bros. 3.**

In the 8-Bit games, there are 7 or 8 worlds to get through, each with several levels, and a page or two is devoted to these under the headings **World 1**, **World 2**, and so on. Sometimes Mario finds himself in a fortress or other area that is specially named, especially in the 16-Bit game. A description follows, together with recommended strategies for how to get through it, preferably scoring well in the process. The similar world areas in **Super Mario World** have cute names like Yoshi's Island, Donut Plains or Valley of Bowser.

Schwartz acknowledges that mastery of the games requires more than the tips, tricks and strategies he can provide—the skill and coordination are up to the player. However, this book will help to increase enjoyment.

—Ross Chamberlain

S-NES PREVIEWS • STRATEGIES • MAPS • TRICKS
FUTURE PLAY • SUPER FILES • ULTRA PLAY • HI-TECH

6 ISSUE SUBSCRIPTION ONLY $19.95

SUPER NES BUYER'S GUIDE

EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the S-NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!



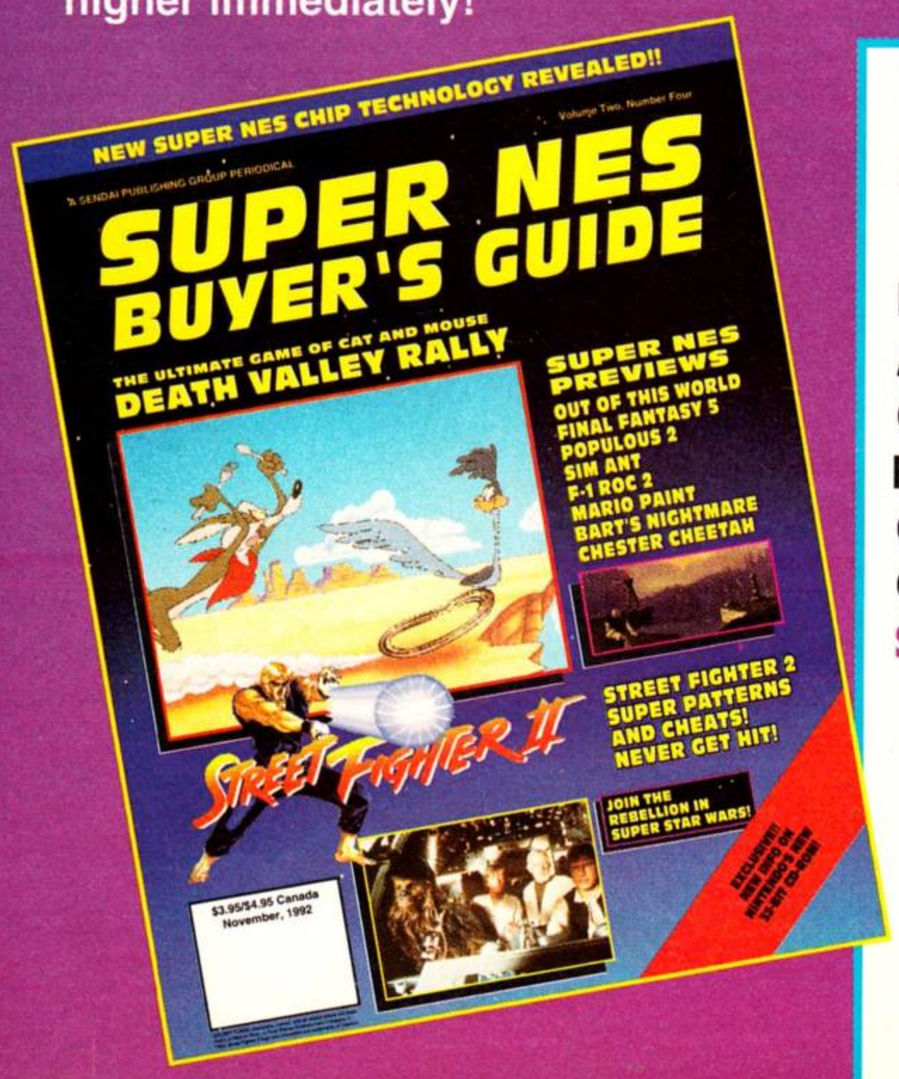




Only in the Super NES Buyer's Guide will you find the first coverage on the newest games like Street Fighter 2, Contra 3: The Alien Wars and T.M.N.T. 4. Don't miss out on any of the action! Subscribe to the Super NES Buyer's Guide today!

INCREDIBLE INTRODUCTORY OFFER!! DON'T MISS OUT ON...

- **Detailed reviews of the latest games by three tell-it-like-it-is reviewers!**
- **Exclusive previews of new games from both America and Japan!**
- **Tips, tricks and strategies, complete with maps, that will let you score higher immediately!**



GIVE ME THE SUPER NES BUYER'S GUIDE!

Please start my subscription to the Super NES Buyer's Guide, so I can be up to date on the latest games and 16-Bit tips!

NAME _____

ADDRESS _____

CITY _____ **STATE** _____ **ZIP** _____

PAYMENT ENCLOSED _____ **BILL ME** _____

CREDIT CARD ORDERS: _____ **VISA** _____ **MC**

CARD NO. _____ **EXP. DATE** _____

SIGNATURE _____

Please include $19.95 for your subscription and mail to:
Super NES Buyer's Guide, P.O. Box 7548, Red Oak, IA 51591-0548

For faster service call toll-free: 1-800-444-2884

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add $10.00. All other foreign add $20.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Ex press money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank,) Please allow 6-8 weeks for your first issue. The Super NES Buyer's Guide is a Sendai Publishing Group publication and is not affiliated with nor endorsed by Nintendo of America, Inc.



FANDOM CENTRAL

Fandom at Three

by Arnie Katz

Welcome to electronic gaming fandom's third birthday party. I'm afraid you can't have a piece of cake because it's all electronic. And instead of blowing out those four candles—one extra to grow on—we're going to shoot 'em out with crossfire from a Sega Menacer and a Nintendo SuperScope.

Before proceeding to the month's crop of new fanzines, it seems an appropriate time to look over the hobby's ups and downs over the last 36 months—and perhaps suggest some directions for 1993.

No one can fault fans' enthusiasm or publishing zeal. There are hundreds of fanzines attempting to meet self-imposed schedules of two to 12 issues per year. Add in the fans who actively contribute to zines rather than actually publishing, and you've got hundreds of knowledgeable, articulate fans swapping information, opinions and, maybe, lies about their scores on **Street Fighter II**.

Quality is soaring. Although **Cyber-Beat** didn't produce enough issues to qualify for our "Best of the Year" vote, it served as a watershed for fandom by proving that electronic gaming fanzines could be attractive, well-organized and mature without losing their excitement and spirit of fun. The fanzines nominated for the award last issue are twice as well-done as those of little more than a year ago. That's real progress.

Fans are communicating with each other much more, which is the ultimate purpose of fandom. The formation of the National Association of Electronic Gaming Enthusiasts (NAEGE) is the culmination of months of intense networking by the leading fans. A one-year membership costs $10. Send check (made payable to Richard Karpp, NAEGE treasurer) to: P.O. Box 240523, Honolulu, HI 96824-0523.

On the negative side, a lot of fans have had trouble growing past rooting for individual systems—and damning anyone who prefers another form of electronic gaming. The youthfulness of some fans is a partial excuse, but fandom needs to develop tolerance for differing tastes.

Pseudo-professional posturing is still a problem. Fans are realizing how foolish it is to put on airs, but a few may need a little more peer pressure before they get the message.

Fandom's development will continue in the new year. Fanzines will get even better, especially if a few skilled cartoonists join the corps of excellent prose contributors. Fans will be more conscious of themselves as a special interest group, leading to more discussion of fandom's own news and personalities.

Look for further increases in fan population. The NAEGE, columns in **Electronic Games** and **Computer Game Review andCD-ROM Entertainment,** and word-of-mouth are attracting gamers to fan activity. If I've attracted *your* attention to fandom, one or more of the following fanzines may be a good place to start participation. Maybe a National Convention is closer than we thought.

Video Gaming Monthly, Vol 2. No. 8
Edited by Alex Frias
265 Cherry St., Suite 6J
New York, NY 10002
Monthly, $1.00 per issue, 24 Pgs.

My advice to the editor of this fast-improving fanzine is: "Relax and have fun." Although it takes itself too seriously and puts on airs—there must be a half-dozen subscription ads—**Video Gaming Monthly** is a genuinely informative fanzine.

News and reviews of video games, particularly 16-Bit, dominate the editorial contents. Also included are a letter column, fanzine reviews, a decent one-page comic strip, and an article about a fan-run mail order network called Fanzine: Link.

On a practical level, tighter editing would improve readability while saving space. Still, **Video Gaming Monthly** is fun to read, especially humorous bits like Jesse Ragan's send-up of Quarterman. And 24 pages for a buck is a good value.

Hyperzine #1
Edited by Matt Lotti
3251 Camelot Dr.
Bethlehem, PA 18017-1707
Bi-monthly, $1.25 per issue, 16 Pgs.

Is it just me, or are first fanzines getting *much* better? This is one of the best I've seen, and Matt seems like the kind of fan-ed (fanzine editor) who'll keep right on improving. He's collected some good contributors, like Ulrich Kempf, who provides a well-drawn cover and a provocative little piece questioning the value of CD-ROM.

Matt must be a perceptive fan, because his rating system pegs **Electronic Games** as the top pro magazine. Seriously, opinions burst from every page of this eclectic fanzine that emphasizes analysis of video and multimedia games and trends. When the writers learn not to start every article with an apology or

explanation, **Hyperzine** can become a top zine.

A particularly good idea is a page of advice for novice fanzine editors. I don't agree with all the points, but it's certain to help the people to whom it's addressed master the basics. Those who encourage this new fanzine with an order for the next issue won't be disappointed.

Sega Prime #2
Edited by Dave Belmore
4108 N. Garland St.
Alexandria, VA 22304
Frequent, $1.50 per issue, 14 Pgs.

This relatively new editor has a lot of innovative ideas about how to produce a fanzine. Some are good, such as the extensive use of artwork. Others just get in the way, like the excessively formal editorial and the pen names. A more efficient use of space would have allowed Dave to reduce the page count to 12 or even 10 pages and save a whopping 23¢ a copy on postage!

As its title implies, **Sega Prime** focuses entirely on the Genesis. Reviews of recent games, news notes, and some tips constitute the bulk of the material. Most of the reviews would benefit from a greater stress on opinion and analysis and less on the bare facts associated with each cartridge. **Sega Prime** has made encouraging progress in its first two issues. It is already a representative fanzine and could become a much better one, particularly as Dave Belmore learns to apply his artistic ability more skillfully to illustrating the text.

Atari Zone Vol. 4 No. 5
Edited by Dan Iacovelli
1411 N. 36th St.
Melrose Park, IL 60160-2726
Frequent, no price listed, 19 Pgs.

The products of Atari Corporation are the subject in a zine billed as the official publication of The Atari Video Club. This group has a membership fee of $4.25. Presumably that includes the price of issues of **The Atari Zone.**

Considering the light coverage the Lynx gets in professional magazines, **The Atari Zone** seems like a good idea. Articles like Dan's piece on building a rechargeable battery pack are especially valuable. More editing of the reviews, which include cartridges for classic Atari video games, might help some of this zine's less experienced authors overcome their obvious keyboard fear.

Gametron #1
Edited by Jason Blough
P.O. Box 336
Union, MI 49130
Variable, $3.00 per issue, 15 Pgs.

The usual first issue woes, plus an evident breakdown in the typing department, are quite noticeable in this fanzine mostly about the Nintendo SNES. Although Jason's handwriting is easy to read, his audience can only hope that the keys will clack as normal in the second issue. **Gametron**'s biggest weakness is a sparseness of content, and that is not helped by filling whole pages with a dozen handwritten lines.

A lengthy "Peeks at the Competition" section gives some information about other systems from the point of view of an enthusiastic SNES player. It would be more productive if fans realized that only the companies that make the systems are in competition; fans of all game platforms have more in common with each other than they do with non-gamers. Cheerleading for one particular brand just puts up unnecessary walls, especially when most gamers own at least two platforms.

"Top 10" is the kind of feature **Gametron** should emphasize in the future. It presents the editor's favorites with a little commentary on each one. After all, opinions are the soul of fanzines; "Top Ten" would've been better if Jason had written at greater length about each of his selections.

There's some confusion about the cost of this fanzine, abetted by the absence of the all-important colophon which summarizes such important information. The cover says $2, but an accompanying note hikes it to $3. Either way, tightening up the production, including printing on both sides of the pages, would lower the cost and increase the value.

Classic Systems & Games Monthly #9
Edited by Jeff Adkins
11 Windsor Ave.
Attica, NY 14011
Monthly, $1.75 per issue, 24 Pgs.

Clip art gives this very neat and well-organized fanzine extra visual appeal and makes the material about video game consoles from the 2600 to the NES seem even better. Jeff's heart belongs to the classic systems, and his fanzine contains reviews of interest to anyone who owns even one of those old, but still enjoyable, machines.

Reviews and checklists are the meat of **Classic Systems**, and Jeff does a good job with both. His special focus this time is **Ladybug** for ColecoVision, but there's also part four of his history of Atari, a checklist of 5200 games, and a review and strategy spotlight on **Solomon's Key** for NES.

For some reason, fanzines about older systems are almost always better-written and more enjoyable than the norm. This one is no exception.

The Video Game Revolution #11
Edited by Nathan Hauke
2915 E. Allerton Ave.
St. Francis, WI 53235
Bi-monthly, $1 per issue, 17 Pgs.

This fanzine demonstrates that a neat, simple appearance is sufficient if the writing is solid. Nathan and his pseudonymous staffers, Shadow and Jawkster, discuss everything from the Sega-Nintendo price war to definitions of relatively new technical terms. The writers tend to be either too enthusiastic or too negative in many of their judgments and game ratings, but their obvious commitment to the hobby excuses some extremism. Still, an extended "middle-of-the-road" perspective would add to the overall readability and increase the quality of the reviews.

Video gamers are the most likely to enjoy **Revolution**, though any gamer will find the reading enjoyable.

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.**

The Electronic Games Reader Poll

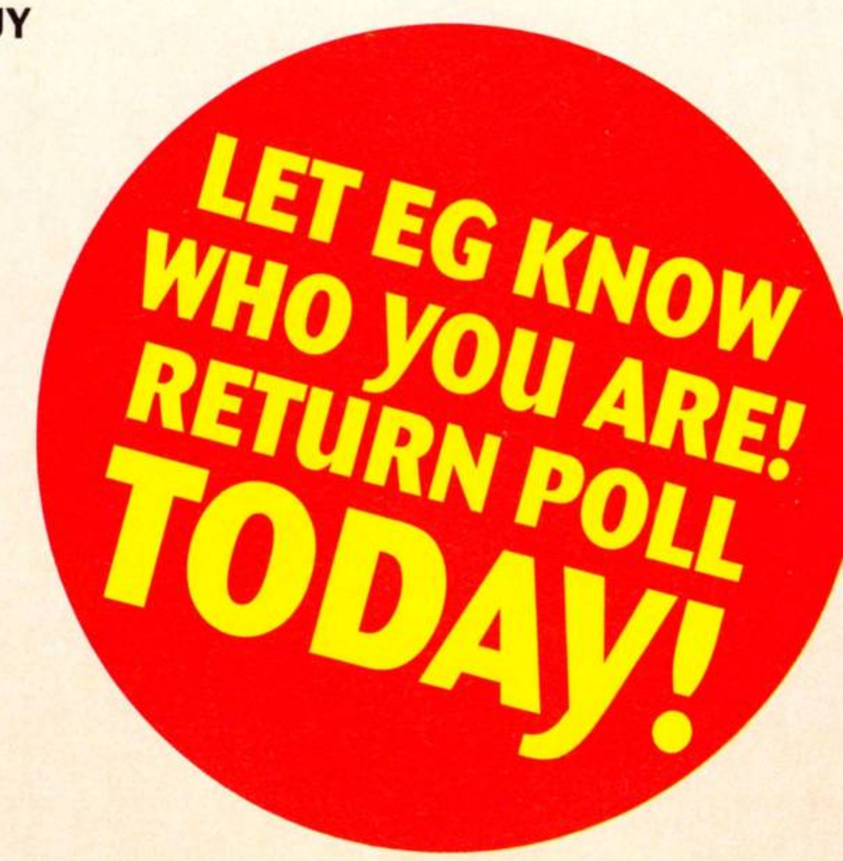
The editors of **Electronic Games** want to know about you, the reader, so that we can tailor the magazine to meet your particular needs. The monthly Reader Poll will let us know what aspects of the electronic gaming hobby are most interesting to you. We also want to know what you're playing, and to 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 _____
Other (please write in category) _____
Martial Arts _____
Mystery _____
Military _____
Flight _____

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._____

WANT TO BE A GAMING INSIDER?

Read the newsletter that designers, developers, and electronic gaming executives consult when they want sizzling scoops and analysis that does not spare feelings or play favorites.

Each monthly issue is cover-to-cover inside information probing into the how, why and when of the ever changing, ever growing video game industry and delivering it to your door faster than any newsstand magazine.

Become a Video V.I.P. and get to know what the experts know--when they know it. Join the gaming insiders and subscribe to... Megagaming.

READ WHAT THE INDUSTRY READS...

- **Jerry Wolensenko**
  Psygnosis
- **Art V. Cestaro Jr. & III**
  Odyssey Software, Inc.
- **Garry Kitchen**
  Absolute Entertainment
- **Rob Holmes**
  Acclaim Entertainment, Inc.
- **Neil Swarz**
  MicroLeague Sports
- **Bill Stealy**
  MicroProse
- **Brian Fargo**
  Interplay Productions
- **Daniel A. Sejzer**
  Villa Crespo Software
- **Dave Harding**
  Camerica Corp.
- **Phil Mikkelson**
  American Video Entertainment
- **Tom Frisina**
  Three-Sixty Pacific, Inc.
- **Al Miller**
  Accolade
- **George Matos**
  Sculptured Software
- **James Charne**
  Absolute Entertainment
- **Sid Meier**
  MicroProse
- **Seth Mendelson**
  Virgin Games

BE AN INSIDER READ... *MEGAGAMING*

SUBSCRIBE TO MEGAGAMING
THE VOICE OF ELECTRONIC GAMES

I WANT TO BE A GAMING INSIDER!

Get 12 issues of Megagaming for only $16.00! Send payment to:
Megagaming, P.O. Box 7317, Red Oak, IA 51591-0317

1 YEAR SUBSCRIPTION FOR ONLY $16.00!

Name _____
Address _____
City _____
State _____ **ZIP** _____
_____ **Payment Enclosed**
Credit Card Orders:
_____ **VISA** _____ **MC**
Card No. _____
Exp. Date _____
Signature _____

For Faster Service, Call Toll-Free:

1-800-444-3334

Make check or money order payable to Decker Publications, Inc. Canada and Mexico add $14.00. All other foreign add $44.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) Please allow 6-8 weeks for your first issue.

Coming Attractions...

In the March Edition of Electronic Games

The Players' Guide to Basketball

NCAA March Madness and the NBA playoffs are just around the corner, so it's time to catch roundball fever. EG salutes the best hoop cartridges and disks and slam dunks the duds. Whether you enjoy action or statistical simulation, play solitaire or in a league, you won't want to miss this all-star report.

CES Express: EG Picks the Hot Games

Our editors hit the Consumer Electronics Show in Las Vegas running and comb the exhibit hall, hotel suites, and secret back rooms to compile a showcase of the hottest carts and disks! You'll get the first report, complete with exclusive photos, in the March Electronic Games.

A Hundred Pounds of Clay

Will Vinton's Claymation animation technique is revolutionizing video and computer game graphics. Learn how it works — and get a preview of some incredible games now under development for 16-bit systems and home computers.

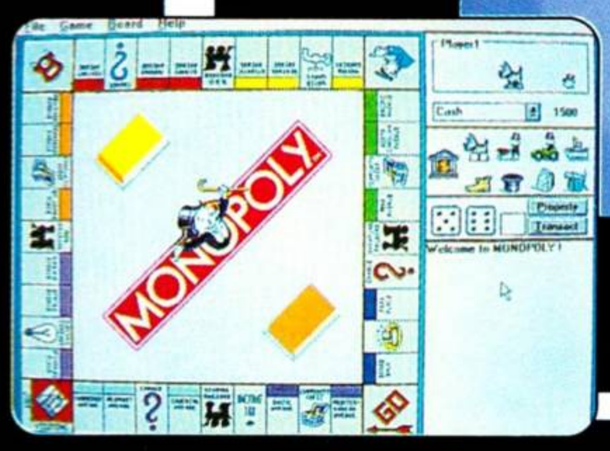
And Be Sure to Look For the Very Latest High-End Gaming, Including:

- **Video Game Gallery**
- **The Game Doctor**
- **Software Gallery**
- **Power On!**
- **CD Gallery**
- **The Kunkel Report**
- **The Jury**
- **Portable Playtime**
- **Fandom Central**
- **Insert Coin Here**
- **Lore**
- **Test Lab**
- **Feedback**
- **Playing It Smart**

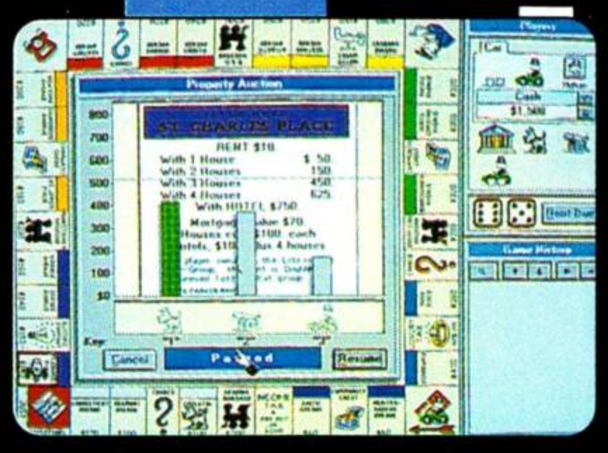
and don't forget all the latest news in **EG's** exclusive **Hotline** section!

Look For All This and Much More At Newsstands February 9, 1993!

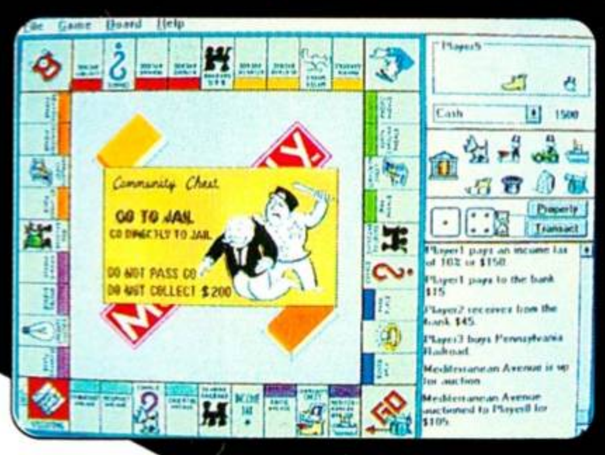
Trade Up!
The Game You Grew Up With Has Grown Up Too!



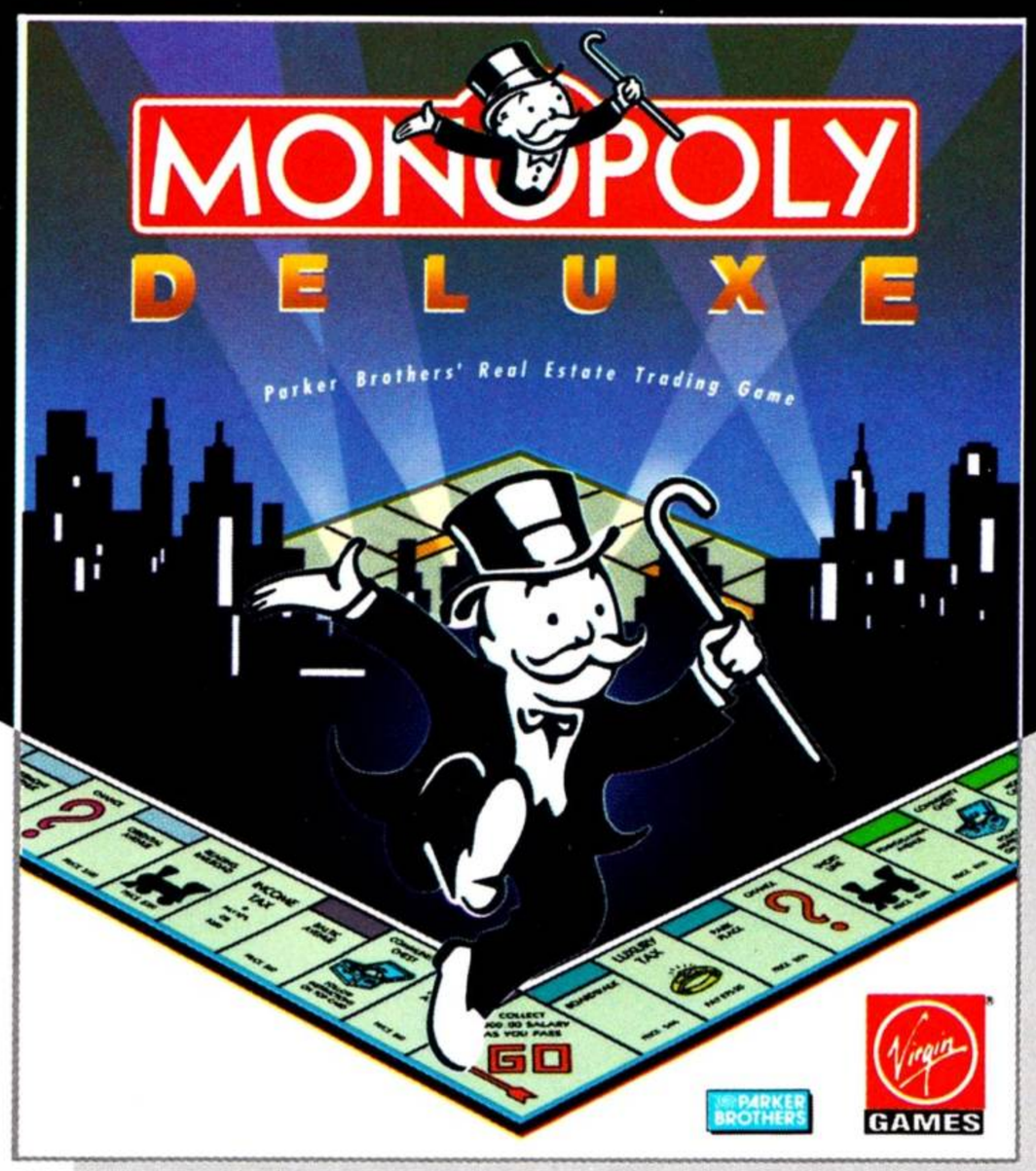
WINDOWS ™ version

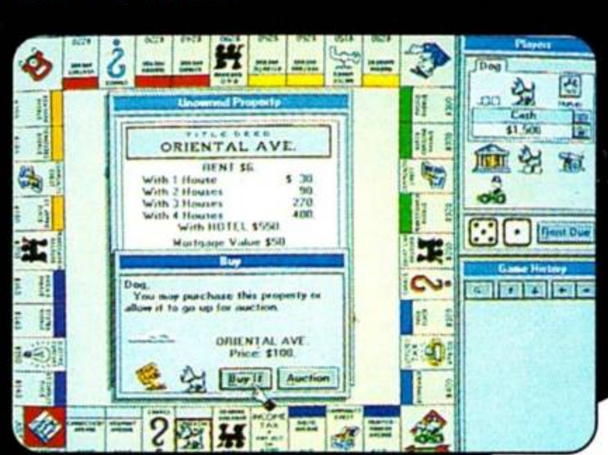


IBM PC version



WINDOWS ™ version





IBM PC version

It's more mercenary than your lawyer, shrewder than your accountant, greedier than the IRS and tougher than your granny. Get ready for the most challenging game of Monopoly® you've ever played with MONOPOLY® DELUXE.

Combining 90's technical know-how with plenty of good old-fashioned fun, the best-selling boardgame of all time is back and better than ever with completely revamped levels of difficulty and greatly enhanced graphics for your computer! You'll get more deluxe for your bucks with dazzling animation of all ten official tokens, easy-as-pie interface, a game activity log that keeps track of all previous moves and the ability to play by traditional or custom-designed rules.

Enjoy the thrill and excitement of wheeling and dealing as you amass, or reluctantly part with, great fortunes buying and selling railroads, utilities and properties of all types. This game's a must for the library of any TRUE gamer or future real estate tycoon!

PARKER BROTHERS

WINDOWS ™ version features all of the DELUXE features listed above plus the added bonus of easier-to-use point-and-click interface.

MONOPOLY® DELUXE with the ultimate easy-to-use point-and-click interface will be available this fall in PC and WINDOWS ™ versions.

For more information, pricing and orders, please call 8ØØ-VRG-INØ7. VISA, MASTERCARD, AMERICAN EXPRESS and checks accepted.

MONOPOLY® and RICH UNCLE® design are registered trademarks of Tonka Corporation.
Rich Uncle© 1936, 1992 Parker Brothers. All rights reserved. Monopoly © 1935, 1992 Parker Brothers, Inc., a division of Tonka Corporation. All rights reserved. Licensed to Virgin Games, Inc. ©1992 Virgin Games, Inc.
Virgin is a registered trademark of Virgin Enterprises, Ltd. Windows™ is a registered trademark of Microsoft Corporation.

Top Game Honors From
OMNI
COMPUTE
Computer Gaming World
Games Magazine
Game Players Magazine

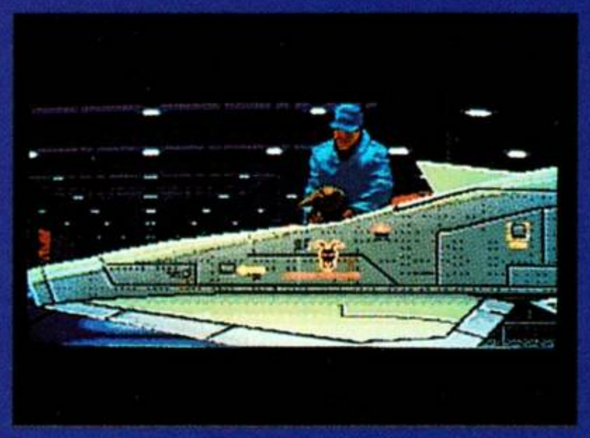
37611867
Electronics Boutique
Low Price
FOR $ 3.95 TX+

Kick Some Kilrathi Butt!

Unretouched Super Nintendo Wing Commander Screens



More than 40 separate missions that get more complex as you progress



It's like you're the star in a deep space action-adventure movie



Wingmates like "Spirit" cover your tail as you fight the tiger-like Kilrathi



Trounce the Kilrathi and be a hero-Lose and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kilrathi. It's like an action-adventure movie - *and you're the star!*

Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kilrathi butt with Wing Commander.



WING COMMANDER is a registered trademark of ORIGIN Systems, Inc.©1990 - 1992 ORIGIN Systems Inc. © 1992 MINDSCAPE Inc. All Rights Reserved. Licensed by MINDSCAPE, Inc., A Software Toolworks Company. MINDSCAPE and its logo are registered trademarks of MINDSCAPE Inc. Super Nintendo Entertainment System is a registered Trademark of NINTENDO OF AMERICA, Inc.

A SOFTWARE TOOLWORKS COMPANY
MINDSCAPE

WING COMMANDER
The 3-D Space Combat Simulator