EG TEST DRIVES THE ATARI JAGUAR!

A DECKER PUBLICATIONS PERIODICAL

VOLUME 2, ISSUE 2

ELECTRONIC GAMES

10-13-93
1010198
$ 3.95

THE MAGAZINE OF INTERACTIVE EXPERIENCES

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

0 14302 80184 5 11

3DO

SUPER SYSTEM OR SUPER HYPE?

ROCK N' ROLL RACING™

Hot games are great — but this one's a scorcher. Screamin' cars and guitars make Rock N' Roll Racing a sizzlin' success. One- or two-player action lets you go head-to-head with a most gruesome field of lead-footed crazies alone or with a friend. The futuristic fun begins with five lean, mean racing machines that will annihilate the competition — and leave a dust trail all the way to the checkered flag. And, the totally awesome rockin' soundtrack will blow *you* away. So, crank up the tunes and strap yourself in, 'cause this is the wildest ride in the universe!

Interplay™

17922 Fitch Avenue
Irvine CA 92714

Official Nintendo Seal of Quality®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

LICENSED BY Nintendo®

Interplay Productions,Inc.
17922 Fitch Ave.,
Irvine CA 92714
© 1993 Interplay Productions,Inc. and Silicon & Synapse, Inc.
All Rights reserved.
Rock N' Roll Racing is a trademark of Interplay Productions, Inc.

Silicon & Synapse, Inc.

CRITIC'S CHOICE

"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"

Electronic Gaming Monthly

"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."

Game Informer

"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."

DieHard GameFan Magazine

"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."

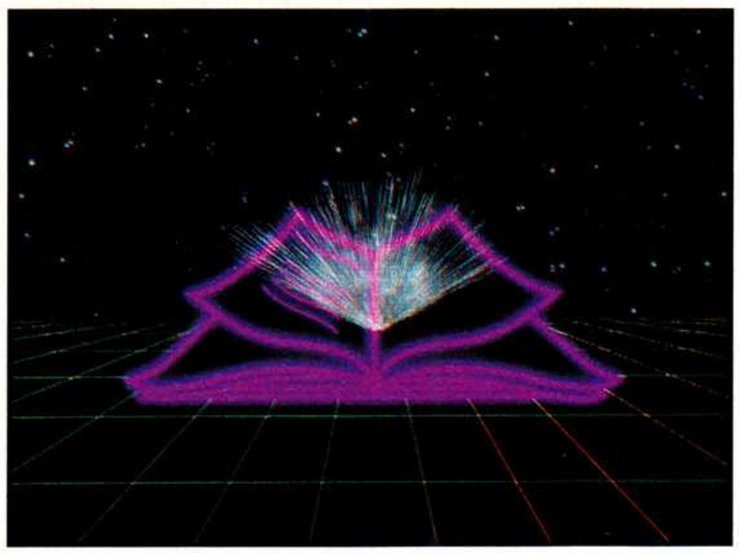
DieHard GameFan Magazine

"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."

Game Players Nintendo/Sega Magazine

"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"

Electronic Games



INSIDE EG

DEPARTMENTS

Power On!	6
Feedback	8
Hotline	10
Insert Coin Here	28
Game Doctor	32
Fandom Central	38
Video Game Gallery	90
Software Gallery	110
CD Gallery	118
Portable Playtime	120
The Kunkel Report	122
The Jury	124
Playing It Smart	125
Test Lab	126
Lore	128
Coming Soon/EG Poll	130

Scary games to chill your bones.
Page — 51

3DO–the latest on this great system.
Page — 40

EG previews the fall sports titles.
Page — 67

FEATURES

- **Nintendo Game Train**
  Our editors take a ride on the Zelda Express, and bring the story back to our home station. **24**

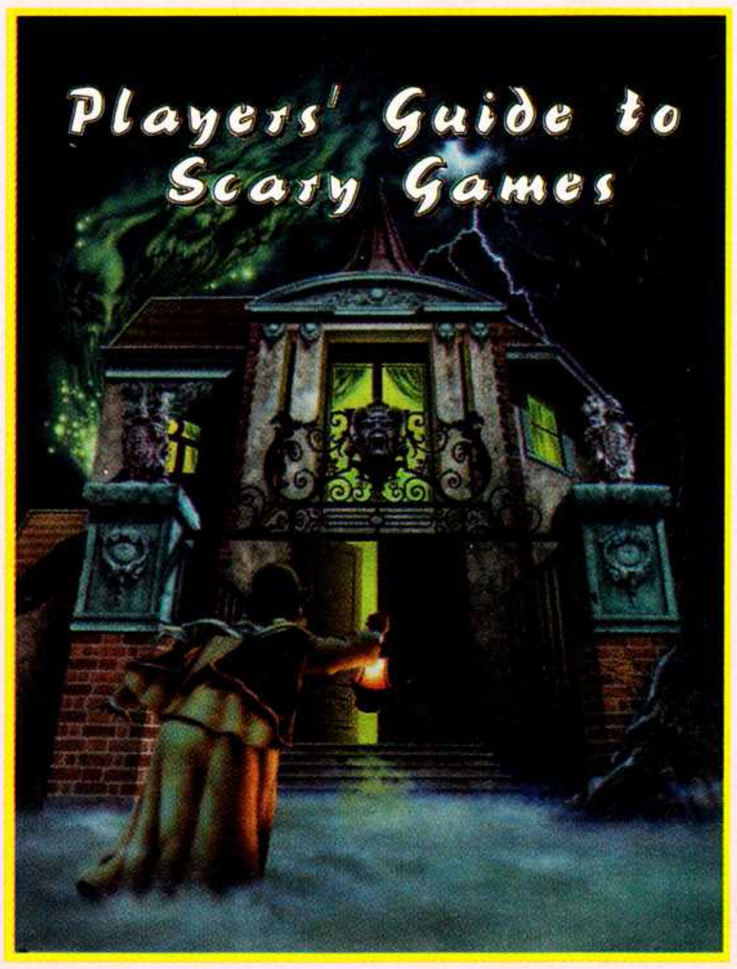
- **Inside Info on 3DO**
  This upcoming system has raised a lot of eyebrows and expectations. Will it live up to its billing or fall short of the hype? **40**

- **Letting the Jaguar Loose**
  Atari's new video entertainment system is yet another entrant in the quest for your gaming dollar. Will the Jaguar have a roar or just a whimper? **44**

- **Stallone's First Game Shoot**
  Sylvester Stallone is famous for making action-packed movies. **EG** checks out his gaming debut with Demolition Man. **48**

- **Player's Guide to Scary Games**
  EG's editors look at the best in video, PC and multimedia horror games. **51**

- **EG Sports Special**
  We scout the best and brightest stars of football, soccer and boxing simulations. **67**



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

Eric Curry — All department logos, and various photography

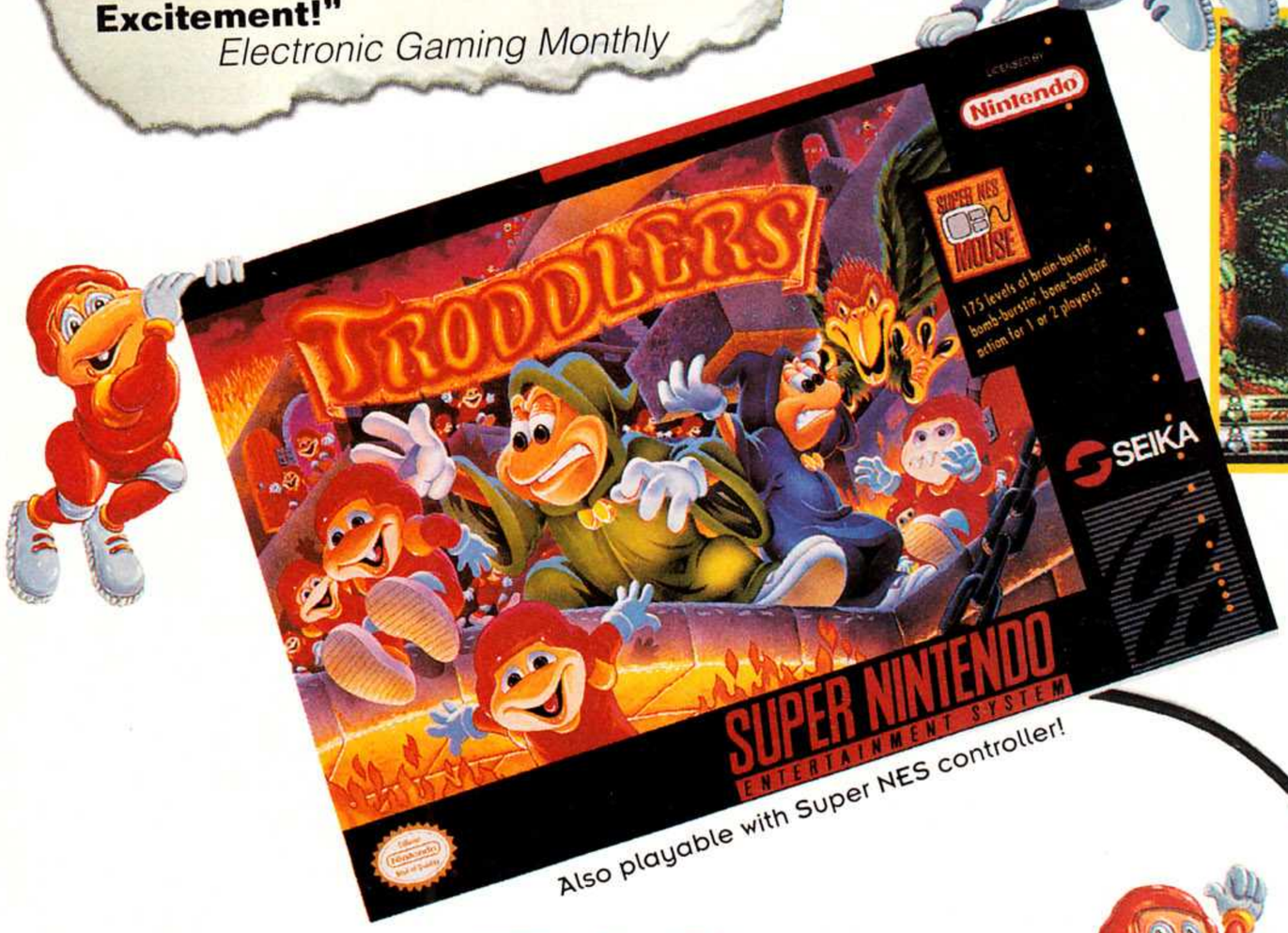
This is the space that is usually reserved for thanking all of the various artists who contribute to the issue. The problem is, we just didn't use any this issue. So if you are one of those people consumed with watching the credits for names you might recognize — FORGET IT! Maybe next month.

We would, however, like to thank all of you who wrote in and entered the "Why EG is best" contest. It makes my heart glow warmly to think that there are people out there who actually strain their eyes on a monthly basis to read what I have to write in this small, insignificant space. All I have to say to you kind and wonderful people is — get a life! But keep buying EG or they'll cancel the staff Christmas party. 'Till next month—CIAO.

OK!

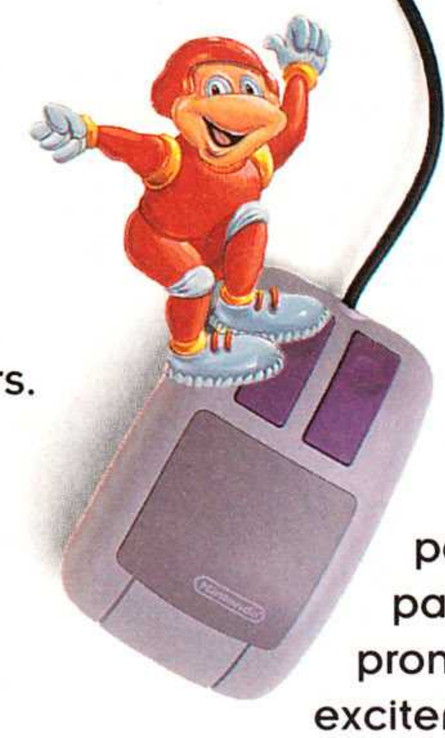
Who Left The Door Open?

"Brain Bustin', Thumb Crampin' Excitement!"
Electronic Gaming Monthly



Also playable with Super NES controller!

"The thinking man's action/ platform game" DIE HARD GAMEFAN



"Troddlers joins Lemmings at the top" *GamePlayers*

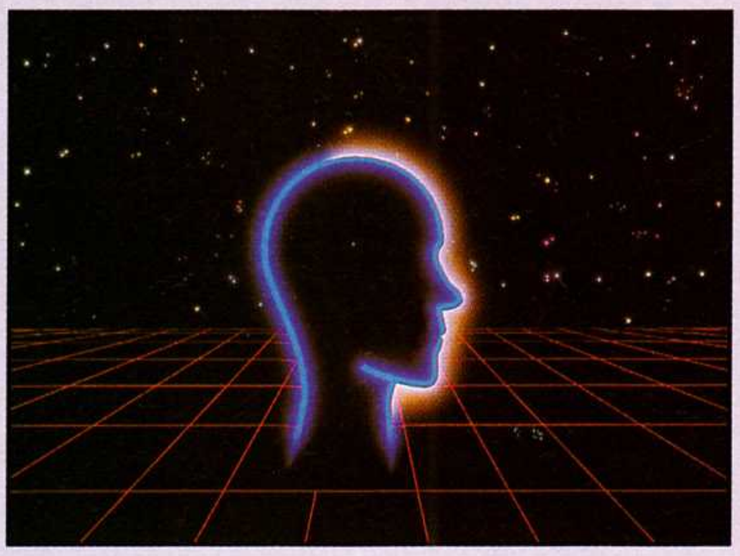
They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...

WARNING!
Instant Magical Troddlers
May Zombify If Allowed To Teleport

"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

SEIKA
Breakin' All The Rules™

NINTENDO,® SUPER NINTENDO ENTERTAINMENT SYSTEM,® and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. ©1993 Seika Corp, USA



POWER ON!

EG: Year 2

The extra heft of this issue of **Electronic Games** won't exactly strain your wrist, but it *is* one-third larger than last month. It's a great way to start our second year, because it shows that we're providing readers with the in-depth, insightful coverage they want—but don't find anywhere else.

If you glance at the masthead, you'll see that the Powers That Be have added an extra title, Assistant Publisher, to my portfolio. It doesn't pay more, but on the other hand, I get to work harder. It's Decker Publications' way of saying, "Good job! And did you know that Assistant Publishers do even more than Editors?"

I accept the challenge. I can't think of a more exciting time to be editing a magazine like this one. I'm looking forward to leading **EG** into the Golden Age of Electronic Gaming that is unfolding with ever-increasing speed.

Electronic gaming is changing every day. The popularity of platforms rises and falls like penny stocks, and interactive electronic entertainment is expanding in unpredictable, surprising ways. In the next few issues, we'll be unveiling a few changes designed to keep **EG** in step with gaming in the 1990s.

Don't worry, we aren't changing our concept or our commitment. **EG** is the only magazine that treats electronic gaming like the multi-faceted hobby it is, and that is not going to change.

I want to say a few words to our readers whose primary interest is video games. Several of my recent editorials have focused on older readers and other aspects of gaming.

Don't worry, video games still top this magazine's priority list. True, we've giving space to multimedia, virtuality, and other forms of interactive electronic entertainment, but the cartridge coverage won't suffer. In fact, there's more video gaming than ever in this **EG**! Those bigger issues I mentioned make it possible for us to expand our coverage of computer, coin-op, and multimedia games while adding video game pages, too. And don't forget, there's so much crossover of software among the various platforms that today's computer game may be tomorrow's cartridge hit.

Thank you all for participating in the September reader poll. The adjustments we're making come directly from those ballots. (That's in addition, of course, to the tabulations of questions about favorite games, which are the basis for our monthly "Top Games" standings in "Hotline.")

I hope you'll make filling out the poll questionnaire a habit. It doesn't take very long, and they're eagerly studied here at the **EG** office.

The reader poll is one of the best forms of feedback, and it sure makes me look smart when I trot out all those fascinating statistics at the meetings. Are you interested in finding out more about our poll results? If I receive enough requests, I'll devote a future editorial to profile the **EG** reader.

School is back in session, the weather has turned crisper, and soon everyone will be eating turkey and watching the parades on TV. On behalf of everyone here at **Electronic Games**, I want to give thanks for the many good things which have happened in the last year, and for your loyal support. Let us hope that our third anniversary issue can look back on a year in which all the violence, all the fighting, and all the evil is confined to pixels scooting across the gaming screen.

And finally, the **EG** mob wishes you all a bountiful and satisfying Thanksgiving.

— Arnie Katz

ELECTRONIC GAMES

NOVEMBER, 1993

VOLUME 2, NUMBER 2

A DECKER PUBLICATIONS, INC. PERIODICAL

PUBLISHER
Steve Harris
ASSISTANT PUBLISHER/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, Tim Ostermiller
CONTRIBUTING EDITORS
Jay Carter, Steve Honeywell, Al Giovetti, Mike Stokes, Laurie Yates
ART DIRECTOR
Juli McMeekin
PRODUCTION
Colleen Bastien, Production Manager
Dean Hager, Production Assistant
Jennifer Whitesides, Managing Copy Editor
Jo-El M. Damen, Gayle Schneider, Copy Editors
John Stockhausen, Ad Coordinator
CUSTOMER SERVICE
(515) 280-3861

ADVERTISING
Eisenberg Communications Group
(310) 824-5297
Jeffrey Eisenberg, National Advertising Director
Heh-Kyu Lee, Account Executive
Suzanne Farrell, Ad Coordination Manager

DECKER PUBLICATIONS, INC.
Steve Harris, President
Mike Riley, Vice President of Operations
Mark Mann, Financial Director
Cindy Polus, Financial Manager
Dave Marshall, Circulation Manager
Cindy Kerr, DIrector of Promotions
Harvey Wasserman, Newsstand Director
Peter Walsh, Newsstand Manager
John Stanford, Manufacturing Director
Debbie Maenner, Manufacturing Manager
Ken Williams, Systems Coordinator
DISTRIBUTED BY:
WARNER PUBLISHING SERVICES, INC.

BPA Consumer Publication Membership Applied for January 1993
Electronic Games (ISSN #1063-8326) is published monthly by Decker Publications, Inc. 1920 Highland Ave., Suite 222, Lombard, IL 60148. Application to mail at second class postage rates pending at Lombard, IL and additional mailing offices. 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.

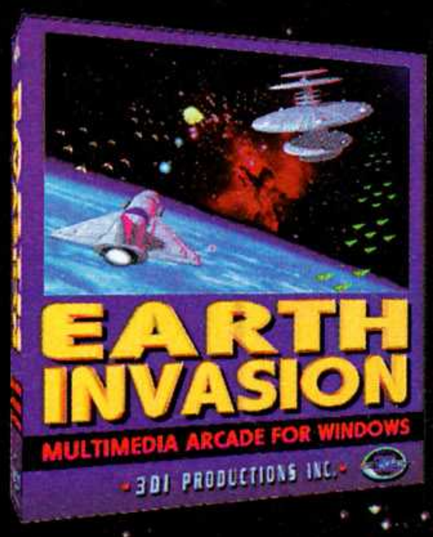
Printed in the USA.

FOR WINDOWS !

Limited-time offer
$39.95
Incredible Value!

HIGH SPEED 3D ARCADE ACTION FOR WINDOWS !

EARTH INVASION

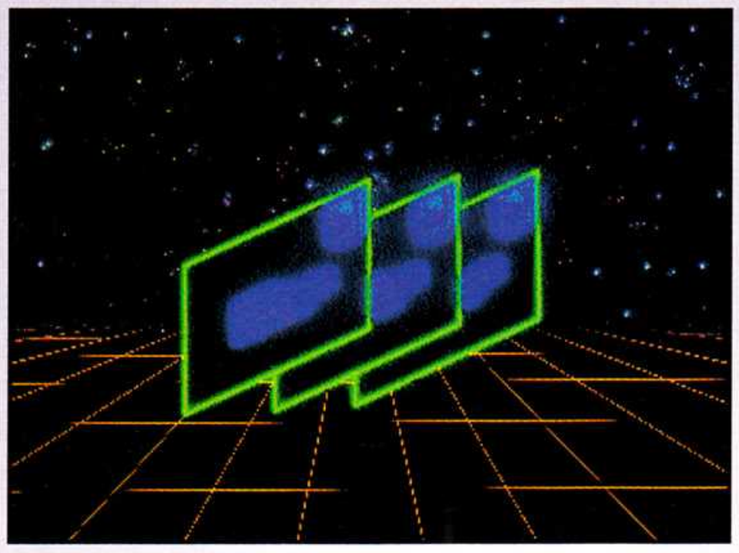


THREE COMPLETE GAMES IN ONE !

- INCREDIBLE PHOTOREALISTIC 3D GRAPHICS
- STEREO SOUND EFFECTS AND MIDI MUSIC
- OVER 30 LEVELS OF PLAY AND 5 DEGREES OF DIFFICULTY

NOW AVAILABLE AT SOFTWARE RESELLERS THROUGHOUT AMERICA
OR CALL 800-545-7677 or 310-793-0600 TO ORDER

• 3DI PRODUCTIONS INC. •



FEEDBACK

Letters From Our Readers

Vocal Minority?

I am 35 years old and female. Your editorial in issue 12 could have been written to me personally. I have long felt that the target group for most game producers is pre-teen and teenage boys. Note the proliferation of "street fighting" games and the fact that, almost without exception, the main character in almost every game is male.

I will admit that there may be some sour grapes on my part, because I play RPGs and fantasy adventures exclusively, and not nearly enough of these are released [as video games]. Sometimes even finding *reviews* of this type of game is a trial (hint, hint!). I am a great believer in reading every review possible before making a purchase.

I had been considering switching to computer games, because the software seems to be more to my taste than what is available on my present systems, but I think (after reading some of the articles in **EG**) that I will wait to see what develops for the multimedia systems. In the interim, I will continue to hope for SNES adventures that push the envelope of 16-Bit technology.

Jen Miller
Montgomery, PA

The range of fantasy and other RPGs is indeed much wider in the computer software area, and if you're anticipating looking into the multimedia area for your favorite genre, the computer-based CD-ROM systems may also be where you'll find most of them. The occasional, if still rare, games that offer the POV of a female protagonist occur there as well— ***Alone in the Dark*** *comes to mind. But keep reading those reviews, and write again! EG's female editors are especially happy to hear from other lady players.*

Oops. Twice.

I am a new subscriber, and I was surprised to find two fairly major errors in the August issue. You reviewed **Jurassic Park** for the Super NES [but illustrated it with] the radically different Genesis version, [and] stating the action is presented in first-person perspective, not as a side scroller [as illustrated].

You then went on to say that **Jurassic Park** is the first game to use Dolby Surround Sound capability; it is not. **Super Turrican** receives this honor, and should get the credit. Anyway, thanks for keeping me on my toes.

Jason Lillebuen
Wetaskiwin, Alberta, Canada

Good catches, Jason—We even noted that Seika's ***Super Turrican*** *was among the first to use Dolby in our review of it last April. Who's keeping who on whose toes?*

Untimely Ads

When I page through your magazine and look at the video game ads, I expect them to be fairly current. Some companies do state that "some games may or may not be available by the manufacturer at time of printing," but a lot of companies don't tell us that. They make us think that they have the game in stock even though they don't, because the game has not been finished yet. I know that these companies have to send their ads to you well in advance to get them in the magazine, but their ads for games can still be off by months. I think companies should not be allowed to list a game in their ads when the game is not even finished.

Edward S. Mix
Great Bend, NY

Don't you believe in promotional advertising, Edward? Teaser ads appear months ahead for nearly every new product under the sun, and certainly video games are not alone. Advertisers want their names before the public, and they want the public to look for their products. And to keep everyone happy, they want to make sure their games are put together right, so sometimes there are delays even beyond their anticipated release dates. Rest assured, the combination can be frustrating for them as well as for the anxious game buyer.

Beavis, Butt-Head and the Big N

Please, is there anyone out there who watches MTV's *Beavis and Butt-Head*, the fresh face duo that keeps the FCC censorship board constantly on their toes? I don't know how many times this has happened, but get this: [One evening], as *Beavis and Butt-Head* goes to commercial, a voice says, "...brought to you in part by Nintendo, makers of the Super NES..." What in the world?

I'm still in shock! Nintendo, the people who pride themselves on helping society rid the world of violence, sexual content, profanity... is now sponsoring a TV show that, in that one episode, broke every rule in Nintendo's "high standards" code book except one (B&B are too stupid to make overt political statements). Isn't it a bit ironic?

Paul Andrews
W. Townsend, MA

It's our theory that Beavis and Butt-Head represent every kid in every neighborhood that other children's parents forbid them to play with. All too frequently, the explanations fail to satisfy the curiosity of those children, and MTV provides that service.

Sadly, all too many kids who do watch the series don't really pick up on that substantiation of their parent's edicts. No doubt Nintendo did, however, and thus their support and sponsorship.

Or maybe their upper echelons and those responsible for placing TV advertising have no idea of the show's content and simply meant to get their time on a show they know kids watch. Could be.

Thanks for writing. Remember, we don't run game tips, we cannot respond directly to your inquiries, and, please, don't enclose game reviews for The Jury *or Reader's Poll responses with letters to* Feedback. *They can be delayed. Please keep your letters and comments coming to:*

Feedback, c/o Electronic Games
330 S. Decatur, Suite 152
Las Vegas, NV 89107

Over one hundred play areas to test your reflexes and intelligence.

GEAR WORKS!

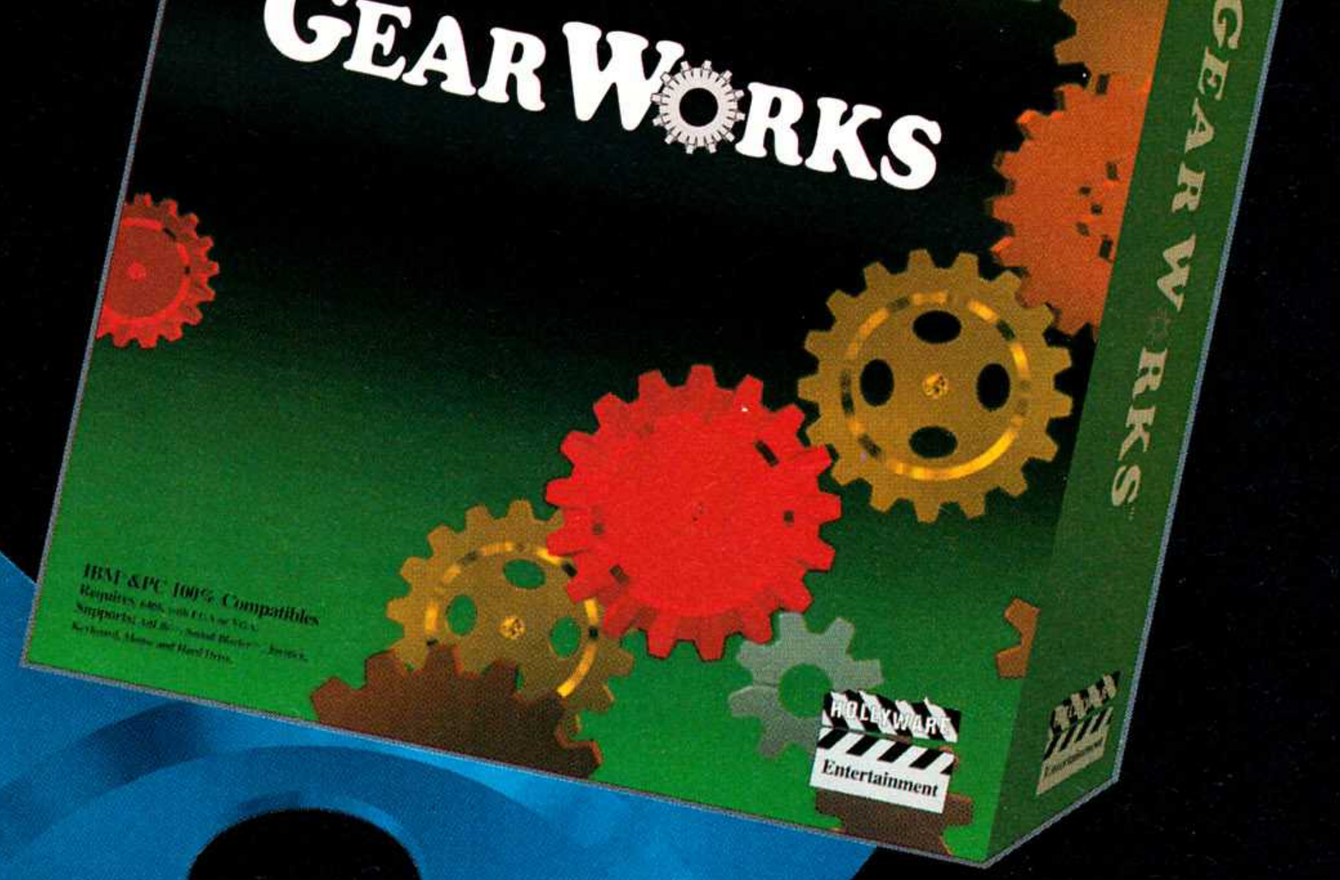
This puzzle game will keep your gears spinning!

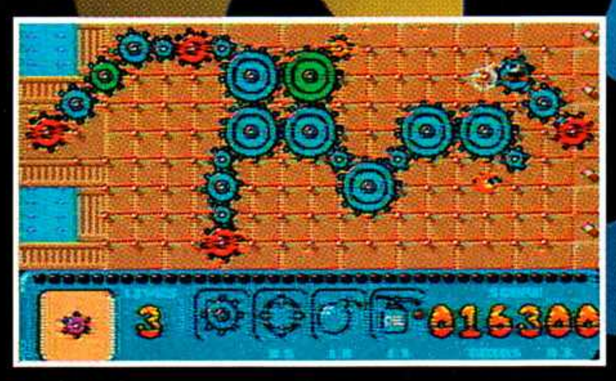
Gear Works is the most unique puzzle game to hit the market in years. In Gear Works you will connect gears of various sizes and colors together in order to transform Twelve Wonders of the Ancient and Modern world into time pieces, while racing against time and friction. Watch out for the Pottins, two gremlin like creatures, that will torment you by rusting the gears and breaking off the mounting pegs.

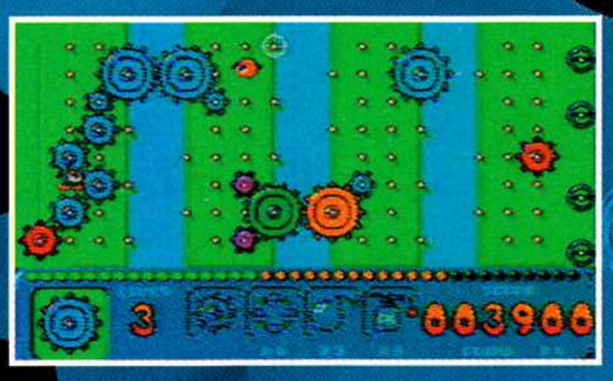
Game features: Various gear types, over one hundred puzzles to solve, bombs to blow up incorrectly placed gears and a gun to shoot those pesky Pottins off the play area.

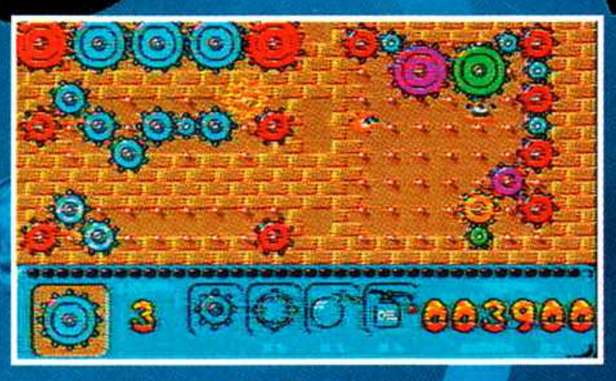
Available in IBM PC and Amiga computers.

Check your local retail stores for Jonny Quest®- *Curse of the Mayan Warriors* and other HOLLYWARE Games.





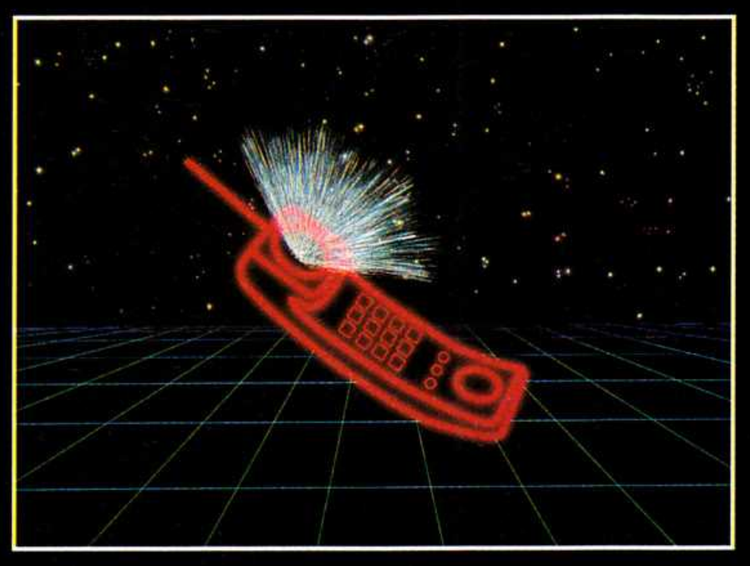




HOLLYWARE Entertainment

HOLLYWARE ENTERTAINMENT P.O. Box 9148 Marina Del Rey, Ca. 90295 (310) 822-9200

See your Local Software Retailer or call HOLLYWARE Entertainment. Copyright © 1993 HOLLYWARE Entertainment, Trademark TM 1993 Sony Electronic Publishing.

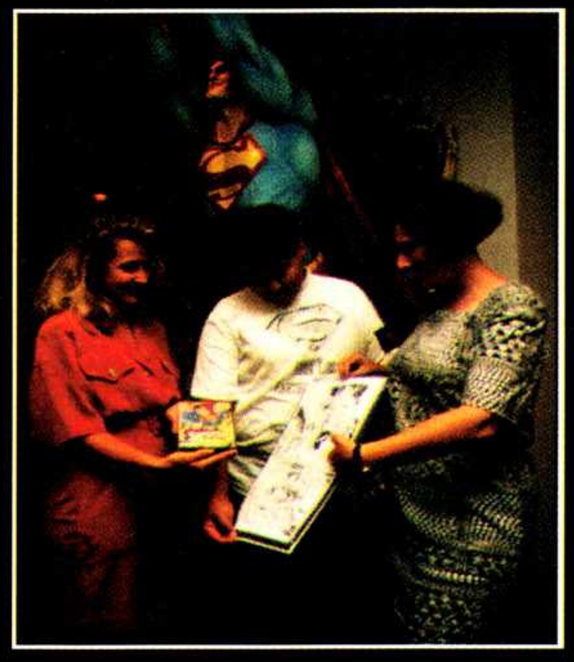


EG HOTLINE

Compiled by Joyce Worley & Ross Chamberlain

Superman to Die In 1994 Cartridge

Next March Sunsoft will put Superman's life in the hands of SNES players when it releases **The Death of Superman**. The game will have 10 levels, each with an animated cartoon introduction. The first two recount the battle of Superman and Doomsday, and subsequent scenarios pit the four claimants against each other—Superboy, Steel and The Eradicator versus the evil Cyborg. In the final chapters, the new, *real* Superman takes over against Cyborg.



l-r: DC Comics' Martha Thomases, John Johnson, and Sunsoft's Karen Shadley.

This summer Sunsoft flew 13-year-old John Johnson, the winner of its **Superman** sweepstakes, to New York where he met Mike Carlin, DC Comics' *Superman* editor, who gave him Superman memorabilia. The real prize: Johnson's likeness appeared in *Man of Steel* #27 as a witness to the newly returned superhero.

Nintendo, Silicon Graphics Team Up

Nintendo is teaming with Silicon Graphics, widely recognized as the world leader in visual computing technologies, to develop a three-dimensional, 64-Bit Nintendo machine for home and arcade use. Dubbed

"Project Reality," it will feature Reality Immersion Technology, a new system that Nintendo promises will "enable players to step inside real-time, three-dimensional worlds."

The product will roll-out into arcades in 1994, then should be available for home use in late 1995. The price is expected to be under $250.

Although details of the proposed machine are sketchy, it will be based on the MIPS/Multimedia Engine, a chip-set consisting of a 64-Bit MIPS RISC microprocessor, graphics chip, and Application Specific Integrated Circuits. According to project spokesmen, the machine will have greater than 100 MHz Microprocessor clock speed, real-time 3-D graphics, 24-Bit color, high resolution video, and CD Quality audio. It will generate more than 100,000 polygons per second, and more than 100 MIPS (Millions of Instructions Per Second) and over 100 MFLOPS (Millions of Floating Point Operations Per Second). It will also use anti-aliased 3-D texture mapping in real-time.

Broderbund, Random House in Joint Venture

Random House and Broderbund will cooperate in a joint venture to produce children's story books on multimedia. The line of products will be called Living Books.

The first products under the new imprint will be Broderbund's **Just Grandma And Me**, and **Arthur's Teacher Trouble**, which were originally released as Broderbund Living Books, and the already announced **The New Kid On The Block** and **The Tortoise And The Hare.**

Steven Seagal Shot For Video Game

TecMagik made history by hiring actor Steven Seagal to play himself in **Steven Seagal, The Video Game**. It's being created with digital video technology for SNES and Genesis play, and TecMagik promises "the most realistic graphics and character motions available today" in any video game.

The story also makes use of elaborately costumed dancers and actors in the enemy roles.

Kasparov Coaches Pawn Pushers

Kasparov's Gambit (Electronic Arts/MS-DOS) promises chessists improvement in their games, along with top-level competition and options to customize every aspect of the game. Running commentary, instructions, hints and tutorials accompany each move, and the program also lets the player hone skills on opening, middle or end game setups, or

with the 500-volume library of famous games. Garry Kasparov appears on screen to provide move-by-move evaluation and coaching.

The game even tips its cap to role-playing traditions, by customizing the computer opponent according to aggressiveness, creativity, attentiveness, orthodoxy and strength.

The game is being created with help from a Grand Master chessist, and EA promises an intensely user-friendly interface coupled with Socrates II, said to be the strongest chess algorithm of any PC chess program.

The World's First Photorealistic Interactive CD Sci-Fi Adventure

THE JOURNEYMAN PROJECT

6 June 2318, 0651Z.

Attention Temporal Protectorate:

A rip has been detected in the fabric of time. Only moments remain until all that mankind has accomplished is laid waste. Your objective-journey through time...from prehistoric lands to the distant future, to prevent any compromise in the established continuum. But before the game is over, you must discover who...or what...is the source of this mayhem, and bring it to a halt.

- **Photorealistic 3D modeled worlds to explore**
- **Integrated arcade action and puzzles to challenge any player**
- **Intuitive interface featuring easy-to-use inventory and movement controls**
- **Original soundtrack**
- **Over 30 minutes of full motion video**
- **No set order in which the goals must be accomplished**
- **More than one solution to each problem you encounter**
- ***Also available on Macintosh CD***

Winner!

INVISION 1993 Multimedia Awards

Award of Excellence

plus

•Gold-Best Animation/Graphics

•Bronze -Best Production Design

•Bronze -Adult Games

"...the world of interactive gaming is never going to be the same."

Mark Rhodes, Multimedia Editor, **Micropublishing News**

Travel through time

Intense arcade action

Multi-level challenges

Take a ride through time on the CD Adventure that will alter history.

Available at retailers throughout the continuum or by contacting:
Quadra Interactive, Inc., P.O. Box 188033, Carlsbad, CA 92009-9793

©Copyright 1992, 1993 Presto Studios, Inc.; MPC version by Quadra Interactive, Inc.

PRESTO STUDIOS

QUADRA INTERACTIVE

AAAHHGH!

© Sears, Roebuck and Co. 1993

© BASEMAN

THE HOTTEST TITLES. STATE-OF-THE-ART TECHNOLOGY. GAME GAMESAMPLING. CAN YOU HANDLE IT?

SM

Mariothon Raises Flood Relief Funds

Nintendo launched **Super Mario All-Stars** with a 24-hour video game marathon, dubbed the **Mariothon**, to raise money for the American Red Cross Disaster Relief Fund for Midwest flood victims. **EG**'s Russ Ceccola visited the location of the lead fundraisers, Cherry Hill Mall in Cherry Hill, NJ, to witness the enthusiastic volunteers from local charities.

The Red Cross used Mario's popularity to help raise funds.

Volunteer participants camped out for 24 hours from noon on August 24th in four malls around the country. Interested players made donations of any amount during regular mall hours to play the Super NES title for a few minutes.

Nintendo donated $2,000 to the volunteers' charities in each city and added $10,000 to the total of funds raised. A sum of $2,123.11 was raised by the groups in the four malls. Here is the breakdown: Cherry Hill, NJ—$750.00; Minneapolis, MN—$649.00; Orlando, FL— $532.50, and Boston, MA—$191.61.

King World Buys Into Crystal Dynamics

King World Productions, a major distributor of first-run television programming, purchased a 10 percent equity stake in Crystal Dynamics. Michael King, King World's president and chief executive officer, said, "Our investment in Crystal Dynamics provides King World with our first opportunity to get in on the ground floor of the interactive media business."

"This is the second investment in Crystal Dynamics by a major entertainment company," said Strauss Zelnick, Crystal Dynamics' president and chief executive officer, referring to Home Box Office's earlier acquisition of a similar stake (*Hotline*, **EG**, Oct. 93).

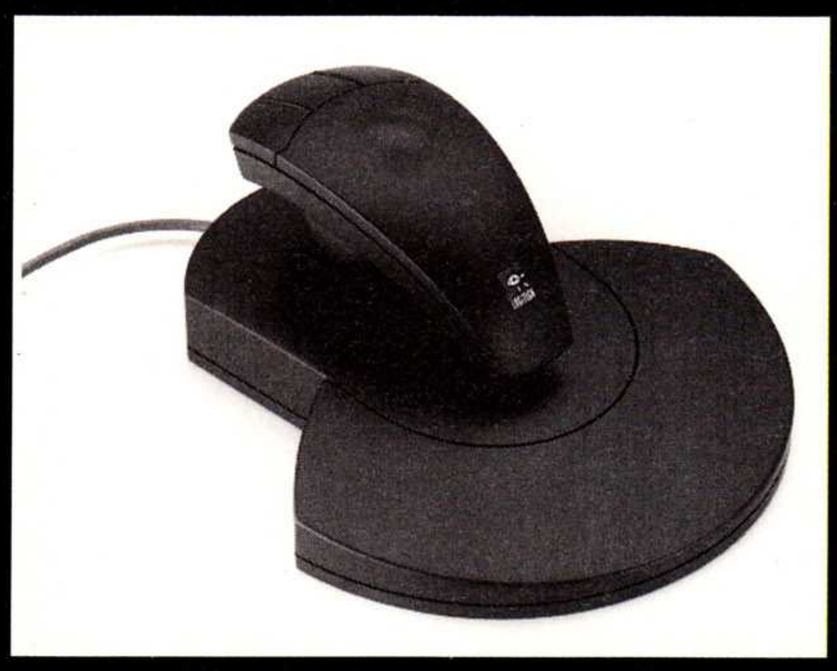
Grandmaster Chess CD Includes T-2 Chess

The candidates for chess championship continue to mount. The CD version of Capstone's **Grandmaster Chess Deluxe** blows away the competition as far as the number of boards, styles of pieces and backgrounds are concerned, according to its developers at IntraCorp. They say that the possible combinations total over 22,000.

Among them is the **T-2 Chess** set, already available separately in the PC version, while the PC edition of **Grandmaster Chess Deluxe** has eight different boards and seven piece sets. The chess engine itself has also been somewhat further enhanced for the new edition.

Games Hit Back With CyberMan Controller

Bump into a wall or get hit by an opponent, and you'll feel it.



Logitech's CyberMan 3-D Controller for PC games includes a motor that provides tactile feedback for various gaming events in addition to visual and sound effects. The unit combines features of mouse and joystick to supply six degrees of on-screen motion: X, Y and Z axes plus pitch, yaw and roll.

These effects must be incorporated into games by developers, so will not be activated in current games, but a number of leading software makers have endorsed the special interface, including Access, Bethesda, EA, Interplay, Sierra, New Worlds, Virgin, Cyberdreams, and others.

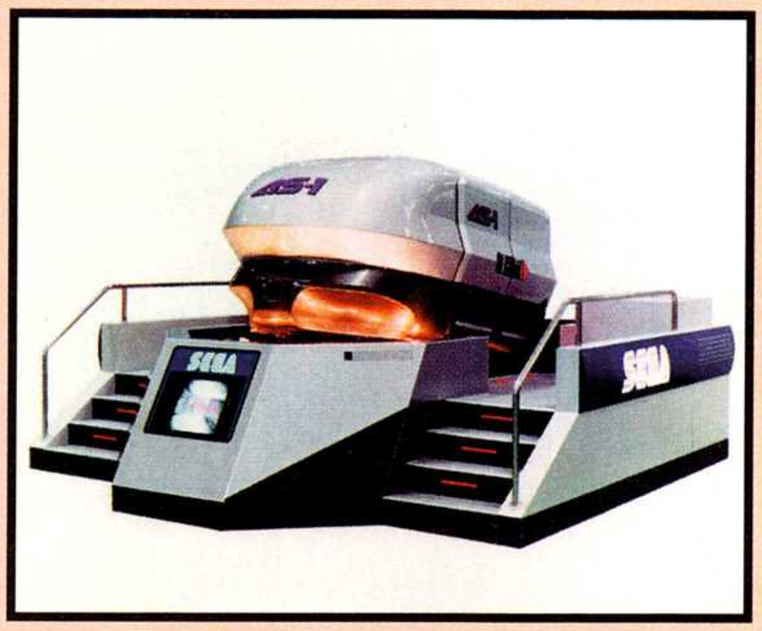
Meanwhile the CyberMan unit is compatible with any current games that use mouse control.

Sega Opens Vegas VirtuaLand

Sega and Circus Circus formed a three-level partnership for entertainments in Las Vegas. As part of the alliance, Sega will open an entertainment center in the new pyramid-styled Luxor Las Vegas hotel.

Sega VirtuaLand is a 20,000 square foot high-tech entertainment complex, which will feature the **AS1**, an eight-person interactive Motion Theater simulator with Michael Jackson as host; and **Virtua Formula**, a racing game that lets eight racers compete in individual motion-based cars. Sega VirtuaLand will also feature the **R360**, an aerial dog fight simulator with a gyro-moving spherical cockpit system, as well as other well-known Sega simulator games.

Sega will also develop and manage a new canyon arcade inside the Grand Slam Canyon adventure-dome behind Circus Circus, and will take over the management of Circus Circus' Midway, updating it with new 3-D products.



Hot Circuits Light Up NYC

The ten-city tour of **Hot Circuits, A Video Arcade** ended with the exhibit's return to the American Museum of the Moving Image, located in Astoria, Queens, NYC. It will remain on display through May 1, 1994.

The hands-on exhibition features classics from the 22 year history of electronic gaming (such as **Asteroids**, **Centipede**, **Pong**, and many more) as well as displays of cutting edge equipment including **Panasonic 3DO** and Sega's **Activator** (the virtual reality device). The museum will add Sierra's **Imagination Network** in December, and **The Sega Channel** (cable TV channel) in Spring of 1994.

The American Museum of the Moving Image features material from motion pictures, television and video.

"FIGHTING GAME OF THE CENTURY"
SEGA VISIONS, AUGUST/SEPTEMBER '93

"SUPERIOR PLAY CONTROL AND GRAPHICS"
NINTENDO POWER, JULY '93

"AWESOME FIGHTING ACTION!"
GAME PRO, SEPTEMBER '93

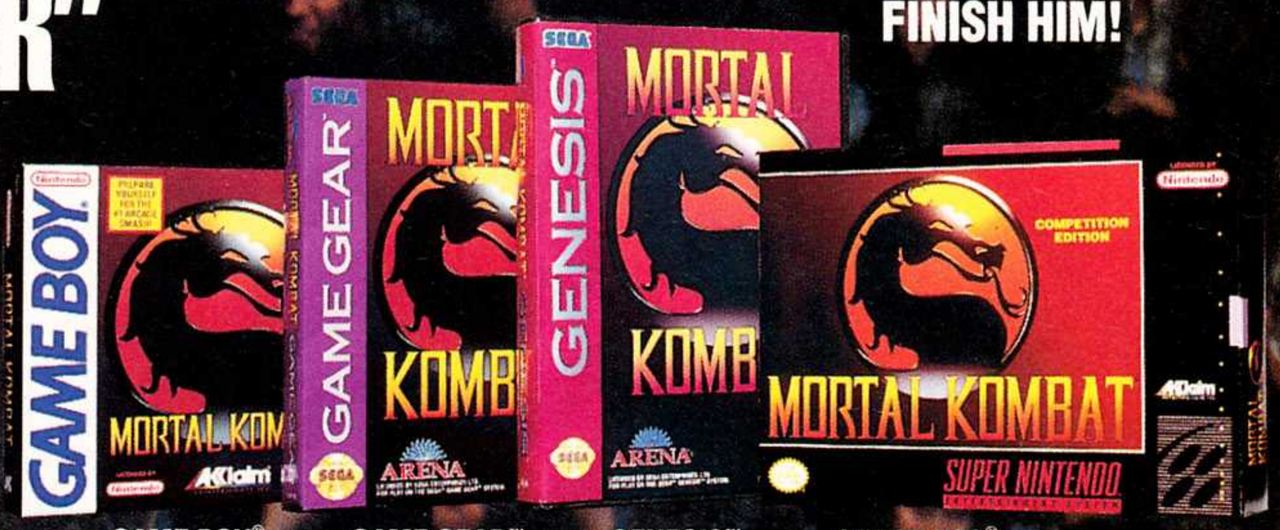
"MORTAL KOMBAT... EARMARKED TO WHIP STREETFIGHTER II INTO THE PIT WHERE HAS-BEENS FESTER"
GB ACTION, AUGUST '93

JOHNNY CAGE'S SHADOW KICK!

GORO LIVES!

LIU KANG'S FIREBALL!

FINISH HIM!



GAME BOY® GAME GEAR™ GENESIS™ SUPER NES®

Acclaim® entertainment, inc.

MIDWAY®

Mortal Kombat® ©1992 Licensed from Midway® Manufacturing Company. All rights reserved. ©1993 Acclaim Entertainment Inc. Nintendo, Super Nintendo Entertainment System®, Game Boy® and the official seal are registered trademarks of Nintendo of America, Inc. ©1993 Nintendo of America Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. Street Fighter II is a registered trademark of Capcom USA, Inc. Screen shots shown are from Super NES® format.

VR Visor for Video Games

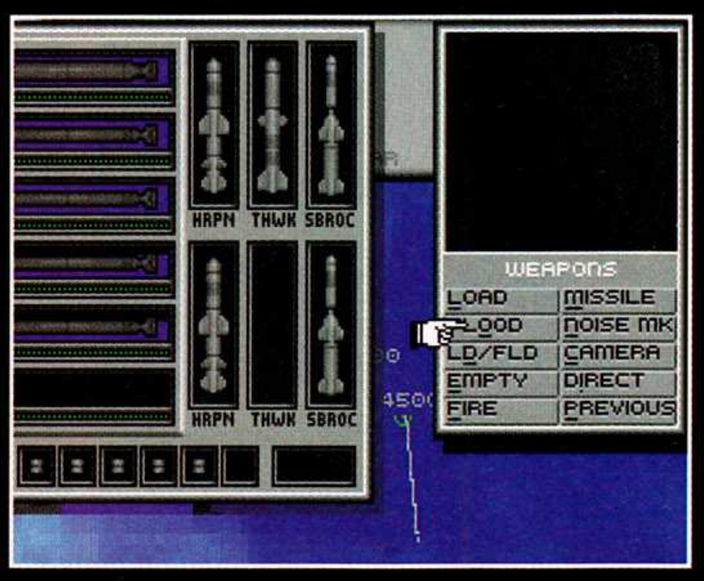
VictorMaxx Amusements is offering a virtual reality visor unit at $299.99, called the Stuntmaster, that attaches to either the Genesis or SNES. The point of view changes with head movements, and head-

The Stuntmaster visor lets players use their heads to win.

phones provide full stereo sound. The company also has a $369 unit, the CyberMaxx, that hooks to Genesis, SNES or MS-DOS computers.

Sea Wolf Bares Fangs

Electronic Arts' **Sea Wolf**, designed by John (**688**) Ratcliff



will let compu-warriors go to war via modem, in either head-to-head or cooperative play. It's a futuristic (WWIII) submarine simulation with 360-degree turns, and an auto-pilot that helps with the work. The sea depth varies, there's a selection of torpedoes and missiles, and lots of hot keys. Sonar sound effects are consistent from ship to ship, so a good listener can identify types of ships, and distinguish them from the whale and dolphin cries. Graphics are super realistic, even to the rolling of the waves.

The product will hit retailers' shelves before Christmas, for 386 MS-DOS submariners.

Racing Game Packed With 3DO Player

Crystal Dynamics' **Crash 'N Burn** is bundled with Panasonic's REAL 3DO Interactive Multiplayer during the 3DO unit's fall introduction. The video game, specifically designed for the 32-Bit system, evokes a futuristic racing competition through a hostile 3-D environment in armed vehicles, and comes complete with FMV, object scaling and rotating with texture-mapped graphics and stereo sound.

Nintendo Games Take Wing

Flyers will soon play Nintendo in the sky. Nintendo of America made its first overt step into interactive multimedia with the installation of its Gateway System platform on a Northwest Airlines 747 jetliner. The Nintendo Gateway System uses a special version of the SNES and LCD TV monitors at every seat to provide video games, movies, CD audio, telephone, shopping and other services to travelers on airplanes. It will also be available in hotels and on cruise ships.

Consumers choose from 10 different SNES games and four to six movie selections or audio CD tracks. Informational services may include baggage, transportation and weather data at destination locations for airline passengers, or shopping and recreational opportunities for hotel guests.

EG Readers' Popularity Poll

These games were voted the favorites in **EG**'s monthly poll (see last page in this issue). Duplicate numbers represent ties.

Favorite Video Games
1. *Street Fighter 2*, Capcom
2. *Shining Force*, Sega
3. *Flashback*, U.S. Gold

Favorite Computer Games
1. *X-Wing*, LucasArts
2. *Links*, Access
3. *Ultima 7*, Origin

Favorite Multimedia Games
1. *Seventh Guest*, Virgin
2. *Night Trap*, Sega

Favorite Coin-Op
1. *Mortal Kombat*, Midway
2. *Street Fighter 2*, Capcom

Tom Quinn Dies

Thomas F. Quinn, 63, who played a pivotal role in establishing video games as an industry, died in Glenview, IL, on September 5, 1993.

Mr. Quinn was manager of Sears Sporting Goods Department when Nolan Bushnell presented the **Pong** machine. No one else was interested, but he believed in it, and was instrumental in getting Sears to help Atari get started in business. (See *The Sears Connection* in **EG** Feb. 93.) Later he helped with the start-ups of Activision and Imagic, then became president and cofounder of Suncom Technologies.

Hunt Jurassic Park For Golden Eggs

It's a $5,000 egg hunt, but it may be over well before Easter. Ocean of America's

programmers hid 12 dinosaur eggs throughout the SNES version of **Jurassic Park**. Each contains a clue to a secret message, and Ocean is offering a $5,000 prize to the first gamer who deciphers it and calls it in.

Commodore Joins 32-Bit Race

Commodore Business Machines introduced the Amiga CD^{32}, a 32-Bit game console with double-speed CD-ROM drive and hand-held 11-button controller. It also has connectors for a standard Amiga mouse, joystick and keyboard. It's CDTV compatible, so already has a base of existing game and reference titles, and several companies are introducing new titles, among them: Ocean (**Jurassic Park**, **International Golf**), Acclaim (**Mortal Kombat**), Psygnosis (**Microcosm**, **Lemmings**) and Virgin Games (**Dune**).

Based on the Advanced Graphics Architecture chip set, it displays and animates graphics in 256,000 colors out of a potential palette of nearly 17 million. An optional MPEG module brings in full-motion video and movies. Display options let it connect to a TV set, composite monitor or SVHS video monitor, and it is said to have CD-quality sound.

TROY AIKMAN | JIM KELLY | JOHN ELWAY | RANDALL CUNNINGHAM | PHIL SIMMS | BERNIE KOSAR | STEVE YOUNG | WARREN MOON | BOOMER ESIASON | MARK RYPIEN

QUARTERBACK CLUB™

THE ONLY WAY TO PLAY THE GAME!

SUPER NINTENDO ENTERTAINMENT SYSTEM | GENESIS | GAME BOY | Acclaim entertainment inc.

The NFL Quarterback Club is a trademark of the National Football League. All rights reserved. Troy Aikman by Manny Rubio/NFL Photos. Jim Kelly by Allen Dean Steele/NFL Photos. John Elway by Bob Rosato/NFL Photos. Randall Cunningham by Peter Brouillet/NFL Photos. Phil Simms by Bob Rosato/NFL Photos. Bernie Kosar by Pete Groh/NFL Photos. Steve Young by Michael Zagaris/NFL Photos. Warren Moon by Spinelli/NFLP/NFL Photos. Boomer Esiason by Jerry Liebman/NFL Photos. Mark Rypien by Allen Dean Steele/NFL Photos. Nintendo, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. LJN is a division of Acclaim Entertainment, Inc. ® & © 1993 Acclaim Entertainment, Inc. All rights reserved.

PLAY THE GREATEST ADV

FROM A WHOLE NEW PERSPECTIVE!

This is first-person, in-your-face, eyeball-to-eyeball, full-motion 3-D action like you've never experienced before.

JURASSIC

TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN

JP in 3-D.

If the movie shook you, Jurassic Park for the Super NES will rip you apart.

DOLBY SURROUND™

Ocean of America, Inc.
1855 O'Toole Avenue
San Jose, CA 95131
408-954-0201

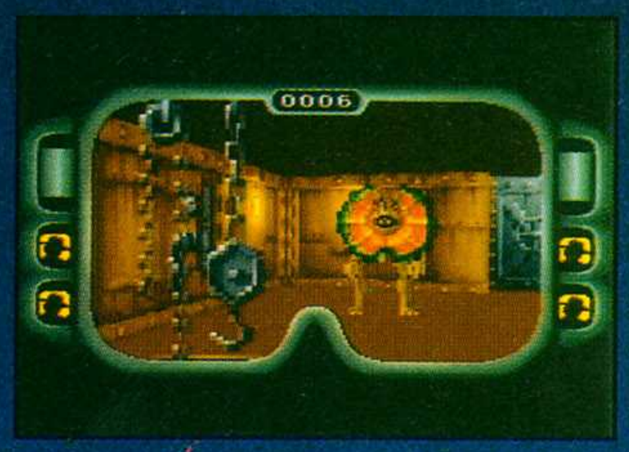
Nintendo, Super Nintendo Entertainment System and the Official Seals are registered
Dolby and the double-D symbol are trademarks

ENTURE OF ALL TIME...

If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!

Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.

Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.

Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.

TM

PARK

TERTAINMENT, INC.

NOW AVAILABLE FOR

SUPER NINTENDO ENTERTAINMENT SYSTEM

ALSO AVAILABLE FOR

Nintendo®

AND GAME BOY

JP™

Official Nintendo Seal of Quality

trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc.
of Dolby Laboratories Licensing Corporation.

A LOOK TO THE EAST

by Marc Camron

The end of August marks many things. Children around the country go back to school. Summer winds down into the cooler weather of autumn. Christmas decorations start to appear at the malls.

In Japan, the end of August marks two major trade shows: the Nintendo game show, and the Jamma arcade show.

Both of these shows offer a preview of the next generation of games coming both to Japan and, soon after, the United States. In this installment of *A Look to the East* we are going to concentrate on the Jamma show and the cool new coin-ops that will hopefully find their way to these shores soon.

Sega of Japan made a particularly strong showing, with several major licensed titles that would be nice to see in the home market as well.

Star Wars by Sega of Japan, is an all-new coin-muncher that looks amazing. Gone are the colorless, glowing raster lines, replaced with filled polygons which add new depth to this favorite theme.

Looney Tunes: By a Hare by Sega of Japan, is a different kind of racing game. The characters race each other through various levels of traps and hare-raising situations. (Get it son, that was a joke.) Wonderful graphics and animations make this game a blast.

Alien 3: The Gun by Sega of Japan. Maybe if they came out with games like this for the Menacer, the dying peripheral would find some new life. This could be the hottest gun game since **Terminator 2** and fans of the movie series will not be disappointed. Pay no attention to the *Alien 3* title. This game is much better than the movie.

Burning Rivals by Sega of Japan. Fighting games seem to be crawling out of the woodwork right now, and far be it from Sega to be left out. **Burning Rivals** is the latest from SOJ but it isn't really that special. The animations are nice though, and could help redeem an otherwise mediocre title.

Sega of Japan also has a trio of racing games coming out. **Daytona AM2** is the best of the bunch, featuring unbelievable graphics and play. Definitely the racing game of the year.

The sequel to **Virtual Racing** is coming with **Virtual Formula**. This is a nice follow-up but isn't as good as **Daytona AM2**. And finally there is **F-1 Super Lap**. This is a more traditional game for those who like the realistic racing game feel. While not as innovative as the other games, this one is still good.

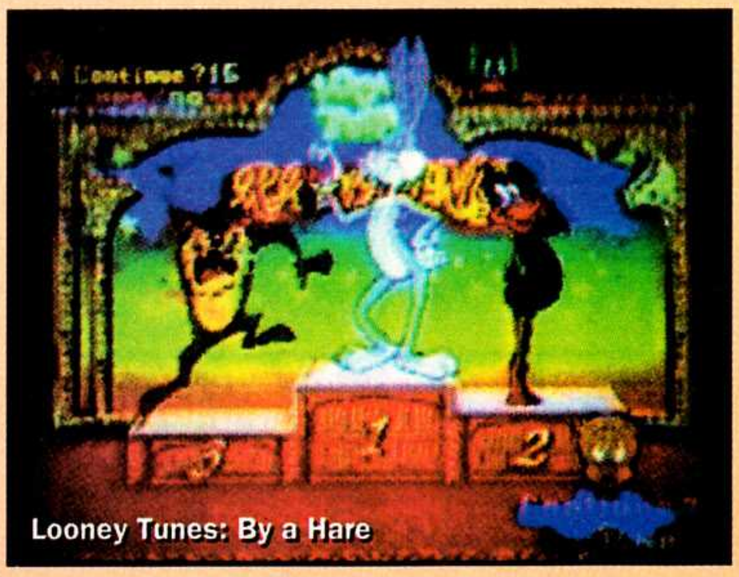
There were other companies at Jamma, showing some excellent games, though none made quite the overall impression that Sega did.

Data East had **Miracle Adventure** to play on the Neo•Geo. This Mario-type game boasts the Neo's colorful palette and allows for two-player simultaneous action.

Also from Data East is the horror game **Night Slashers**. Tons of blood and guts go into making this fighting game one of the messiest on the block. The horror and gothic overtones combined with the gore might make this game a little too intense for younger players. Definitely one to watch, though.

Namco of Japan was showing **Cyber Sled**, an action game with the new "virtual reality" look that is becoming so popular. Tool around in the futuristic tank and blast enemies into oblivion.

Finally, there is **Fatal Fury Special** from SNK of Japan. In the "If they can do it with **Street Fighter II,** we can do it too" vein comes this updated version of **Fatal Fury**. Play as the bosses and master the new moves. A very good update.



Looney Tunes: By a Hare

Alien 3: The Gun

WING COMMANDER®
"THE SECRET MISSIONS™"

Enter the dark world of the Kilrathi, where men are treated like animals. Only you can save the human race!

The evil Kilrathi are back with a vengence. It's your job to settle the score once and for all!

Movie-like scenes, incredible scaling, a hot audio track and great animation take you to new levels!

New attack ships and weaponry are included with a new flight interface that makes it easier for novices!

WING COMMANDER®
"THE SECRET MISSIONS™"

For dealer info or to order, call toll-free

1-800-234-3088

MINDSCAPE®
FROM
THE SOFTWARE TOOLWORKS®

CAN YOU SCREAM IN SPACE?

The Secret Missions™ is the futuristic space combat sequel to the blockbuster **Wing Commander**®, winner of five "Game of the Year" awards. With all the action and adventure of the original, **The Secret Missions** brings you 16 new missions with a new look and feel.

It includes a new flight interface to allow novice players to begin immediately and experience unparalleled intensity and excitement.

The Secret Missions is the amazing 3-D space combat game for all ages and a must for Wing Commander fans.

Wing Commander is a registered trademark and The Secret Missions is a trademark of ORIGIN SYSTEMS, INC. ©1990 ORIGIN SYSTEMS, INC. ©1993 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.

WHAT DO YOU CALL A MACHINE THAT LETS YOU PLAY MUSIC, GAMES, KARAOKE, INTERACTIVE SOFTWARE AND OVER 7,500 MOVIES WITH THE HIGHEST-QUALITY PICTURE AVAILABLE?

A TECHNICAL KNOCKOUT.

Looking for the best in sight and sound? Technically, there's only one way to go. LaserDisc. It combines the sharpest, most realistic picture available (60% sharper than videotape) with crisp, digital sound. Add CD-ROM interactivity, and you've got the best thing going. LaserActive.™

It not only lets you play over 7,500 LaserDisc movies and concerts with the sharpest images you've ever seen on your TV, but also lets you play every music CD ever made.

Just insert one of three ingenious control packs into the main unit's special port, and you're playing Sega™ games, DuoSoft™ games, revolutionary interactive LaserDiscs or even LaserKaraoke.® This unique design not only lets you take advantage of the best current technology, but also gives you the ability to upgrade the unit when new technology is developed.

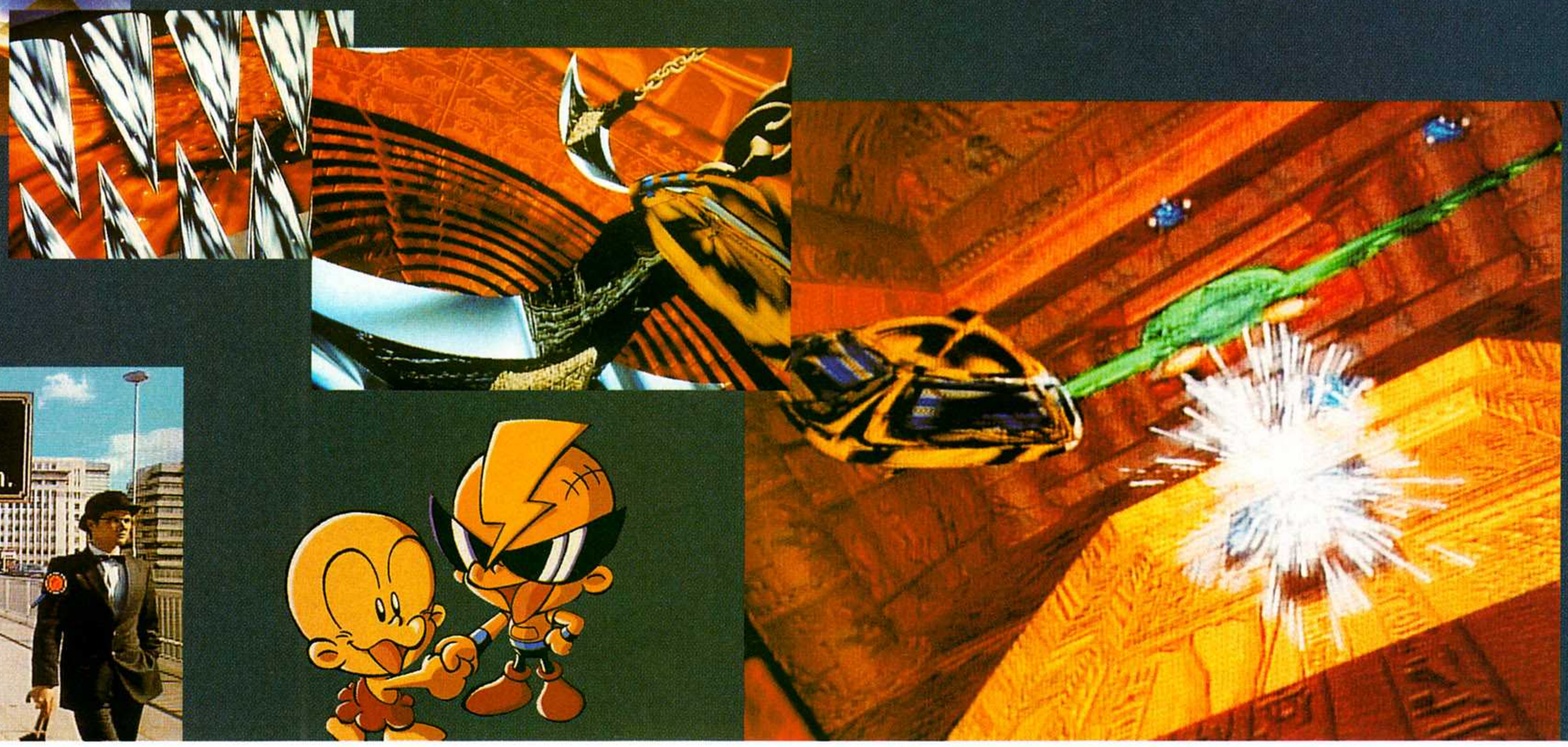
And when you buy a LaserActive player and any one of the game control packs now, you'll get $400

THE SEGA CONTROL PACK LETS YOU PLAY INTERACTIVE LASERDISCS, AS WELL AS SEGA CD™ GAMES AND GENESIS™ ROM CARTRIDGES.

②

INTRODUCING PIONEER LASERACTIVE.

*Offer good only in the U.S., while supplies last. See dealer for details. ©1993 Pioneer Electronics (USA) Inc., Long Beach, CA. All trademarks, registered trademarks and images are the property of their respective owners.



worth of software free.* So you'll already have a head start when it comes to starting your own library.

There's a wide variety of titles already out, with more coming. From mind-bending video games and interactive movies to educational discs your whole family is sure to enjoy. Each offers the superior picture and sound you've come to expect from LaserDisc, combined with the powerful punch of interactivity. LaserActive, no one else can even step into the ring with us. For more information, or your nearest dealer, call 1-800-PIONEER, ext. 310.

PIONEER®
The Art of Entertainment

THE DUO CONTROL PACK LETS YOU PLAY INTERACTIVE LASERDISCS, CD-ROM² AND SUPER CD-ROM² DISCS AND ALL OTHER TURBOGRAFX™ GAME CARTRIDGES.

③

④

THE LASERKARAOKE CONTROL PACK LETS YOU PLAY 1,500 SING-ALONG SONGS WITH ON-SCREEN LYRICS, BACKUP INSTRUMENTALS AND A MUSIC VIDEO.

⑤

$400 WORTH OF SOFTWARE FREE WITH A LASERACTIVE AND GAME CONTROL PACK PURCHASE.

ONE MACHINE. INFINITE POSSIBILITIES.

ALL ABOARD... the Nintendo Game Train

The Nintendo Zelda Whistle-Stop Tour

by Russ Ceccola

The prospect of a cross-country train trip sounded like quite the adventure to the participants in the first-ever cross-country video game contest. The event was sponsored by Nintendo to promote its newest Game Boy title and Zelda game, **The Legend of Zelda: Link's Awakening**.

We all met in a well-hidden Amtrak conference room in the bowels of Penn Station in New York City, after individual and group quests to find the secluded meeting place. After this first task was completed, we were briefed by members of Nintendo's PR firm (Golin/Harris), an editor from *Nintendo Power*, and a member of Team Nintendo.

There were 18 official participants, divided into professional and amateur categories. In addition, Jeff Hansen, Nintendo World Champion, came along for the ride (but not as a contest participant) to try the game and give us a run for the money. Participants came from magazines as varied as *Thrasher*, *Entertainment Weekly*, *Electronic Gaming Monthly*, and *Popular Science*.

After our meeting, we all had the rules down and couldn't wait to start playing. This enthusiasm would dwindle after Hansen finished the game on Sunday afternoon, but until then everyone gave the game their best shot. The goal was simple: the first to finish the game in each category or the person furthest along by the trip's end would win $1000 to be donated by Nintendo to the charity of their choice.

Each player also had five rupees (Mambo candy substituted for the obscure currency) that they could use to get a game hint. Players could obtain additional rupees if they correctly answered state trivia as we passed through the states.

I held my own against Hansen and desperately wanted to finish the game before him just for the satisfaction of beating a player with such a title, but he pulled ahead and beat the game on the last day.

We left Penn Station at 2:42 PM and the hosts and hostesses distributed the Game Boys and carts. Once everyone was ready, we had an official countdown and the group started in earnest on the complex and intricate game. It should also be noted that the trip started on Friday, August 13, perhaps the real source of later mishaps.

It feels weird to be essentially stuck on a train for almost three days, but most survived the trip. Some wimped out because of the sleeping accommodations, but those of us who stuck it out felt like we were on a camping trip.

We were free to wander around the trains during the trip. Most of us visited the dining/bar cars, read, or talked to others in the group. Our only real break came in Chicago on Saturday, August 14. We detrained in the morning and had lunch at an Italian restaurant.

After leaving the train, we had a minor emergency when we assembled for our nose-count. One of the group was missing! Thinking the worst, the train was combed, but Matt Williamson, a video game columnist from Colorado, was nowhere to be found. Eventually, someone thought to check his sleeper car and, after the conductor broke down the door, discovered Matt fast asleep . Now Matt is affectionately known as "Sleeper."

In Chicago, some opted for a trip to the BattleTech Center, but we all met back at Union Station to board our home for the next two days. At 3:39 PM, we left Chicago with another countdown and didn't reach Seattle until 10:25 AM on Monday, August 16th, with only a few stops along the way.

From New York to Seattle, we played the Zelda game, had fun, got harassed by rude Amtrak personnel and generally stuck together as a group bonded by such an unusual experience.

I didn't beat Hansen, but I did manage to come in first in the professional category, with Mike Forassiepi of *Electronic Gaming Monthly* a close second. Chip Carter took the lead in the amateur category. My donation went to Leukemia research and Carter's went to a local charity. My advantage was the ability to function on very few hours of sleep. Most game writers/reviewers have this talent.

Everyone on the Whistle-Stop Tour accumulated anecdotes, learned more about each other, and had a great time playing games and seeing the fields, abandoned cars, people, and mountains through 12 states across the Northern half of America.

When I tell people about the trip, they look at me like I'm crazy that I actually went along voluntarily, but overall it was a positive, once-in-a-lifetime experience.

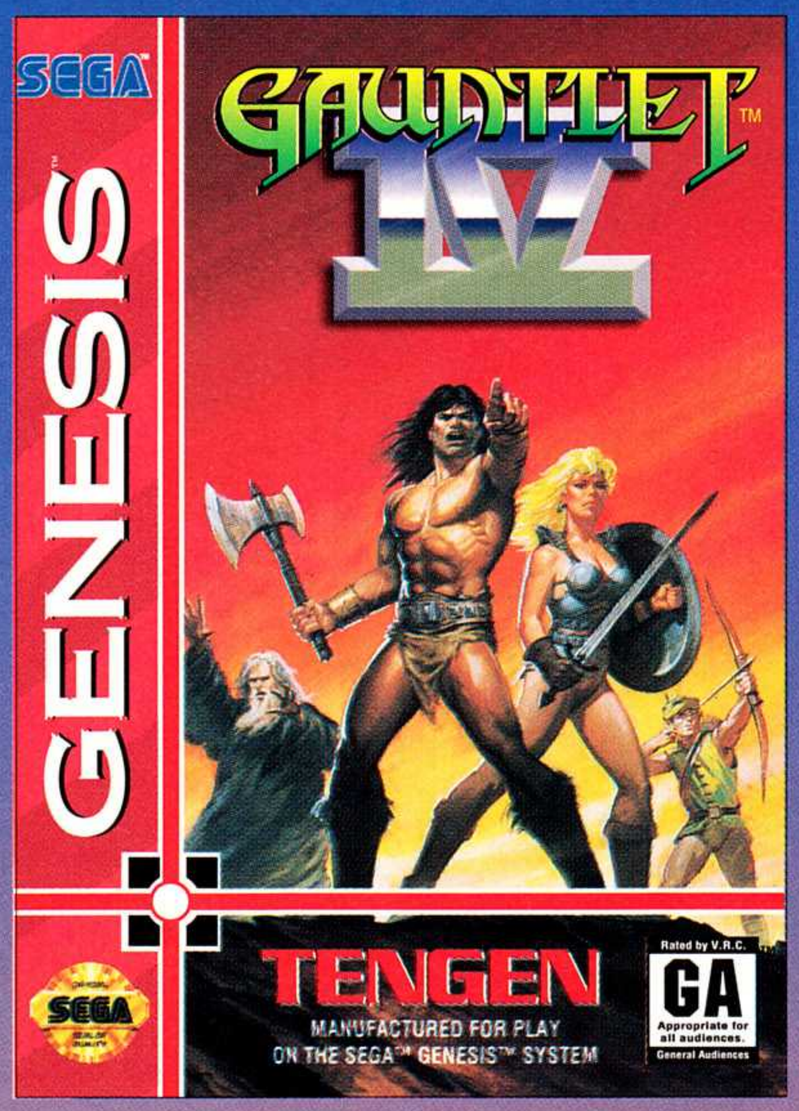
Tap Into a 4-Player Quest

Grab your Sega 4-Player "TAP." Gauntlet™ IV has arrived...and this time, you'd better bring your friends!

The title that defined video-game adventure is now the first to utilize Sega's new 4-Player "TAP."

Just like the arcade classic, Gauntlet™ IV lets you team up with up to three of your buddies as Thor, Thyra, Merlin and Questor—and blast more Grunts, Ghosts, Demons and Lobbers than ever before. There's even a special 4-Player head-to-head mode so you can turn against your friends in a winner-take-all battle royal!

Gauntlet™ IV has arrived. Tap into the 4-player quest...and bring your friends!



First Game Available for Sega's 4-Player Adapter

Choose your path carefully—that door could be the last you ever open. Boo!

You want the treasure...but is it worth the risk? Too bad you couldn't become invisible!

A fire-breathing dragon can really ruin your day. Next time bring back-ups!

Grab four of your buddies and crash a Grunt party. Just watch your back!

OFFICIAL SEGA SEAL OF QUALITY

TENGEN VIDEO GAMES

GENESIS™

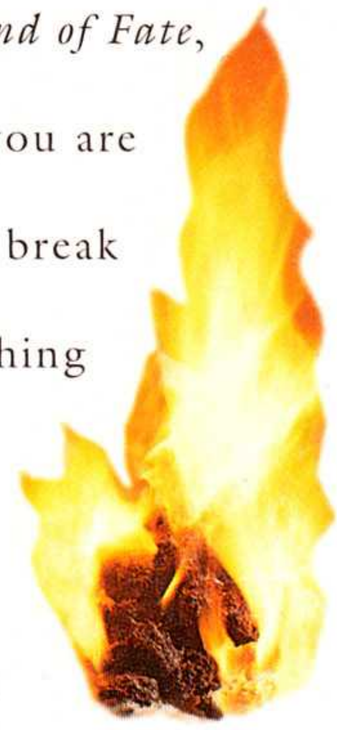
GAUNTLET®4: ® & © 1985 Atari Games Corporation; licensed to Tengen Inc. © 1993 Tengen Inc. All rights reserved.
Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd.

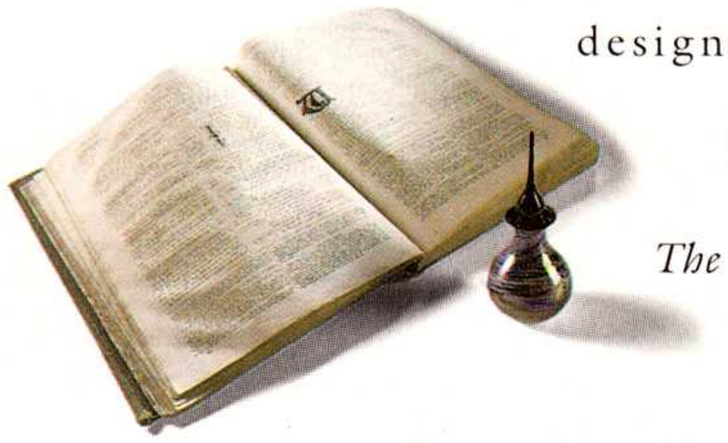
FABLES & FIENDS: THE HAND OF FATE IS A TRADEMARK OF WESTWOOD STUDIOS, INC. © 1993 WESTWOOD STUDIOS, INC. VIRGIN IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES, LTD. ALL RIGHTS RESERVED.

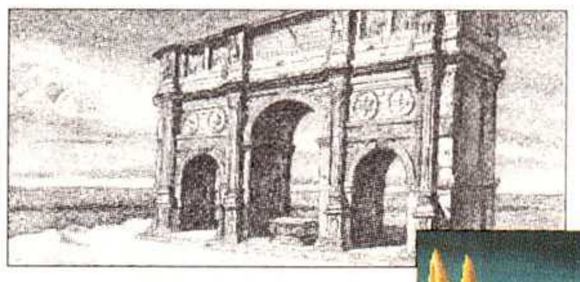
KISS CONVENTIONAL LOGIC GOODBYE

Now you see it. Now you don't. The land of Kyrandia is disappearing piece by piece and all the evidence points

toward one perilous conclusion: a curse. Thus begins *The Hand of Fate*, second in the *Fables & Fiends*™ series, where you are the offbeat, young mystic who must voyage to the center of the world to break the spell. Out of sync and out on foot, your aberrant journey reveals nothing is what it seems. Everything is what it isn't. And you can count your friends on one hand. Literally. Conspiring to push the twisted edge of cinemagraphic entertainment, Westwood Studios has designed more puzzles and gameplay in the first few chapters of *The Hand of Fate* than in all of *The Legend of Kyrandia*™. The most advanced graphics on the market are first pencil tested, then painted on-screen to surrealistic perfection. Breakthrough *Trulight* technology illuminates each scene more cinematically for a fuller, fourth dimensional picture. The new *State of Mind System*, along with superior intuitive interfacing, enables you and over 50 characters to change your mind, mood and mayhem based on preceding events. Don't just play with your mind. Change the way your mind plays.







Shadow

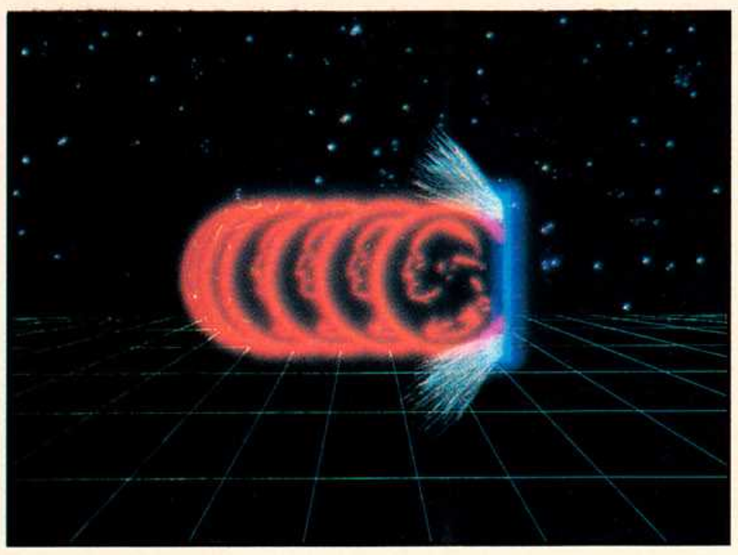
Sunlight

Grasp *The Hand of Fate* and kiss conventional logic goodbye.

THE HAND OF FATE™

Westwood™
STUDIOS

DISTRIBUTED
EXCLUSIVELY BY
Virgin



INSERT COIN HERE

A Triple Play

by Jay Carter

Across the board, coin-operated amusement game entertainment continues to offer an interesting diversity of attractions whether you're looking for a realistic shoot 'em up, some all-new flipper fun or a novel basketball challenge.

Over the past years, American Laser Games has managed to carve out a special niche for itself with some very appealing disc-based efforts that have taken players to the Wild West of **Mad Dog McCree**, the comedic world of **Gallagher** or an intergalactic universe of **Space Pirates**. Now, the company has turned its creative energies to a more contemporary theme with the release of its two-player, live-action **Crime Patrol**.

You begin the action in this multi-level game as a rookie trying to stop a gang fight, subdue a warehouse heist and a store robbery. Your only weapon is a gun and, hopefully, an eagle eye as your goal is to advance from this first stage to become a detective on up to a SWAT team member and, ultimately, part of the Delta Force combatting terrorism.

There are 16 different crime challenges and, similar to **Lethal Enforcers**, when you run out of ammunition, you need to only fire off-screen to reload and get back into the action. And, as with the other American Laser games, the production values keep getting better for a visual treat that makes you feel as if you're part of a movie.

Pinball playing just gets better and better in an era that will be remembered for the introduction of mode-based game design. Originally launched with **The Addams Family** and its mansion values, Williams Electronics has now brought to life the Indiana Jones trilogy in a real pinball adventure.

The company's first Superpin, which features a bigger playfield, **Indiana Jones** presents many of the signature elements of *Raiders of the Lost Ark*, *The Temple of Doom* and *The Last Crusade* with 12 distinct game modes that can have you searching the streets of Cairo to find Marion or locating Henry Jones in Castle Grunewald.

Besides what have become such standard pinball attractions as ramps and multiball jackpots, **Indiana Jones** also delivers a special Eternal Life Mega Six-Ball Multiball which can award an amazing one billion points and an innovative Tilt-a-Matic mini-playfield which can be controlled via the flipper buttons. In addition, there are three different video game modes including a gunfight at the Raven Bar and a fast speed escape in a mine cart.

Last, but not least, is Williams new DCS (Digital Compression System) for a state-of-the-art sound system that uses 4-track digital playback for incredible effects, full-fidelity music and speech clarity that makes you feel as if Harrison Ford is right next to you.

Rounding out this month's offerings is International Vending Machine's **Shot Clock 21** novelty game that brings the excitement of basketball down to a more manageable size. The action is non-stop against the clock as you use a rapid-fire trigger control to hit as many baskets as you can, in the hope of scoring 21 points or more in order to get a mini-basketball that's dispensed right from the machine.

Live action video, pinball thrills, mini-basketball excitement—it's all waiting at your local game arcade. And, until next time, just keep on playing and have some fun.

IT'S TIME TO PICK A WINNING TEAM!

P.T.O.™

Pacific Theater of Operations

IT'S 1941 and the U.S. and Japan are preparing to clash. The goal is to control the Pacific! The game schedule is exhausting: Pearl Harbor, Midway and the Philippines for starters. Both teams have great captains, fantastic rosters and the best equipment around. The Americans can depend on the Yorktown, Hornet and Nevada to run successful battle plays that will amaze their opponents. But don't count out the other team quite yet. The Japanese carrier force can quickly make up lost ground by running secret plays or handing off tough missions to their top-notch kamikazes. The starting gun is about to fire. It's time to pick your team colors and hit the battlefield. Good luck!

SET MILITARY OBJECTIVES.

SELECT TARGET DESTINATIONS.

EXECUTE SEA COMMANDS.

AVAILABLE FOR SNES & SEGA.

KOEI Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST).

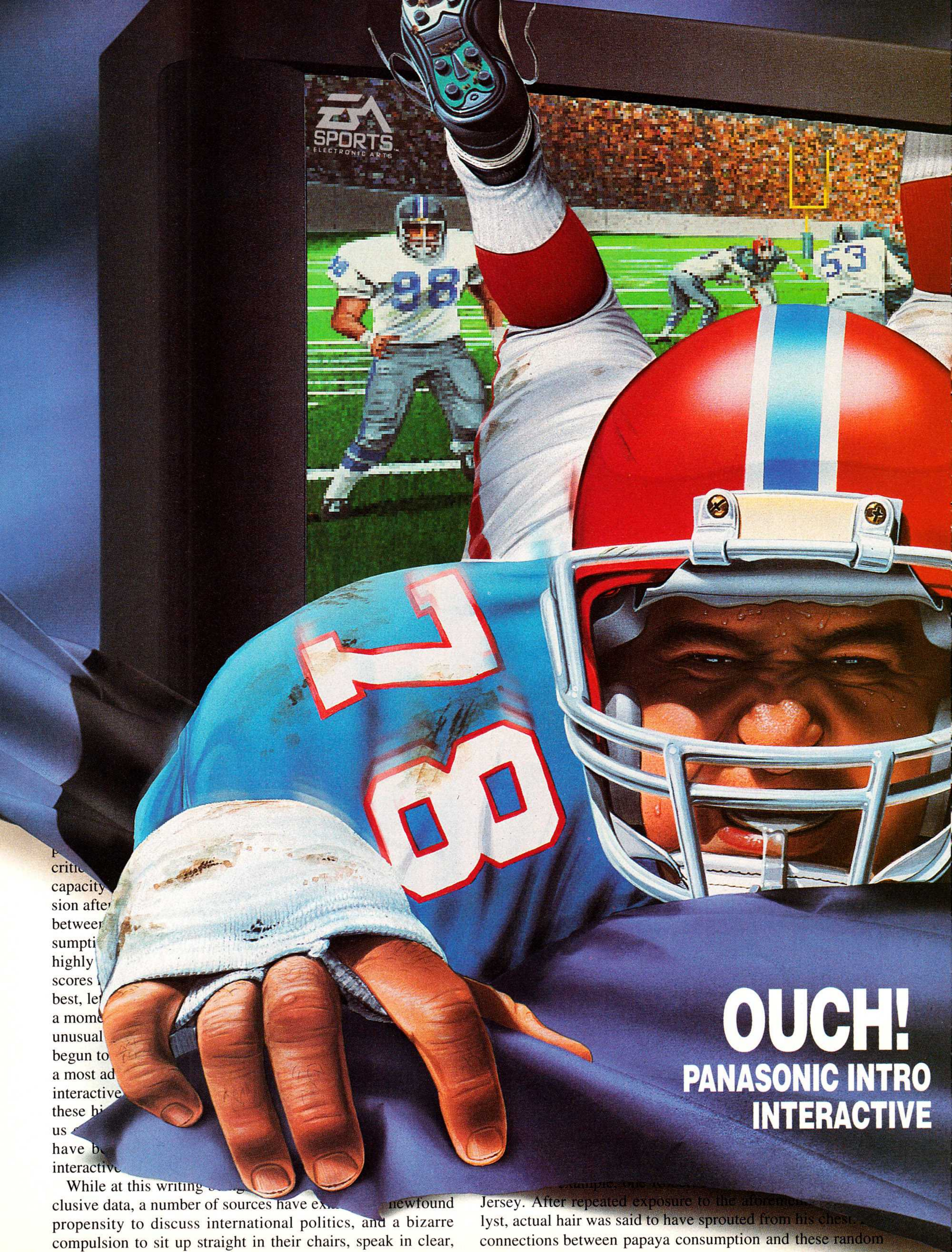
KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
Burlingame, CA 94010

P.T.O. is a trademark of KOEI Corporation. Nintendo, Nintendo Entertainment System, Sega, Sega Genesis and the official seals are trademarks of Nintendo of America and Sega of America.

SUPER NINTENDO ENTERTAINMENT SYSTEM

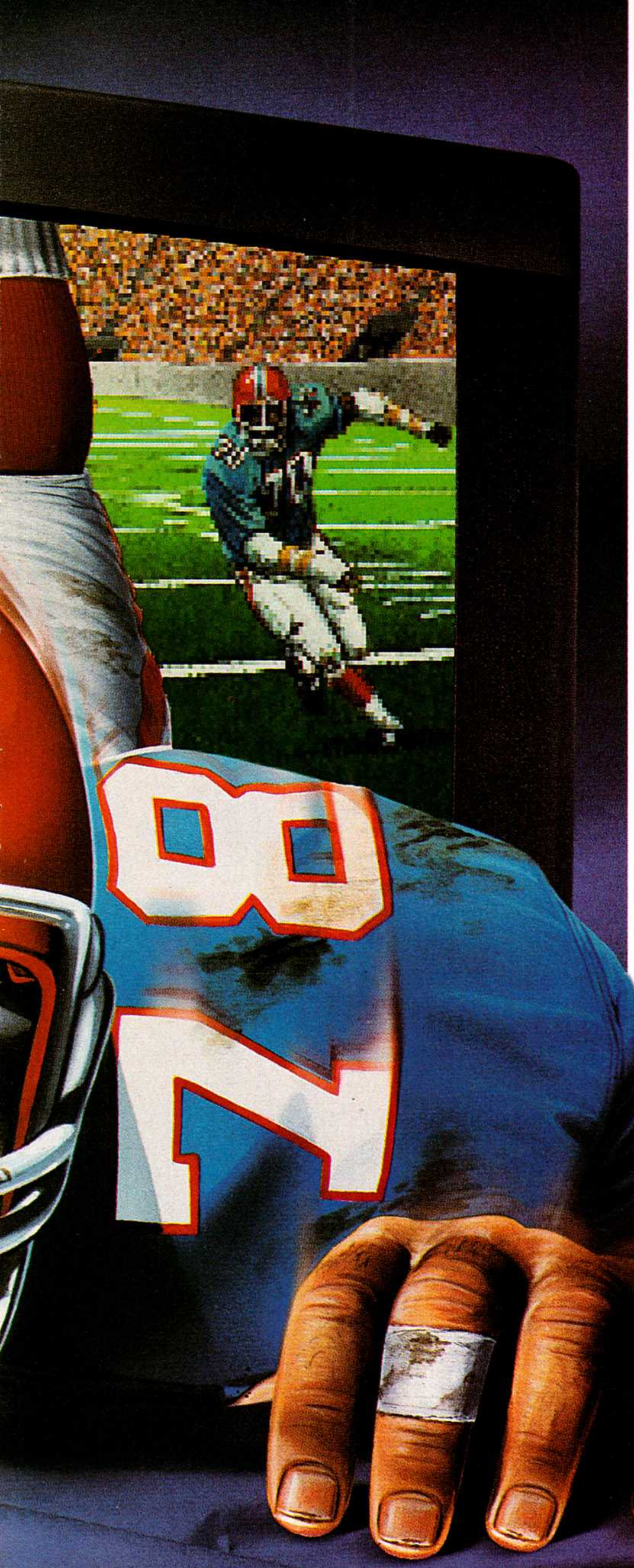
SEGA GENESIS



crit
capacity
sion afte
betwee
sumpti
highly
scores
best, le
a mom
unusual
begun to
a most ad
interactive
these hi
us
have b
interactiv

While at this writing
clusive data, a number of sources have ex
newfound
propensity to discuss international politics, and a bizarre
compulsion to sit up straight in their chairs, speak in clear,

Jersey. After repeated exposure to the afore
lyst, actual hair was said to have sprouted from his chest.
connections between papaya consumption and these random



More powerful, more colorful, more responsive than ordinary systems. 3DO technology is so real it hurts. And Panasonic makes the only system that has it.

A 3DO EXPERIENCE™

Put on your protective gear; what we've got here is no sissy video game.

You're barreling downfield toward the end zone, eating up yardage when suddenly you see him. 240 towering pounds—and talk about muscles—there isn't a flat surface on this guy! Or anywhere on your screen, for that matter. We're talking near 3-D graphics here.

You fake to the left, the right—the program gives you total freedom. But he crushes you just the same.

First and goal, the crowd goes ballistic, and you watch an instant replay that actually comes up instantly. Before you know it, you're in formation again. Breath short, knuckles white, heart pounding—this is a video game that makes you break a sweat. This is R•E•A•L.

Quarterback perspective with EA's 3DO™ John Madden Football.™

Introducing the Panasonic R•E•A•L 3DO Interactive Multiplayer, the most highly-evolved integration of audio, video and interactive technology available. It plays audio and photo CDs, and soon, with an optional adapter, video CDs. It will introduce you to a stunning new generation of interactive education, information and entertainment software. And it makes video gaming come to life.

With 50 times more power than ordinary video game systems and PCs. Up to 16 million displayable colors for photorealistic picture quality. Digital CD sound (with right and left outputs for stereo hookup). And a 32-bit RISC chip architecture that makes interaction fast and furious.

All of which means less lag time, better visuals and more play options as you lead your team downfield.

In other words, it's real.

To speak to the dealer nearest you, call **1-800-REAL-3DO.**

3DO

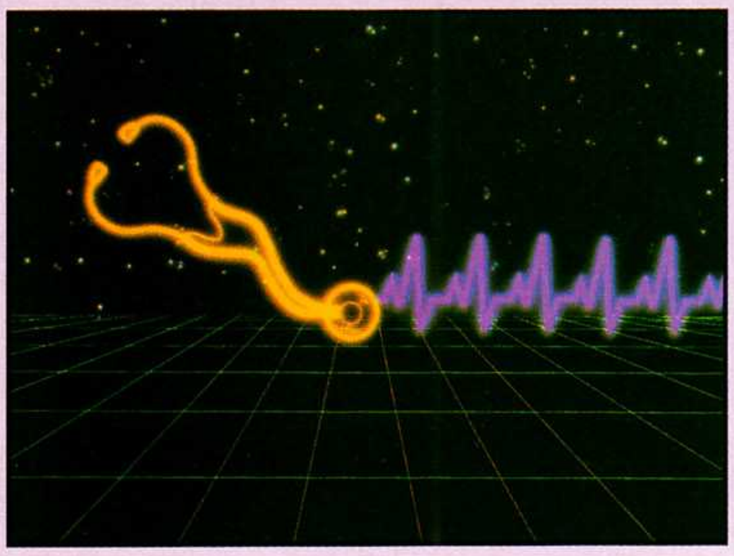
R•E•A•L™
3DO™ INTERACTIVE MULTIPLAYER™

IT'S REAL.

DUCES THE R•E•A•L™ 3DO™ MULTIPLAYER™.

Panasonic®
just slightly ahead of our time.®

3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company. EA SPORTS is a trademark of Electronic Arts.



GAME DOCTOR

When, Where, Why and Other Questions

by The Game Doctor

Well, troops, we're revving up our second year here at **EG** and if it's anything like the first, I can't wait to get started. So let's dive right into that bag of mail, Game Nurse, and answer some questions:

Q: I have heard that 3D0 is the [best] system for the future of video games and I have also heard that the Atari Jaguar was the better machine. Which is better? And, if it's the Jaguar, how could that be [since] it is only $200 [whereas] the 3D0 is $700?

John Gay
Gays Creek, KY

A: *You raise several points, each of them deserving some discussion, John. First off, hardware alone has never determined the success of an electronic entertainment system. Also, terms like "better" and "best" are too subjective for this office: that's like asking whether chocolate ice cream is "better" than vanilla. It's simply a matter of taste. Then there's the question of software. Traditionally, the platform with the most popular games gets the lion's share of the business, and we don't even know yet which publishers will be supporting the Jaguar.*

*For a detailed look at the two systems in question, however, you've come to the right issue. Elsewhere in this **EG** you'll find articles covering both systems.*

The issue of price, however, we can address. There are several reasons why the Jaguar is so much less expensive than the 3D0. For one thing, 3D0 itself doesn't actually manufacture anything; it licenses its technology to companies such as Matsushita (Panasonic), which then construct machines which use the 3D0 standard. As a result, there's an additional player in the 3D0 game—both the manufacturer and 3D0 have to make money off each transaction. Atari, meanwhile, doesn't have to pay a fee to anyone. It simply contracted with IBM to produce its machines.

Atari has shown over the years that it can cut production costs to the bone when it has to, and the Jaguar is yet another example. In fact, some critics fear its shortage of RAM may create problems down the road. Additionally, Atari designed its system to be modular. Whereas a CD drive is part of the basic 3D0 configuration, for example, the Jaguar is a cartridge-based machine with a peripheral CD drive available to users who want one. Eliminating the cost of that drive alone takes quite a few dollars off the price.

Q: My question concerns the old Atari 5200. I was wondering what bit the machine was? Why didn't such a great system take off like the Nintendo? I've played [the 5200] version of **Pac-Man** and **Centipede** and they're exact copies [of the coin-ops].

Also, here's something of a historic nature that you may be able to help me with: I was born in 1973. When I was between the ages of six and eight, my family had a game system that played three games, one [of which] was **Pong**. The others were very similar. The system had no cartridge or other interface and the controls were 360 degree type rotation. Do you think you could find out what the name of the system was?

Eric L. Morgan
San Bernardino, CA

A: *The 5200 was an 8-Bit system, based closely on the Atari 400/800 computer architecture. There were several reasons why this system died. For one thing, when it was released, it was perceived as Atari abandoning the 2600 market—which was already glutted with inferior software. Retailers, who viewed the whole video game scene as a fad, were convinced that customers had lost interest, and balked at ordering the new hardware.*

Then there was the lack of original titles; almost everything originally available for the 5200 were the same games Atari had been pushing since 1978. The machine itself was not enough of a technological leap forward—it still relied largely on games with brightly colored sprites moving against black backgrounds—and its non-centering, dead fish joystick controllers were universally loathed by the gaming public. Finally, Atari itself torpedoed the system by announcing the 7800.

Also, Eric, bear in mind that the 5200 came on the scene several years before Nintendo revitalized the American video game market. And, despite the efforts of those who would rewrite history, the NES wasn't exactly an overnight sensation in the U.S., either. It took a couple of years before retailers were convinced that video games, like rock and roll, are here to stay.

*As for figuring out that mystery game system, please remember that almost a hundred different dedicated or hard-wired (i.e., non-programmable) pong-style systems were released in the '70s, and at least half of them fit your description. However, it sounds as if you might have actually had an Atari machine, since no other company was allowed to use the name **Pong**.*

Q: I don't know exactly what your column is geared toward. Is it technical help, information, or advice? Do you cater to questions about game hints?

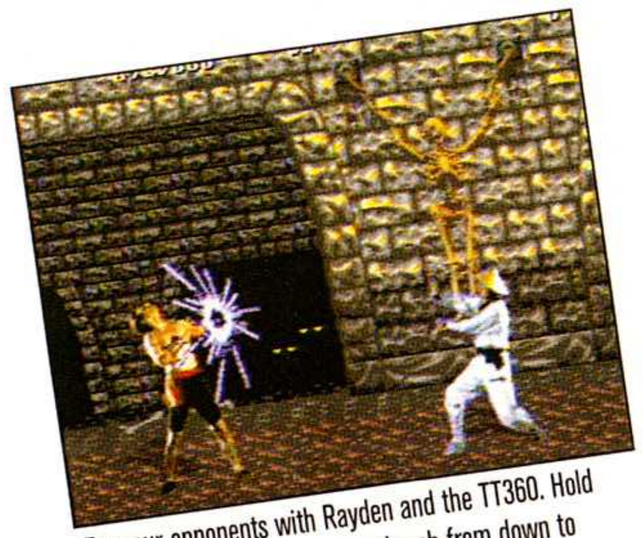
[Also] was a coin-op called **Cadash** ever translated into MS-DOS format?

Robert Duff
Memphis, TN

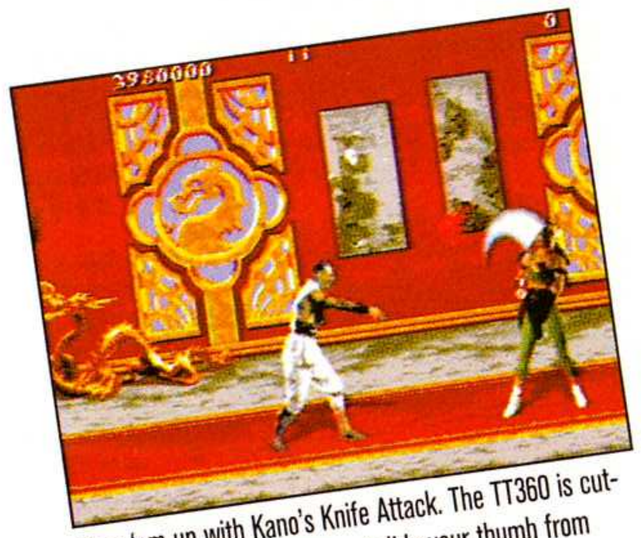
A: *We try to answer any questions thrown at us, Robert, with two exceptions: we try to avoid extremely technical stuff which would be of interest to only a small percentage of our readers; and we don't do hints. In my experience,*

Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.

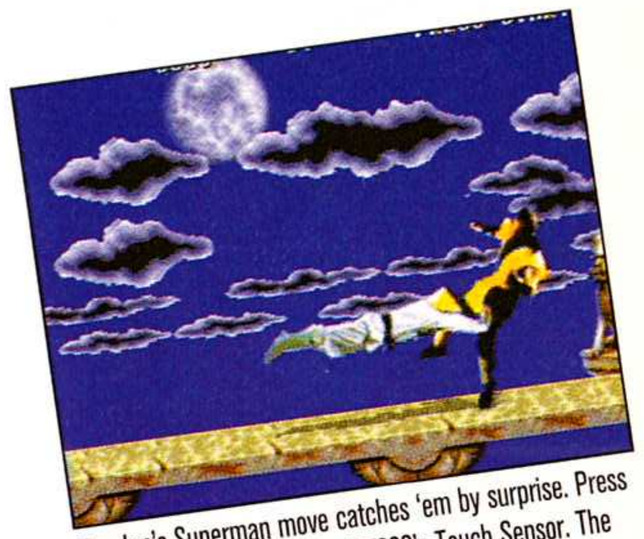
Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.

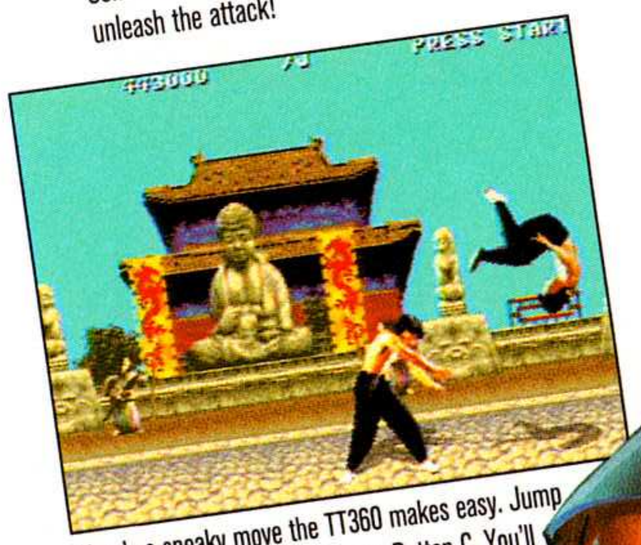


Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.



Rayden's Superman move catches 'em by surprise. Press away-away-toward on your TT360's Touch Sensor. The slide from away to toward gives you the win with split-second speed..without the numb thumb!

Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.



Here's a sneaky move the TT360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!

"Get over here!" The TT360 brings 'em close with Scorpion's Spear. Rapidly press the Touch Sensor away twice and press Button A.

Shred some head on Sub Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on a old-fashioned control pad.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad.
So, go into Kombat to win – go battle tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

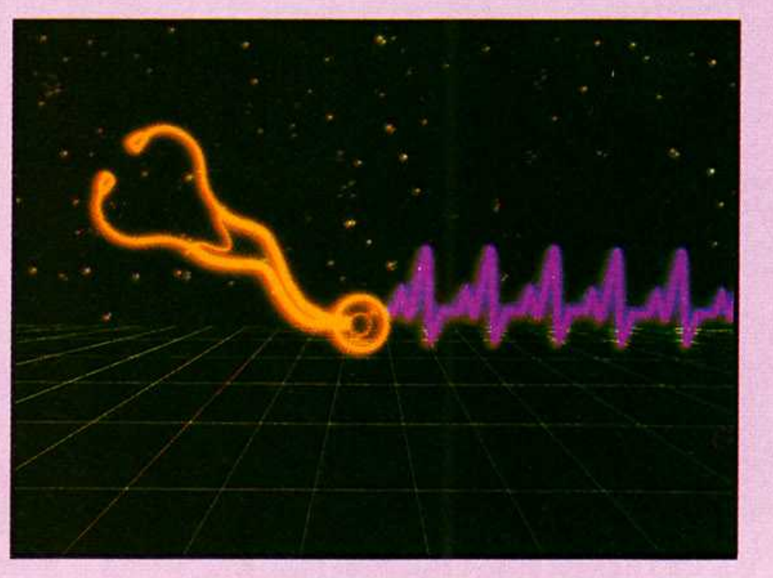
Turbo Touch 360 is a registered trademark of Triax Technologies. © 1993 Triax Technologies.

Turbo Touch 360™ & Mortal Kombat®.
The Winning Combination.

For Genesis, SNES, & Nintendo

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

Mortal Kombat is a registered trademark of Midway Manufacturing Company.
Mortal Kombat® © Midway Manufacturing Company 1992. © Acclaim Entertainment, Inc. 1993.
Game played on a Genesis® system. © Acclaim Entertainment, Inc. 1993.



GAME DOCTOR

providing game hints is a full-time job, and one that is handled extensively elsewhere.

*As for an MS-DOS version of **Cadash**, I don't recall one. And, to be totally frank, if one did exist I doubt you'd be very happy with it. Back in the days when **Cadash** was making the arcade scene, MS-DOS coin-op translations were pretty weak stuff, with awful animation and miserable play action the rule rather than the exception.*

Q: My friends and I had an argument: I say Mario's first game was **Donkey Kong**. One of my friend's says it was **Mario Bros.**, and my other friend says **Mario's Cement Factory**. Could you settle this?

Also, I was wondering if Mario had a nose job because his nose has gotten a lot rounder and fatter since **Donkey Kong**.

Mikey Hembree
Gardena, CA

A: *You win, Mikey; Mario first appeared in **Donkey Kong**, and the brothers first appeared in **Mario Bros.***

As for that nose job, well, he wouldn't be the first big star to go under the plastic surgeon's knife. But I ask you: when was the last time you heard of someone getting a nose job to make their beak bigger?

Q: As I write this letter, rumors are circulating about no fewer than five (!) video game channels (Sega Channel, Games Channel, Nintendo's Satellite System, a cable-based Nintendo channel, and 3DO, if the system sells). Problem is, I make my home on top of a mountain where cable TV is unavailable. Will Nintendo bring its satellite decoder unit to the U.S. or do any of the other channels plan to sign up with a satellite broadcaster so those of us with our own satellite dishes can join in?

J. Jason McKendricks
Chico, CA

A: *While there have been no official announcements as of this writing regarding satellite availability of cable-based game transmission systems, I think you can rest assured that you will eventually be able to get in on the action.*

If you think about it, the game data itself is being transmitted by satellite. The difference is that only cable operators will be enabled to receive these transmissions, which they will then send to our homes via cable. Sooner or later, we'll almost certainly see a protocol established similar to that now used with Pay Per View movies and events, whereby individual Earth Station Receivers (i.e., home satellite dish owners) will be able to phone in and get an access code, making them part of the process.

You may even be better off since only the successful operations will convert to satellite distribution!

Q: What's the latest on Virtual Reality for home systems and arcades? Will the Jaguar and 3DO offer VR? What about Sega's system? I'm extremely excited about it!

Dennis Quant
Staten Island, NY

A: *Lots happening on the VR front. Sega's system should be out this Christmas, but based on what was shown at Summer CES, it probably won't knock you out. 3DO has yet to commit to the idea in public, though the feature in this issue may have more recent information on that subject. Also, Atari promises a "true" VR system for its Jaguar.*

*The arcades are also moving toward the VR bandwagon. Sega, Konami, and several other major manufacturers are already heavily involved in developing this new technology for arcade use (but Sega, what ever happened to the **Time Traveller** sequel?). Visions of Reality (VOR), a San Francisco-based coin-op developer, is scheduled to go into production later this year with the idea being to eventually open up VOR Centers around the world. And Kyle Hodgetts, the youthful president of VR8, Inc. was scheduled to ship the first units of **Virtual Combat**—a standard upright with a connecting viewscope—this summer.*

Q&A Quickies: Chris Kirwan of Yardley, PA, wants to know about the Barcode Battler. Here's the deal, Chris: you know those UPC codes which appear on everything from frozen dinners to the magazine you're holding in your hot little hands? Well, the Barcode Battler scans the various barcodes on different UPCs and uses them to assign point values to standard role-playing characteristics: strength, charisma, dexterity, etc. It's apparently been very successful in Japan and there's hope that it may catch on here in the States ...Jarred Thayer of Roswell, NM, was wondering why the controller inputs on the Sega Master System and the Genesis look the same. Easy answer, Jarred: When Sega produced its Power Base Converter—the SMS adapter for the Genesis—it was designed to slot in through the cartridge port on the Genesis. That way, players could plug the SMS controller(s) directly into the Genesis control ports... Ed Haggard of Honolulu, HI, has a busted controller and wants to open it up and fix it. Forget it, Ed. Take it back to the store—you don't want to void the warranty... Finally, Jason Quant of Butler, NJ, is confused by the fact that in some of the screen shots he's seen of Acclaim's **Mortal Kombat** for the Genesis "the background looks gray and plain. However, on other pictures I see the Warrior Shrine background. Does this vary between one and two players, or what?" No, Jason, the difference is directly related to when the screens were photographed. When **MK** was shown at this year's Summer CES, there were no backgrounds on the Genesis version, so any screen shots obtained up until that point would reflect this. What happened was that the background graphics were the last thing the developers (Probe) entered. If you buy the finished game, it'll have the background graphics on all modes... We've also gotten several letters from computer gamers who are unable to play MS-DOS games which require VESA drivers. These players went to computer stores and were told their VGA and even SVGA graphics boards can't run VESA drivers. Sad but true; in many cases, there is simply no compatibility. Fortunately, some game publishers have taken matters into their own hands. Access, for example, which uses VESA drivers to runs Links 386, has a policy where they will sell anyone who contacts them a VESA-compatible graphics board for under $100. Obviously, Access isn't doing this to make money, it simply wants to expand the number of computers able to run its software. But it's still a great deal...

Send any comments, questions, corrections, and complements to:

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

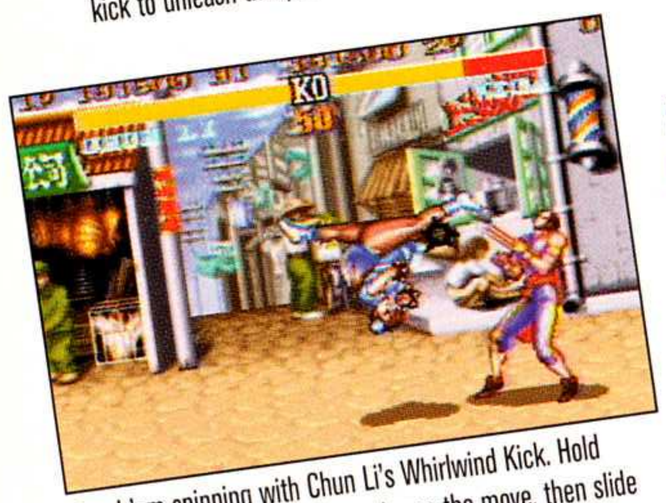
Spin out Ryu's Hurricane Kick with turbo ease! Unlike old-fashioned control pads, the TT360 delivers the action without hesitation. Press Down, Down-Back, Back and any kick to unleash this powerful attack.

Want to burn 'em up with Ryu? Slide your thumb Down, Down-Toward, Toward and press a punch button. With the TT360 you own 360° circular control! Pitch a series of these fireballs to do mega-damage.

Use the TT360's speed to pin 'em to the wall with Guile's Knee! Charge back, then forward with a punch button to throw a Sonic Boom. Follow with Touch Sensor Toward with the Forward Kick on Turbo.

Throw the Sumo Head Butt at the start of an attack and you're invincible. Slide your thumb Back to charge, then forward and any punch button. Follow it up with a Hundred Hand slap by putting any punch button on Turbo.

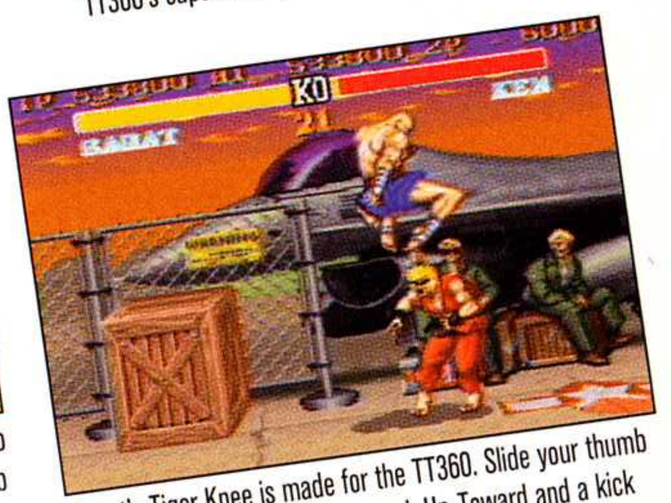
Dhalsim vs. Dhalsim? Get the edge with your TT360 and Yoga Fire. Slide your thumb Down, Down-Toward, Toward and any punch button. You'll throw fire faster with the TT360's superior diagonal control.



Send 'em spinning with Chun Li's Whirlwind Kick. Hold Down on the Touch Sensor to charge the move, then slide your thumb Up and press a kick button. This tricky move will whittle your enemies strength down to nothing!

Put the bite on 'em with this fast TT360 move. Come out of any attack and press Toward and the Fierce Button. The result? A face-full of fangs that will eat away their strength meter.

M. Bison's Flaming Torpedo burns the screen and it's easy to unleash with the TT360. Charge Back, then slide your thumb Toward while pressing a punch button. Crispy critter time!



Sagat's Tiger Knee is made for the TT360. Slide your thumb from Down, Down-Toward, Toward, Up-Toward and a kick button to deliver this devastating knee attack...with no numb thumb!

BATTLE TESTED IN THE STREETS

When you play Street Fighter II Turbo,® you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate -- you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know, the guy using the old-fashioned control pad. So, go into the streets to win – go battle-tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

Turbo Touch 360 is a registered trademark of Triax Technologies. © 1993 Triax Technologies.

Turbo Touch 360™ & Street Fighter II Turbo®
The Winning Combination.

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

Street Fighter II Turbo is a registered trademark of CAPCOM, Inc. ©1993 CAPCOM, Inc.
Game played on a Super NES.® Super NES is a registered trademark of Nintendo of America, Inc.

THE MAGIC OF DISNEY.

JUMP INSIDE THE GENIE'S LAMP FOR A PINBALLING, PING-PONGING TRIP!

COLLECT THE TOKENS FOR A CRACK AT THE BONUS ROUNDS!

MOONING GUARDS!
DIRT-WAD-SPITTING CAMELS!
NICE NEIGHBORHOOD!

ANIMATION SO SMOOTH - YOU'LL SWEAR YOU WERE IN THE MOVIE.

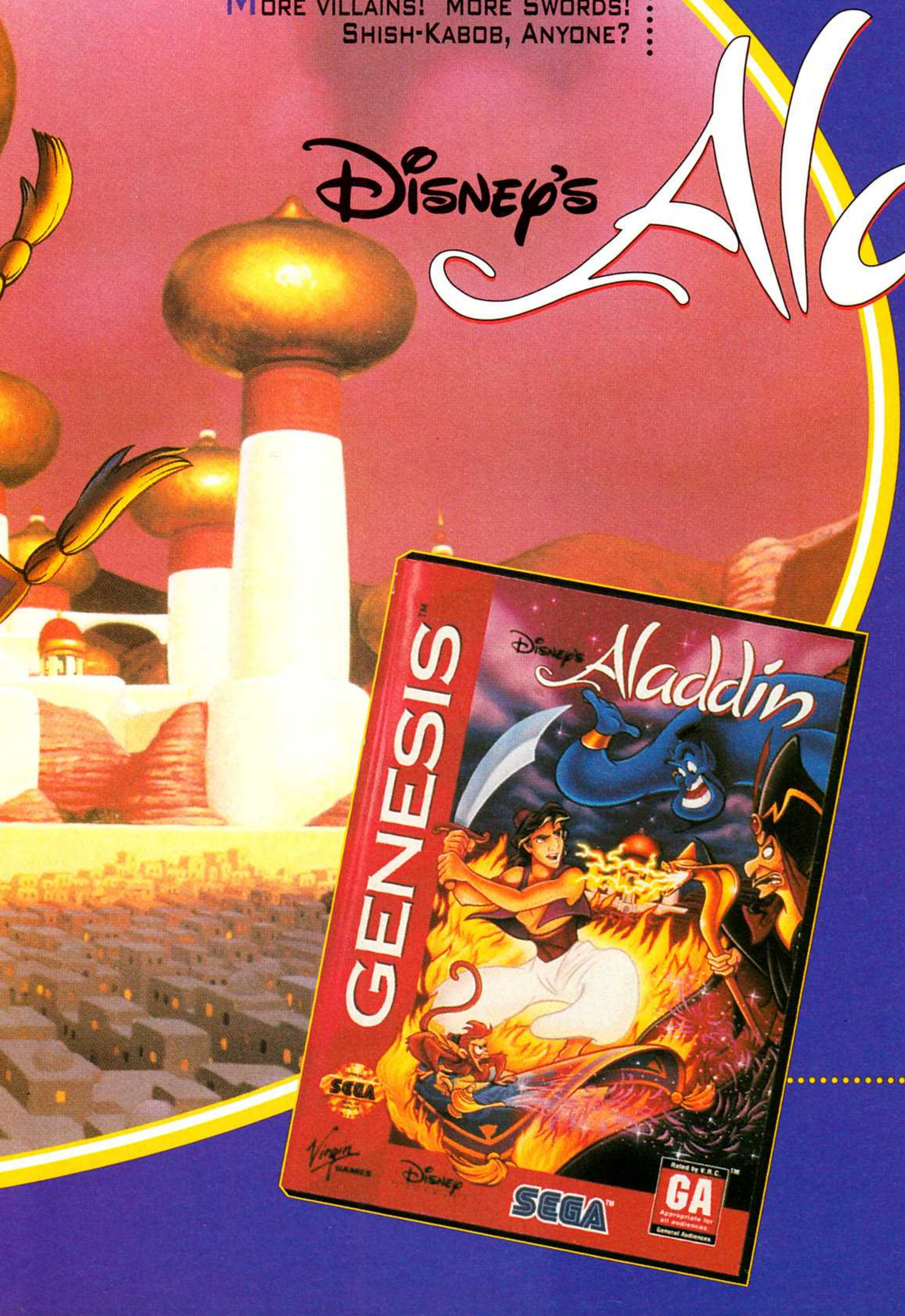
THE POWER OF SEGA™.

SURVIVE THE CAVE,
RESCUE THE BABE.
GENTLEMEN, START
YOUR CARPETS!

MORE VILLAINS! MORE SWORDS!
SHISH-KABOB, ANYONE?

HANG ON FOR THE RIDE OF YOUR LIFE!

Disney's **Aladdin**



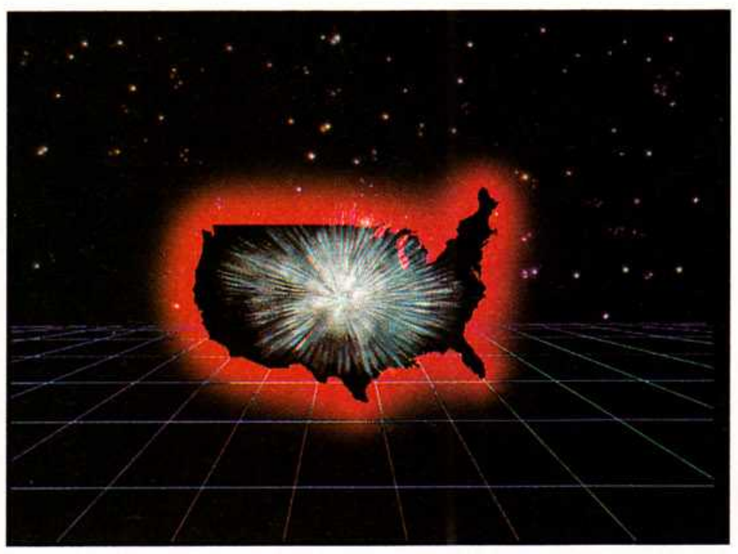
You've never seen anything like it! The one and only videogame with genuine animation created by the artists of DISNEY - combined with the action of SEGA™ GENESIS™.

Fly with ALADDIN in the most awesome sword-slashing, side-splitting adventure ever! It's totally loaded with new villains, non-stop laughs and the fastest action this side of the Sahara! So hit the "start" button - **and hang on!**

SEGA™ Disney SOFTWARE Virgin GAMES

WELCOME TO THE NEXT LEVEL.

Sega and Genesis are trademarks of SEGA. SEGA presents a Disney/Virgin Games co-production of Disney's Aladdin. ©Disney. Virgin Games is a trademark of Virgin Enterprises, Ltd. ©1993 SEGA. All rights reserved.



FANDOM CENTRAL

The Season of the 'Zines

by Arnie Katz

In the fall the electronic gamer's fancy turns to thoughts of 'zines. You'd think the warm-weather months, free of school and similar distractions, would be the personal publishing primetime.

Not so. The period from October to April probably sees three-fourths of the year's fanzines. There's usually more happening in gaming, hence more about which to write, and those early sunsets and rainy weekends are perfect for batting out fiery editorials and shoot-from-the-keyboard reviews.

Digital Press #13
Edited by Joe Santulli
44 Hunter Pl.,
Pompton Lakes, NJ 07442-2037
Bi-monthly, $1.50 per issue; 24 pages

One of the best just got a lot better. Drab, newsletter graphics are about the only possible complaint with previous issues of this intelligent and amusing fanzine. A cover-to-cover facelift makes the strong content even more engrossing.

Kevin Oleniacz's article on video game trading cards is the highlight of a strong issue that also has several excellent columns and a sophisticated review section. Each game gets a whole page, which also includes ratings by several gamers, capsule comments, and information boxes. **Digital Press** critiques classic games and new ones for virtually all platforms.

Congratulations to Joe Santulli for the leap forward. If you haven't tried this one, do so without delay.

Fanarchy #1
Edited by Ben Leatherman
10 Palo Verde Lane, Globe, AZ 85501
Bi-monthly, 50¢ per issue; 10 pages

Ben's editorial shows he has learned a valuable lesson: never is a long time. He said he wasn't going to publish a fanzine after folding **Video Games Monthly**, but here he is with a hot new bimonthly. **Fanarchy** may be this year's cleverest fanzine title, and the contents crackle with boisterous humor. Ben can be a little contentious, and some of his critiques seem overly negative, but this fanzine is going to be a biggie if he comes close to the announced schedule.

Video games get the review space, but there's also commentary on controversies like video game censorship and plenty of personal musings by the editor and his small staff. Despite the rough spots, this gets a full recommendation.

The Guru #2
Edited by Brian Goss
P.O. Box 5442,
Pasadena, TX 77508-5442
Bi-monthly, $2.00 per issue; 10 pages

Patrick Wilson's full-color cover starts the second issue of this spiral-bound fanzine in suitably high style. Although the interior isn't quite that fancy, Brian's fanzine has an attractive layout, clean headlines and fairly attractive spot illustrations.

Articles, like the ones about 3DO and Japanese Anime, are authoritative and insightful. They balance the lengthy review section, and think pieces on subjects like the possibility of another video game depression similar to the Great Crash of 1984. Some of the stuff would benefit from another run through the word processor, but the overall effect is very good.

I doubt that **The Guru** will continue expensive covers and costly binding for long. Both are hideously expensive, especially for a not-for-profit venture like a fanzine.

Fortunately, these are frills rather than necessities. **The Guru** would still be worthwhile with a black and white cover and a staple stuck through the corner.

Brian's fanzine has progressed admirably from a stellar first issue to a slick second one. Now he vows to work doubly hard to upgrade the writing and typography. He seems to have the formula for success. Get a sample.

IntelliVision Lines #8
Edited by Ralph Linne
8385 Findley Dr.,
Mentor, OH 44060–3811
Quarterly, $1.50 per issue; 10 pages

Anyone interested in the Mattel IntelliVision, popular in the early 1980s, can't afford to miss this data-packed half-legal-size fanzine. Ralph puts together such interesting articles, checklists, and news notes that **IntelliVision Lines** is practically indispensable to fans of this system.

Collectors and game historians will appreciate the special insert, a checklist of IntelliVision cartridges. Other strongpoints are the latest chapter of Linne's history of the IntelliVision, a review of the classic **Sewer Sam**, and a survey of role-playing adventure carts.

IntelliVision Lines is a model for anyone who wants to produce a specialty fanzine.

The Prowler #3/4
Edited by Tim Stoner
6303 Pemwoods,
San Antonio, TX 78240
Frequent, $1.25 per issue; 18 pages

This is the fanzine of the Prodigy Lynx Users Group, but it's worth a look even if you don't belong to that network. Tim and friends are still learning the essentials of fanzine publishing, but they are genial and, as importantly, are well-informed about Atari's portable game machine.

Reviews of new and old cartridges, newsnotes, a popularity poll, and a page of ramblings by the editor are the most interesting items here. The fanzine is fairly plain-looking, but it is very neat and readable. I hope future issues will draw more heavily on discussions held about the Lynx on Prodigy, so that those of us who weren't logged on to participate can enjoy them.

Attention fanzine editors: If you'd like your fanzine reviewed in a future issue, send it to: Arnie Katz, 339 S. Decatur, Las Vegas, NV 89107.

Build an insanely over-priced sports car. drive it as fast as possible. And laugh in the face of authority.

{Just don't cry when you're sharing a cell with a big fat guy who picks his nose.}

The game has tons of cool video clips just like this one. Only different.

Break all kinds of laws in one of four European Racers. Integrated video clips give tips on equipment and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.

The model makes the game better. The game makes the model better.™

3DO: Super System or Super Hype?

EG Finds the Truth About 3DO

by Ed Dille

3DO has received more media attention and industry interest than any other product under development in the history of gaming. Despite this unprecedented exposure, rumors and misconceptions abound regarding what 3DO is, and what the first units to ship will provide.

Here, EG explodes some of the common myths and provides prospective players with the first assessment of the technology, based on hands-on experience.

The Vision

3DO is attempting to position itself as a major player in the coming information superhighway marketplace. Recent deregulation has allowed the communications industry to redefine itself toward that goal, but the infrastructure for the digital fiber optic highway is just beginning to be established.

One of the first steps in this process is selection of a common standard for delivery of the new media. 3DO hopes to achieve enough market penetration during these early, formative stages to be accepted as that broad based standard.

Given that goal, it becomes easier to understand why 3DO opted to control and license the technology, and not the hardware as Sega and Nintendo did. The latter created monopolies based on control of proprietary hardware, acting as the sole source for manufacture, distribution and all other factors of a product life cycle.

The 3DO Company, on the other hand, does not produce the hardware or deal with the average consumer directly in any fashion. Rather, 3DO sells its technology to other businesses who, in turn, use it for whatever applications they desire.

The closest analogies to this marketing strategy would be those utilized in the promotion of the VHS video standard and the Audio CD. The success of these standards is widely known, thus it is not surprising that 3DO seeks to be viewed in a similar context. A question remains, however, as to how well they will be able to live up to the analogy over time.

The first opportunity to empirically evaluate their ambitious projections was provided via Panasonic's introduction of the FZ-1 REAL 3DO Interactive Multiplayer.

Fantasy and Reality

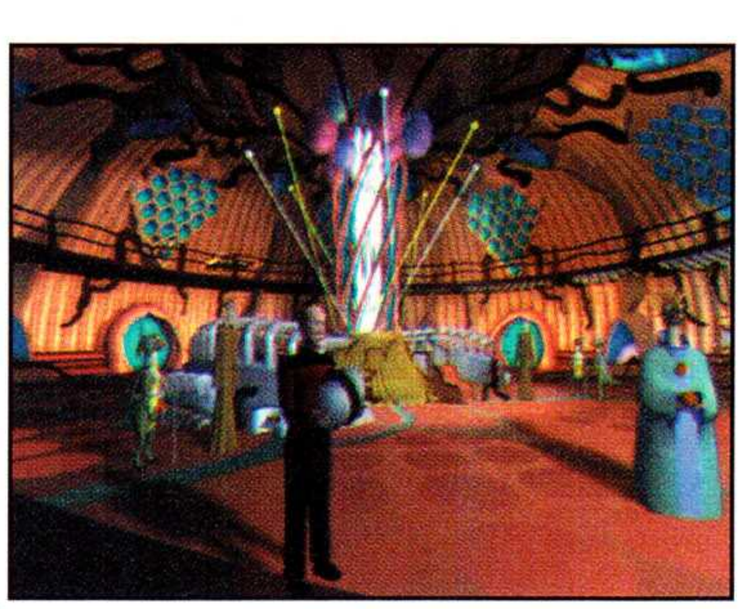
Contrary to some popular misconceptions, the first home units will not be capable of the 500-channel Megaplex of Interactive Television that many users are waiting for. Also, they will not allow connectivity outside the home for databases, interactive services, multi-player gaming or many of the other features currently enjoyed by computer BBS subscribers. In essence, the Panasonic 3DO unit is a stand-alone unit very similar to its Sega Mega-CD cousin, offering similar features but much more polished applications.

Strictly examining the types of media which may be enjoyed, Panasonic's 3DO machine supports game CDs developed for the 3DO format, audio CDs including the CD + Graphics standard, Kodak's Photo CD format and video CDs up to 60 minutes in length.

It's worthy to note that many of these features are nice-to-have bonuses, but are not in and of themselves specific selling points to justify 3DO's $700 asking price. Before focusing on the 3DO architecture exclusively, however, let's highlight a couple of salient points about the added features.

First, the Kodak Photo CD package is very well wrought. Images may be pulled from the disk and viewed from 1/16th to 16 times their original display size. This allows the user to box a portion of the photo, call it up to full screen and repeat the process again and again. Surprisingly, the 3DO unit continues to scan and refine the clarity of magnified images the longer they are displayed. During EG's test, this technique was used to focus on the eye of one subject in a photograph and the detail was sufficient to see the reflection of the photographer on the subject's cornea. The resolution produced was truly astounding.

As to video CDs, the 3DO player is currently limited to a full motion video (FMV) compression routine known as Cinepak. This standard impressively reproduces full screen animation, such as segments of *Batman, the Animated*



Star Trek: The Next Generation **fans will be thrilled to see Picard on the 3DO.**

Series, at 30 frames per second, but it is less refined than VHS for conventional video. On the side of the 3DO player is an FMV expansion slot which will allow MPEG-1 video decompression via a separately sold module, available in the first quarter of 1994. Since MPEG video is supported by custom, dedicated hardware, the technology produces imagery that is comparable to VHS, as well as CD quality sound. Further, since the multi-player has a double speed CD drive, capable of 300 kb/sec access, greater fidelity is attained.

Fore! PGA Tour Golf, by Electronic Arts, lets rainy-day duffers hit the links.

Expect the first video CDs to be 30 or 60 minute programs, but feature film releases for 3DO CD are possible in the next year or two.

If test marketing of independent cable company 3DO units is successful, 1995 could also see widespread introduction of cable boxes based on an MPEG-2 standard and 3DO architecture. Currently, systems allow one channel per 6Mhz stream, and digital compression will allow eight for the same bandwidth.

AT&T is also interested in developing phone applications for 3DO, as one might gather from their television marketing campaign, but it is unclear whether their units will be stand-alone or modem type add-on modules for existing players.

What is important to understand at this juncture, however, is that one must consider the purchase of the Panasonic unit solely on its own merit, independent of possible future applications.

One of the most positive indicators of 3DO's potential long-term viability is the number of companies developing for a standard which as yet has no sales figures. Software availability has always been a major factor in the success or failure of new hardware systems. Certainly, sales of Sega's Mega-CD have suffered from a lack of notable software. 3DO, however, lined up a very impressive list of affiliates and developers before hardware ever entered production. At the time of this writing, there were over 360 licensed developers and 110 projects underway.

Some of these companies are new ventures as well, developing only for the 3DO standard. This bandwagon approach is an unprecedented demonstration of faith by the software publishers and a strong indicator of expected success. There was an outpouring of developer support when Commodore first introduced the Amiga computer. However, the cast lined up in the 3DO corner surpasses even that.

That Magic Moment

After turning on the 3DO player, it rapidly becomes apparent that one has stepped into new, but familiar territory. The Panasonic unit will remind players of other video game machines, in terms of console and controller design. The latter's housing is like a SNES pad while the button layout is exactly like the original Sega controller. The display, however, is better than anything short of a professional animation station.

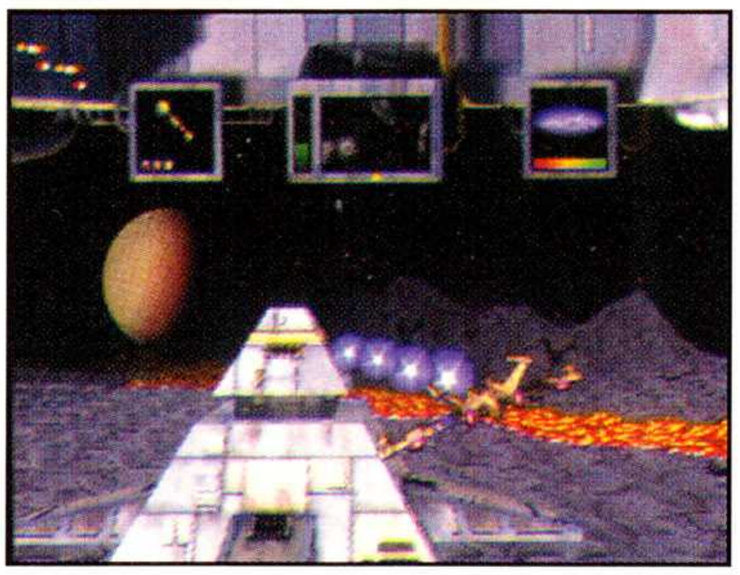
3DO achieves the high level of performance by avoiding the traditional architecture of video games and computers, which place the burden of all programming functions on a single multi-purpose CPU chip. Instead, 3DO provides two custom designed graphics animation engines supplemented by specialized circuits for video processing, digital sound and data flow management.

A separate memory management unit and 24 DMA channels integrate this architecture with a 32-Bit RISC CPU so that images of up to 16 million colors and animations of 64 million pixels per second are possible.

By way of contrast, current 16-Bit machines handle roughly one million pixels per second, while 32-Bit computers are capable of three million per second.

This unprecedented graphics power not only enhances the complexity of displays available for new games, it also allows programmers to incorporate a lot of built-in special effects without having to design cumbersome software routines.

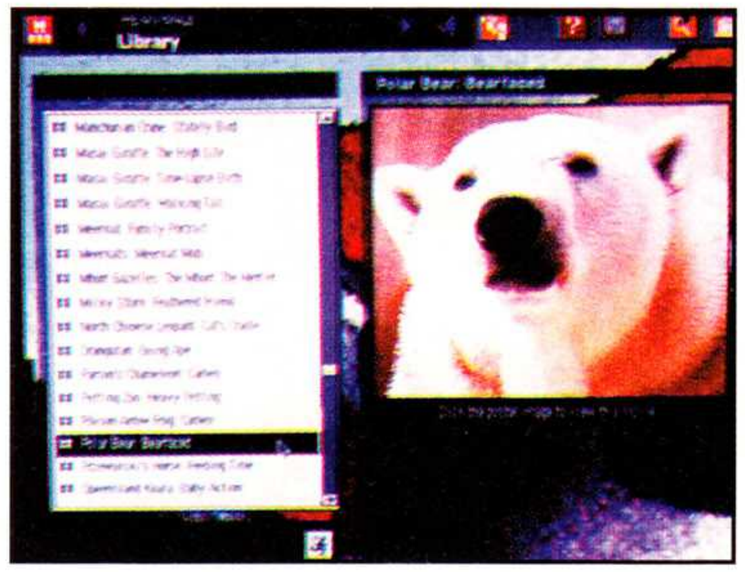
The 3DO architecture permits fluid incorporation of warping, transparency, light sourcing, texture mapping and anti-aliasing effects as base functions of the architecture. Because these functions are integral to the hardware, additional code may be devoted to the meat of games or other applications without any corresponding loss of presentation power. Realizing this, one begins to appreciate why there is such tremendous support from software developers.



Crystal Dynamic's Total Eclipse will challenge gamers with sci-fi fun.

The Question Remains...

3DO is certainly light years beyond what gamers have experienced thus far, but their acceptance or rejection of the new system will likely be based upon economic considerations. At the time of its inception, the Neo•Geo also offered state of the art video, but its price tag kept it from being a factor in the home market, though it remains successful in commercial applications. 3DO executives are quick to point out that, though their hardware is expensive in comparison to other video game systems, they are introducing it well below the $1000 price point which acted as a barrier for widespread acceptance of VCRs and audio CD players.



Can't find a zoo nearby? The San Diego Zoo's animals are yours to see on 3DO!

Further, the software companies **EG** has contacted indicate that each 3DO title has an eight month to one year development time and players should expect equivalent pricing to computer CD-ROM titles ($60 and up).

Therefore, hardware and software developers alike are looking to the Christmas buying season for vindication of their substantial investment.

The ball, as they say, is in your court.

PUT A NEW SPIN

SONIC THE HEDGEHOG SPINBALL™

Vault into the Volcano Veg-O-Fortress and kick some 'Bot!

STRAP ON YOUR POWER SNEAKERS FOR SPINSATIONAL NEW SONIC MOVES!

Lever-launch through eight fresh worlds of pinball-pumping mutant mayhem as Mobius' most heroic hedgehog rolls into action against the demented Dr. Robotnik! Thousands of Sonic's friends are about to become vegged-out robots... So why are you just sitting there? Get your flippers-flapping – and start spinnin'!

Neither sleet, nor snow, nor a slime slurping Scorpius can stop him!

Cop the Chaos Emeralds to bust Robotnik's family jewels!

Pull the plug on the Lava Powerhouse for a real global warm-up!

Get down...get up...get a new perspective in the 3-D Pinball Bonus Round!

Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!

SEGA™

WELCOME TO THE NEXT LEVEL.

ON YOUR GAME!

Sega, Genesis, Sonic Spinball, Sonic The Hedgehog and related characters are trademarks of SEGA. ©1993 SEGA. All rights reserved.

The Jaguar: Hands On

Atari Prepares to Show Its Claws

By Bill Kunkel

The Lynx may be more pussycat than wildcat in the competitive hand-held market, and the Panther—Atari's 16-Bit game machine—went on the endangered species list before the public ever laid eyes on it. But the Jaguar, Atari's amazing new 64-Bit, modular-style entertainment system, could be the cat that makes the cut.

At a press event held in Atari's Sunnyvale offices this past August, company president Sam Tramiel finally took the wraps off the fruits of almost half a decade of R&D. The press conference was originally intended exclusively for the gaming press, but Tramiel claimed he threw open to doors to everyone from the Associated Press to the Wall St. Journal once he got wind of remarks made by 3DO honcho, Trip Hawkins, regarding the Jaguar.

Even the Tiny Toons gang is ready to jump on the new Jaguar bandwagon!

Claiming that Hawkins had been spreading inaccurate information through the press and gaming industry, Tramiel decided to strut his stuff and let the journalists judge for themselves.

"Trip Hawkins has said that the Jaguar is really just two 32-Bit processors running in parallel," he contended. "By that logic, the Jaguar is actually a 240-Bit machine!"

The technological specs [see chart] are certainly impressive. The Jaguar does, in fact, use five processors: RISC-based GPU and DSP processors, an Object Processor, BLITTER, and perhaps for purposes of nostalgia, a 68000.

But the best thing about the Jaguar is its price and modularity. The basic unit, without CD, will sell in the $200 range. At that price point, Atari can compete with Sega and Nintendo, given quality software. Users can then add on peripherals such as a double speed CD-ROM drive, which connects through the system's cartridge game slot and features a cartridge input of its own, allowing Jaguaristas to run CD audio, with special cartridges available to interface with Kodak's Photo CDs, CD+G (for Karaoke) and even movies and videos, through the use of an MPEG 2 cart. Atari is using the Cinepak compression technology for its FMV which permits over an hour of video on a single CD.

Tramiel also promised a Virtual Reality peripheral which, he boasted: "will be *true* Virtual Reality—not just a pair of TV screens," taking a potshot at Sega's forthcoming VR headset. The Jaguar is also fitted with expansion ports to handle a modem, a TV interface, cable, and telephone delivery.

Tramiel was forthcoming when asked about Atari's recent run of misfortune and lackluster sales, but assured the journalists that the company is more than solvent. "We have $35-40 million in the bank and approximately $14 million in bond debt. We have more than enough money to roll this product out."

Impressive though the system may be, however, it won't fly without strong software support. Atari acknowledged this and promised a press conference in New York in mid-September to announce which publishers will support the Jaguar. Though Tramiel refused to be pinned down on numbers, he did say there will be "more than ten" developers announced.

"A lot of companies have spent a great deal of time and money developing for the 3DO platform, and they seem eager to talk with us," one Atari spokesman pointed out, referring to the 3DO's seeming inability to get development tools such as sound drivers into the hands of game makers.

Atari's name once conjured magical images among gamers. The Tramiels are now betting their shirts that the Jaguar is just the animal to let it roar again.

Jaguar Factoids

- Atari believes a success with the Jaguar could revitalize the Lynx. Portables are not big money makers, after all, but Nintendo and Sega make money with them by taking Genesis and SNES properties and producing small screen versions, thereby amortizing the cost of development on the portable system.
- Atari is in discussion with two unnamed coin-op companies to use the Jaguar as the engine for an arcade machine.
- The Jaguar *will* contain a lock-out chip.
- The Jaguar is being built by... IBM! "We sent out the bids to Hong Kong and all the usual places," Sam Tramiel explained, "and we were surprised when the best bid came back from IBM in Charlotte."
- Atari is contemplating a rating system similar to Sega's. "We'd like to get together with the rest of the industry and settle on a standard," Tramiel said.
- Cartridge prices will probably range from $39-$69.

Trevor McFur blazes across the screen, showing the Jaguar's intense graphics.

• **Tempest 2000**, the updating of the classic '80s Atari coin-op, and the most anticipated Jaguar title, was not shown, but everyone was buzzing about it. It's sure to be a winner!

• Remember: Time-Warner is still a major financial participant in Atari as a result of the buy-out. Atari also claimed it was in discussion with "a Bell company" about game transmission over telephone lines.

• There are two development systems for the Jaguar, Atari's own system and a PC-based unit. It costs "less than $10,000 to become a Jaguar developer."

• Production began in Charlotte on August 30. The Jaguar will be launched this year in New York, San Francisco, Paris, and London, with the rest of the U.S. and Europe to follow in '94. Atari intends to have IBM ship 50,000 systems in '93, half of them in the States.

• Most software will be in the 4-16 Meg range, with extensive use of compression.

The Games, the Games!

Trevor McFur Saves the Crescent Galaxy (Atari)

Several levels of this game were playable at the press conference. It's a side-scrolling SF shooter notable primarily for its incredible rotating polygon images. This won't set the world on fire, but it does begin to show what the Jaguar can actually do, and does so with alarming speed and fluidity.

Raiden (Atari)

The classic shooter should adapt nicely to the Jaguar, which handles multiple objects moving at variable speeds very slickly.

Evolution: Dino Dudes (Atari)

Jaguar adaptation of **The Humans**.

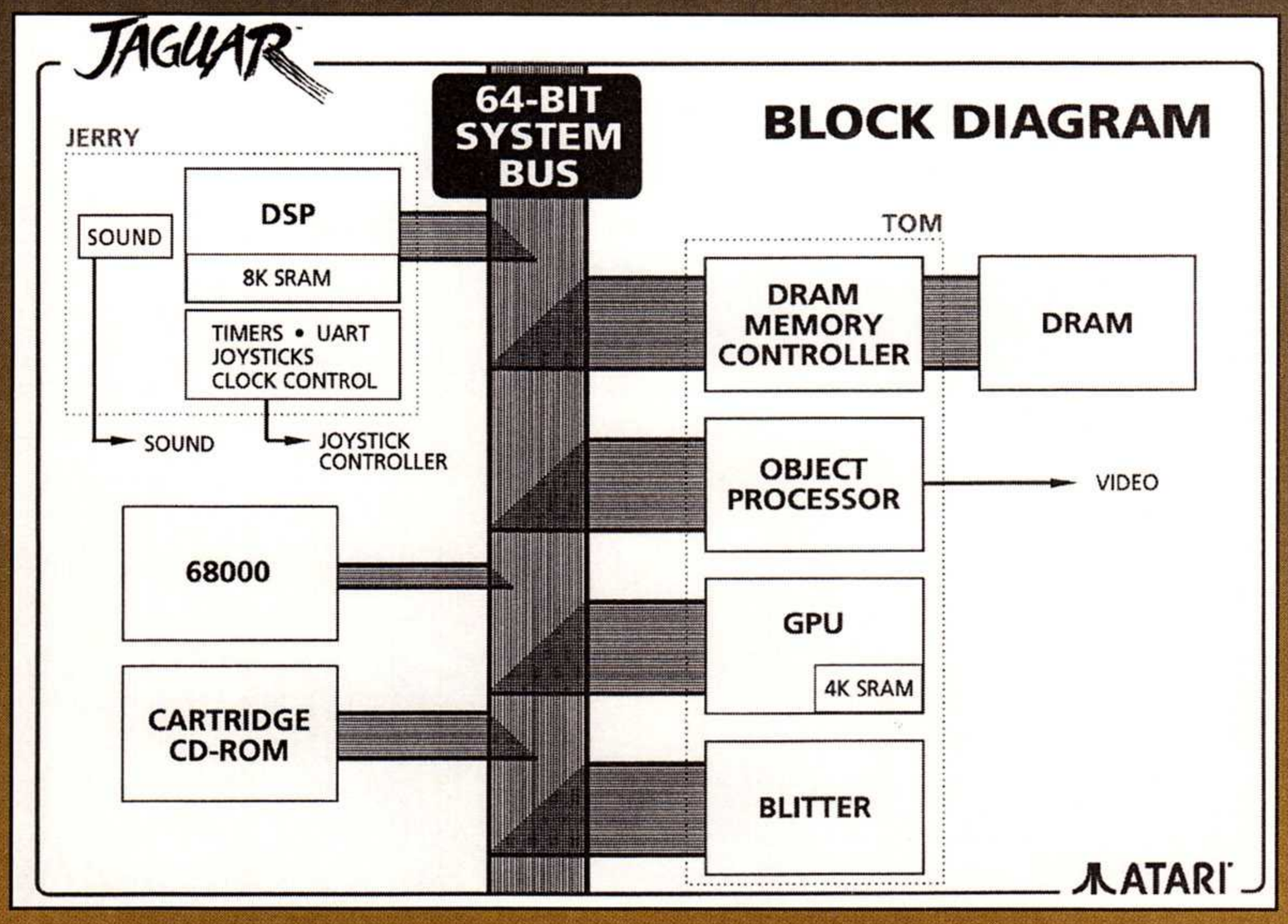
Tiny Toons (Atari)

Some very cute animation and use of color in this cartoon adaptation.

Aliens *vs.* Predator (Atari)

Could be one of the lead products. Gamers play as a Predator, Alien, or human Colonial Marine. The game uses a first-person point-of-view reminiscent of **Wolfenstein 3-D** with elements of **Space Hulk**.

Unfortunately, the object graphics have a disappointingly flat, unrealistic look to them. The hallways looks like mediocre paintings of hallways, rather than actual corridors. Developed by both U.S. and U.K. development teams in tandem.



Club Drive (Atari)

The obligatory driving game was not available for demo.

Cybermorph (Atari)

Developed by Atari's U.K. team, this action-oriented SF title combines two of today's hottest buzzwords. The game itself looks like a slicker version of **Starglider**, with the player's ship able to "morph" itself into a variety of strategically desirable shapes. Object: rescue stranded members of a doomed expedition who escaped in pods which are scattered among 15 planetoids. The real-time polygon animation is really quite impressive.

Overall, while some of the games contained visually impressive elements, it is obvious that third-party publishers will have to carry the ball in terms of establishing the Jaguar as the hottest game playing machine in town.

The Specs

• As opposed to a 16-Bit machine, which has a bus band width that can carry less than 2 megabytes per second, or a 32-Bit system which runs 50 Megabytes per second, the Jaguar's 64-Bit architecture runs more than 100 Megabytes per second (actually 106.4).

• The Jaguar boasts 27 MIPs DSP (Digital Signal Processor) with 8K Bytes of zero wait-state internal SRAM for CD quality stereo audio.

• The system offers 32-Bit color on NTSC or PAL TV sets, with more than 16 million colors.

• ROM cart capacity holds up to 48 Megabits.

• 16 Megabits of fast page-mode DRAM.

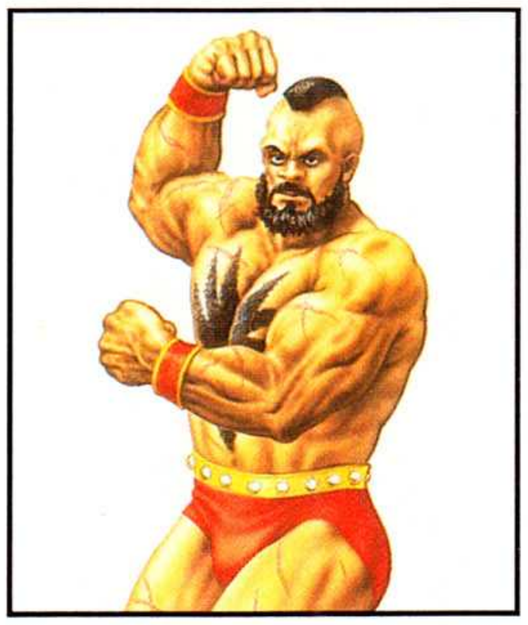
• The controller is structured similar to the Genesis control pad, with the addition of a 12-key keypad with game-specific mylar overlays, reminiscent of the old Mattel Intellivision.

• Special effects include Texture Mapping, Morphing, Warping of images, lighting effects, and Transparency, for creating smoke, shadow, and other light permeable visual objects.

• According to Tramiel, the system only has 2 Meg of RAM, and this could be a problem down the road.

• The heart of the Jaguar is a pair of custom chips, dubbed "Tom" and "Jerry." Tom comprises the DRAM Memory Controller, Object Processor (for video output), GPU (with 4K of Static RAM) and the BLITTER (a Bit Block Transfer mechanism). Jerry handles the sound, including the DSP (with 8K of Static RAM), and the game controller input, as well as timers, and clock control. Only time will tell if the hardware will keep up with the software.

SUMO HEAD BUTTS, SONIC BOOMS, WHIRLWIND KICKS, DRAGON PUNCHES, BUTT CRUSHES, FIREBALLS, SPINNING PILEDRIVERS



Street Fighter II™ is a registered trademark of Capcom Co., Ltd.

WILL YOUR PC SURVIVE? WILL YOU?

STREET FIGHTER II™

FOR THE PC

CAPCOM®

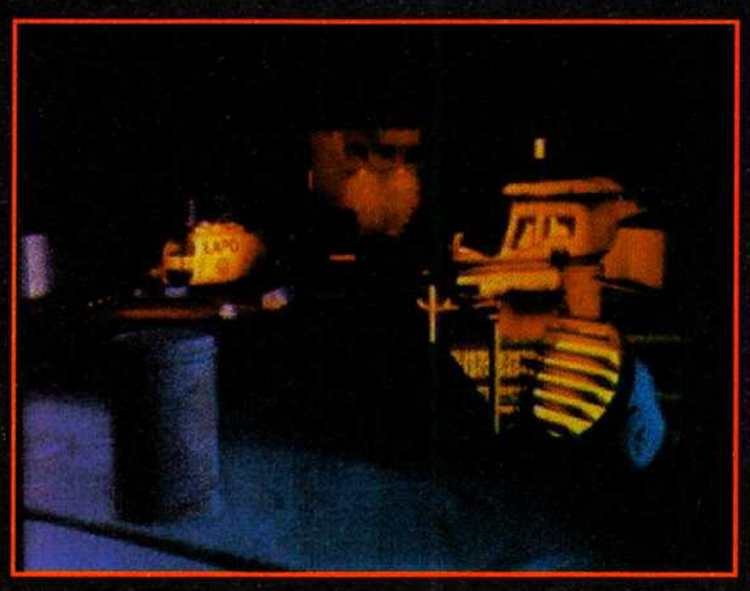
Distributed by **Hi Tech Expressions**

Available at your local software retailer
or call 1-800-447-6543 to order by
MC/VISA/AMEX

Stars of the Interactive Screen Stallone's First Game Shoot

Long before The Man arrived, the soundstage at Mansfield Studios being used by Virgin Games to shoot the live action sequences for the 3DO version of **Demolition Man** was alive with activity. A fine spread of fruit and breakfast munchies was laid out on long tables, and the refrigerators were stocked with Snapple. The prop woman readied a variety of nasty-looking weapons, all used in the movie, laid out like medical instruments against a white tablecloth.

Computer wizards and film production people mingled in apparent harmony, the cameramen and directors setting up the stage while the techies hovered over the incredible Ultimatte system which merges video images with computer graphics.



Sly's game is as action-packed and intense as his thrilling blockbusters.

Upstairs, lavish quarters were readied for the star to change wardrobe, with a back room containing a spa for relaxing between scenes. A collection of costumes hung on a rack, including Stallone's police officer's uniform.

It was the second day of shooting for Sylvester Stallone, who stars as future cop John Spartan in the Joel Silver produced sci-fi film, *Demolition Man*, on which the game is based. Co-stars Wesley Snipes and Jesse "The Body" Ventura had already filmed their parts, and everyone agreed that the end results simply got exponentially better as shooting progressed.

"Joel Silver has just been incredibly cooperative," remarked Virgin sound guru Tommy Tallarico. "He furnished us with the specs and blueprints for all the sets, and we 'built' them inside the computer." He then ran a quick demo showing several eye-popping scenes from the game, including the Cryoprison [see sidebar] and an amazing action sequence, taken from the film, in which the player, as Spartan, clings to the roof of a speeding auto, firing at targets as they race along.

On the first day of shooting, Sly had been apprehensive. He was apparently somewhat unhappy with the game version of his previous film, *Cliffhanger*, and expected to end up looking like a tiny, Mario-like sprite when all was said and done. One look at the astonishing Ultimatte technology, however, and he was clearly impressed. "I wish I'd had something like this when I was making *Rocky*," he'd remarked.

By the time he arrived on Day Two, everything was in readiness.

"Let's rock and roll," someone called out. "The Man's here."

Stallone was genial and good natured, heading immediately upstairs to change into his art deco police uniform. Meanwhile, the initial shots were being blocked out using Stallone's long-time stunt double. Everything was being shot against a green backdrop, which the computer can remove more easily than the traditional cobalt blue used in filmmaking.

Sly was on the set within minutes and the prop woman handed him the day's first weapon. For the next half dozen hours, Stallone endured take after take on a cramped, increasingly warm sound stage. Watching him on the monitor, the quality of the images looked striking. Stallone's famous face looked right at home on a computer screen, interacting with objects which exist only as data in a computer's memory banks.

Between takes and costume changes, he would step behind the scenes to observe the footage being generated and marvel at the computer's wizardry.

"Can it produce special effects?" he wanted to know. "Can you do steam and strobes and things like that?"

Assured that the system could generate such effects in addition to lighting modifications, he simply shook his head in amazement. In fact, while the 3DO was billed as having the hardware capability to reposition the lighting on any image, it actually can only modify the lighting on the sprites. "It's actually easier to darken a scene than lighten it," a technician said, "so we actually shoot the scenes with lots of light. But we can re-light sprites, to create a muzzle flash after a gun is fired, for example."

The movie is due in theaters this fall, but the game won't be available until next year, due to the delay in obtaining a complete set of 3DO development tools.

— Bill Kunkel

Demolition Man: The Movie

In the near future, policeman John Spartan (Stallone) is on the trail of psychopath Simon Phoenix (Snipes), who is holding a group of innocent hostages at gunpoint in an isolated building. Something goes wrong, however, and the hostages are all killed. Phoenix is arrested, along with Spartan, who is unjustly blamed for the deaths.

Both men are sentenced to suspended animation in a Cryoprison, a bleak-looking piece of architecture that houses the sleeping forms of the planet's most dangerous criminals.

Time passes. Society evolves into a state of virtual non-violence, where there are no guns, serial killers or even war toys. But something goes wrong at the Cryoprison and Phoenix wakes up. He immediately raids an arsenal and goes on a killing spree which the wimped-out law enforcement officials of this happy face future are unable to cope with.

Who ya gonna call?

That's right, they revive Spartan and send him after the bloodthirsty Phoenix, who is like a fox in a hen house in this pacified utopia.

The rest of the film involves Spartan's pursuit of Phoenix. Will he catch him? Will Phoenix once again take hostages and force Spartan to face a crisis of confidence before ultimately triumphing over his ancient enemy? Will it rake in big bucks at the box office?

What do you think?

— Bill Kunkel

FINALLY ...ONE THAT WORKS!

F-16 CORDLESS JOYPAD

- INFRA RED REMOTE CONTROLLER
- 2 PLAYER SYSTEM
- 15 FEET PLAYING DISTANCE
- LOW BATTERY CONSUMPTION
- FOR SEGA 16 BIT SYSTEMS

Sentai

Distributed by:

DOC'S *Hi Tech*

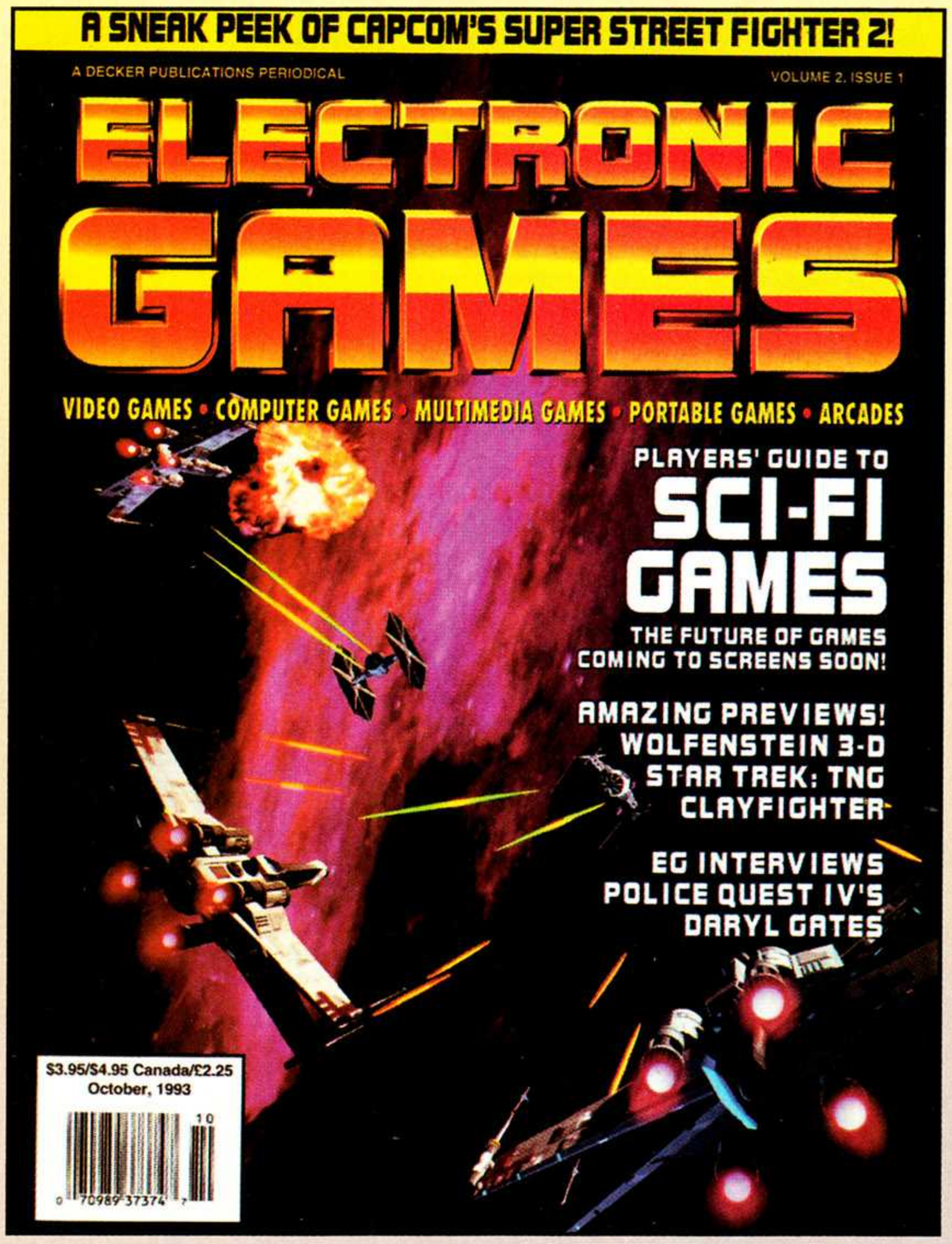
DOC'S HI TECH GAME PRODUCTS INC.

909/784-2710 ■ FAX: 909/784-7709

4140 Garner Road, Riverside, CA 92501

SEGA IS THE TRADEMARK OF SEGA ENTERPRISES LTD.

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

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

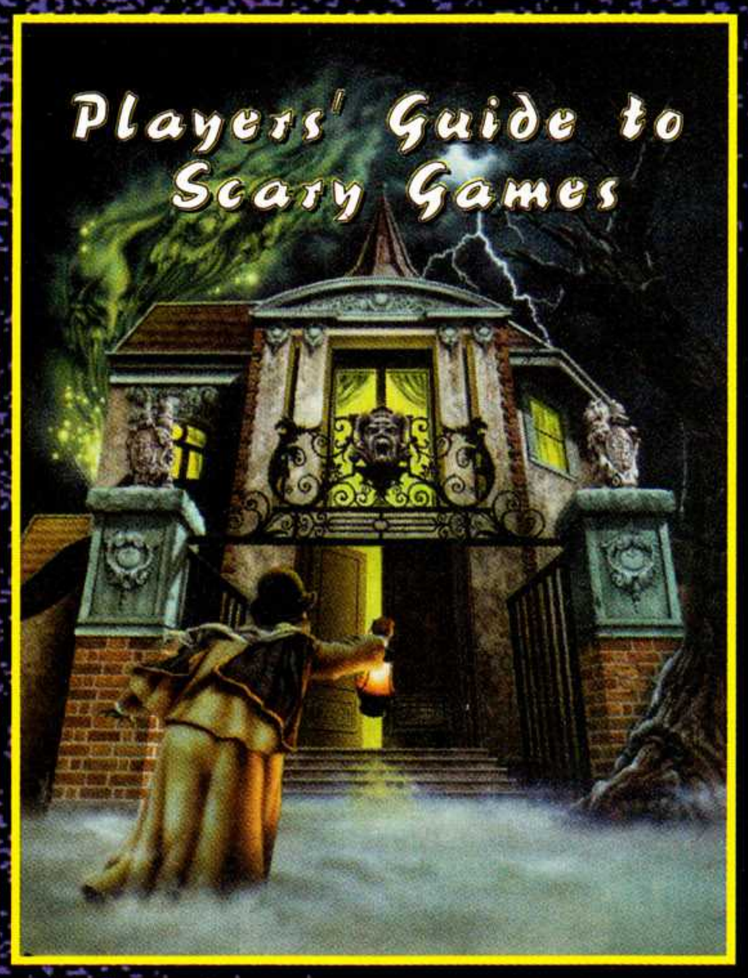
Make check or money order payable to Decker Publications, Inc. Canada and Mexico add $10.00. All others by air mail $80.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) All foreign orders must be prepaid. Please allow 6-8 weeks for your first issue.

HEGL8

SAVE OVER 50% OFF THE NEWSSTAND PRICE!

ACT NOW! Introductory Subscription Only $23.95!

Players' Guide to Scary Games



There are few things Americans love more than a good scare. Electronic games couldn't put on much of a creepy show until recent years. The sound and graphics just weren't good enough to overcome players' sense of disbelief. Without extremely strong, visceral images, you just can't do interactive horror.

Now it seems like game-makers have the monster factory running on overtime to make up for the previous lack. There aren't quite as many new shuddery carts as made their debut a year ago, but this year's shock parade is higher in quality.

Bram Stoker's Dracula is a new horror game based on the popular movie.

Creature Carts

Bram Stoker's Dracula (Sony ImageSoft/SNES, Genesis) is the interactive version of Francis Ford Coppola's 1993 movie. This is an action-oriented adventure with truly remarkable graphics that evoke the atmosphere of the film.

The multimedia version of **Bram Stoker's Dracula** includes over 15 minutes of footage from the movie in its 500 MB of visuals. As vampire hunter Jonathan Harker, the player confronts Dracula and his minions in seven action sequences.

Wolfchild (JVC/Genesis) uses graphics with a horror motif in a platform action game format. The mutating hero moves through at least seven levels of mazes, puzzles. and bizarre creatures. When Draxx, a terrorist overlord, kidnaps a leading scientist, the victim's son uses a secret formula to gain effective powers to use against the army of creatures.

Expect to meet all kinds of interesting beings when entering the Legacy.

Spine-tingling Software

Legacy: Realm of Terror (MicroProse/PC) is a first-person perspective horror adventure that features incredible 3-D graphics. The player is the heir to a dubious bequest, a house with a history of supernatural occurrences.

The haunted mansion is as big as an apartment building! There are up to 40 rooms on each of its 10 levels. The VGA graphics, which run acceptably on a 386 with 2MB of RAM, feature lots of bit mapped detail and clickable objects to investigate.

Back in circulation in a vastly upgraded form is **Uninvited** (Icom SImulations/Macintosh). The point-and-click haunted house adventure has improved sound and graphics, though the absence of color is unexpected in a 1993 Macintosh adventure. A tour of the house is

challenging and, at times, shocking. This is a smoothly implemented and engrossing game that offers those unfamiliar with the original the chance to enjoy the same interactive experience in a slickly implemented package.

Uninvited is also coming in a version for MS-DOS Windows.

Monsters of Multimedia

Return of the Phantom (MicroProse/CD-ROM) adds fully digitized speech and slightly upgrades other elements of this gripping story loosely connected to the Phantom of the Opera story. As Raoul Montand, the player voyages into the world of 1891 to rescue his girlfriend and confront the masked fiend.

The visuals blend an unusually wide variety of techniques, including drawn,

The Chill is the Thrill

A Hearseful of Scary Games for Halloween

digitized, 3-D rendered, rotoscoped, and sprite-scaled. The rich musical score maintains the pervasive mood of menace. MicroProse's MADS interface makes mouse or keyboard control easy, and there are meaningful gradations of difficulty that make the game suitable for novices and veteran adventurers alike.

Hold That Zombie!

Zombies Ate My Neighbors (Konami/Genesis) is an omnidirectional scroller that turns all your favorite monster movie cliches into a fast action adventure. Armed with nothing but a squirt gun and a first aid kit, the hero or heroine roams a suburban neighborhood to rescue people, collect useful items, and battle monsters. The crazed creatures include Zombies, Ghouls, Chainsaw Maniacs and more!

One or two gamers can try to save the 10 victims on each level. Time is limited, because the monsters try to kill everyone you don't help. A magic exit appears when no living victims remain. The character can leave for the next level, unless the nasties get there first. A password system lets hot players avoid the endless repetition of lower levels that sucks the fun out of too many multi-level arcade titles.

This baby wants to feed on your bones! Zombies offers humorous game play.

The control system, which can be customized prior to the start of play, uses the D button to guide movement and the three buttons to manipulate weapons and special items. And some of them are pretty special, too. They include helpful household items such as ice pops, silverware, footballs, plates, tomatoes, and the dreaded Martian bubble gun.

It would be quite a stretch to call this action-packed and tongue-in-cheek romp really scary. However, the use of fabulous and famous monsters throughout the game should make it quite popular with lovers of the genre.

Scares on the Small Screen

It's tough to frighten people when you're small. Audiences today are used to seeing extravagant special effects on the wide screen, and incredibly detailed graphics in computer and video games. But once a game is shrunk down to portable size, its power to paralyze a gamer with terror is similarly scaled down.

Of course, this obviously hasn't stopped publishers from trying. Activision is one of the leaders in the small-size scare department, with Game Boy editions of **The Real Ghostbusters** and **Aliens vs. Predator**.

The Real Ghostbusters is based on a cartoon which is, in turn, based on the Ghostbusters films. The reason for the "Real" in the title? The name "Ghostbusters" had already been licensed to an animation company which produced a totally original series using that name. Therefore, when the actual movies made the transition to cartoon-erville, they became "The Real Ghostbusters."

The Game Boy program casts the gamer as 'buster Peter Venkman, who becomes separated from his cohorts while de-spooking the hidden passageways of a haunted castle. This scrolling contest sees Peter climbing ladders, zapping bricks, fighting specters, and making intelligent use of the power-ups he acquires along the way.

As objects are accumulated, they are added to the player's inventory, which can be brought on-screen by hitting the Start button. The bonus object can then be accessed, along with pertinent play information. The graphics are excellent for a Game Boy entry and the music is so diverting that it can even prove distracting. Passwords are awarded for extended play in this whimsical creepshow.

There is not even a hint of whimsy in **Aliens vs. Predator**, a grim *mano a mano* between two of filmdom's most bankable monsters. Based on the Dark Horse Comics mini-series, the game's background sets up an interesting play situation: an Earth mining colony was visited by members of the Predator race years before the point at which the game begins. The Predators brought with them a dangerous cargo: several eggs bearing the almost-unstoppable Aliens which the Predators planned to return and hunt. The Aliens eventually hatched and, of course, wiped out the human population, but when a party of Predators came back to stalk them, they were overwhelmed and destroyed by an unexpectedly large number of Aliens.

Theory: one of the eggs must have contained a Queen.

The player is cast as a Predator, the last survivor of the Clan which was wiped out in the abortive Alien hunt. It is therefore up to them to regain the honor of the entire clan. But momma, are there ever a lot of Aliens!

The game itself is a side-scroller with some overly detailed backgrounds which tend to make the player-character difficult to track. But it features excellent music, some grizzly graphics, and a hot story line.

And what more could a scary game of any size really need?

— Bill Kunkel

Merry Monster Mania (Snap, Snap)

Gomez must save the day—or is that the night?—in **The Addams Family** (Flying Edge/Genesis). Developed by Ocean Software, the multi-level side scroller concerns a plot by Abigail Craven to kidnap members of the family and steal the treasure hidden somewhere in the mansion. Abigail has subverted Uncle Fester and, with his assistance, kidnapped Morticia and the rest. After saving Pugsley, Wednesday, and Granny, Gomez must survive the catacombs to find his beloved wife and earn victory.

The control system for this solitaire game employs the D button for walking, climbing or ducking. Button B triggers a jump, and C makes Gomez swing his sword or toss a golf ball.

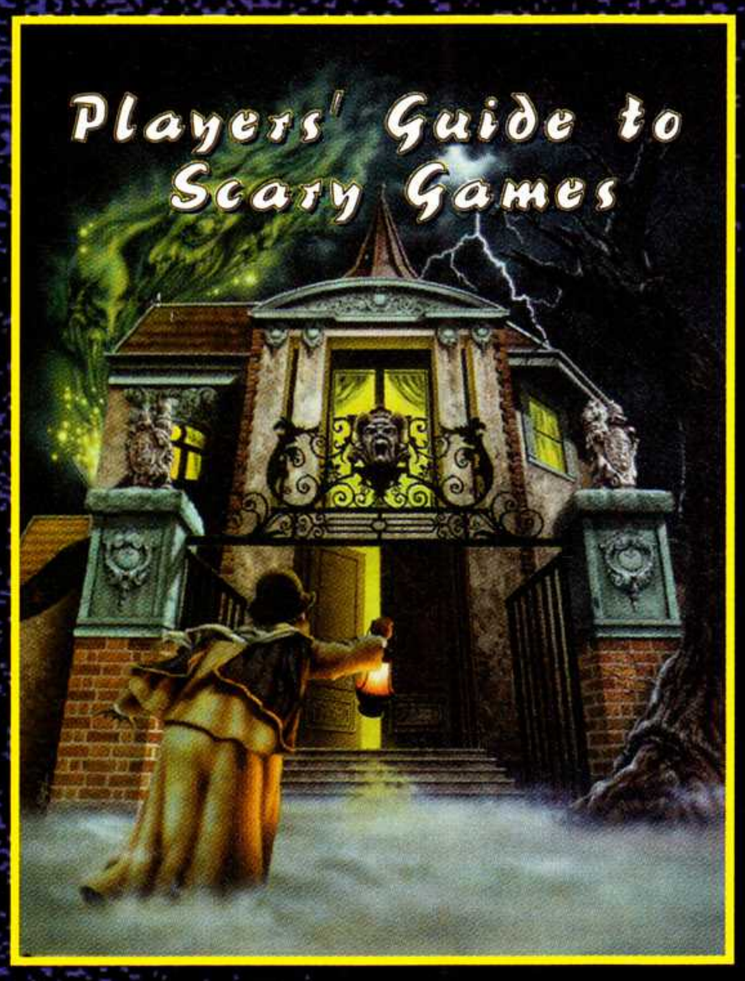
Energy, measured in heart units, determines how many hits Gomez can take before losing one of his five lives. Killing major monsters adds up to three more heart units, which makes Gomez much harder to stop. Infinite continues let the hero try again if five lives won't get the job done.

Like the cartoons, television series and movie, **The Addams Family** blends creepy creatures and oddball humor. It transcends the side-scroller play mechanic with stylish graphics, a jaunty sound track, and varied action. It may not give you nightmares, but it does offer many hours of entertainment.

— Arnie Katz

Decking Onto the Bloodnet

A Preview of MicroProse's Cyberpunk-Gothic Opus



Periodically, a game appears that falls outside the mold of the normal conventions. **Bloodnet** is just such a genre-bender, in that it derives equal inspiration from gothic horror novels and the popular sci-fi sub-genre of cyberpunk.

Sound convoluted? It should be, but surprisingly, MicroProse has blended these two disparate entities into a cohesive whole. **Bloodnet** lures players into the grimy underworld of Manhattan in the year 2094. Faithful to many other nihilistic portrayals of man's future, **Bloodnet**'s city is a dystopian necropolis in which a high-tech elite thrives on the suffering of the masses. Cyberspace has become the focus of human economic and leisure activity, leaving the physical realm to deteriorate even further. City services are non-existent, the government's authority is nominal, and the police ineffective.

Onto this backdrop is thrust Ransom Starke, the player character, a part-time mercenary/decker/scrounger with a neural implant who taps into the best (or worst depending on one's perspective) of both worlds.

A prelude sets the tone for Ransom's dilemma. Accepting an assignment from an odd-looking young woman known as Melissa Van Helsing, Ransom is lured to her penthouse. He meets her father. Only the good doctor is no longer as good as one might think. It seems that he was a bit unlucky in his crusade against the Vampires. Now he's the reigning king!

So that he might use the character's skills to support his plot to rule the world via Cyberspace, Van Helsing puts the bite on our hapless alter-ego. Control is not immediate, because Ransom's Neural implant appears to be able to stave off the intruding virus for a few days. In that period, the player will have to cruise cyberspace and the streets to discover a method of foiling the Vampire's plans, as well as a cure for his immediate affliction.

Players may elect to have the stats of the character randomly generated. They may opt for a manual generation routine. It's reminiscent of the gypsy wagon that premiered in **Ultima IV**. A series of 12 situational based questions are posed, the answers to which determine the personality and starting skill levels of the player character.

The three-dimensional feel of the game brings the action to life in Bloodnet.

Answers to the first four questions determine which career type (mercenary, scrounger, or cyberpunk) one's disposed toward. The remaining eight determine skill levels within that grouping. The statistics system is broad and all encompassing, incorporating RPG standards like strength and endurance, with more esoteric abilities like fast talking, jury-rigging, and even faith and innocence. Skills increase as the player completes actions related to them throughout the game.

Bloodnet's interface is like a late generation Sierra designs.The player points to the portion of the screen that's the desired destination, holds down the left mouse button, and the figure'll walk to that point. Right clicking on objects on screen picks them up. Double right clicking on the character inspects stats. Other standard RPG commands, such as search, examine, etc., are hidden from view until needed.

The "writing on the wall" is all too clear in this gruesome post-killing scene.

There's a decidedly non-standard command here as well...Bite! Remember, our hero needs to eat to stay alive. The degree of bloodlust is displayed on an indicator bar, as is the humanity rating. When humanity disappears, time has run out and the player irrevocably comes under the Master's power. Players access the commands and displays by moving the mouse pointer to the top of the screen. By hiding these icons until needed, the main display remains the center of attention.

NPC interaction is given via pop-up windows displaying the characters' faces and accompanying dialogue boxes. Periodically, these segments are further illustrated by high quality cut-screens depicting a particularly significant event.

Events may occur in any order based solely on the player's action or inaction. Time's working against the player and only certain combinations of actions will accomplish the objectives in time.

Bloodnet's graphics and sound routines contribute to the mood of the game considerably. Exteriors are almost devoid of color. The interior of cyberspace comes off as grisly and hellish in sort of a technological nightmare.

Bloodnet's plot is as dark as a vampire's soul, which will beckon to RPG players with the intensity of the children of the night, howling at the moon obscured by pollution.

— Ed Dille

Revisiting an Ancient Evil

ICOM's Dracula Unleashed Brings New Life to the Undead

ICOM Simulations remains one of the leading multimedia producers, building on a reputation of excellence first earned with their Sherlock Holmes titles. Their upcoming opus, **Dracula Unleashed**, promises to be their most polished bloodletting of consumers so far. Scripted and produced using techniques which are more common in Hollywood than Silicon Valley, **Dracula Unleashed** is faithful to the spirit of the original work (a good idea lest that spirit return to haunt).

Players assume the role of Alexander Morris, brother to Quincy Morris, who aided Jonathan Harker in the original work. Since those fateful events, 10 years have passed and Alexander arrives in London to investigate the circumstances of Quincy's recent death. Time is of the essence. Only four days and nights are allotted to get to the bottom of the strange occurrences which surround Quincy's passing.

As in the Sherlock titles, every activity consumes time. Though there are several paths through the game, some take longer than others. Plus, the longer it takes to complete the puzzle, the less desirable the ending. In essence, more of one's friends and family are killed as time passes. Should the player fail to eradicate the threat before the four days have passed, Alexander will also meet an untimely demise. A useful pocket watch icon allows the player to quickly ascertain the current time, which is important when attempting to catch certain NPCs in specific locations, as well as deduce how much time remains before chances run out.

As the game begins, Alexander is standing by his brother's grave, thinking back on the events of the past four days. This sequence provides the back story and sets the mood appropriately for the player to continue. As in the other video sequences, there are visual and auditory clues to be found. A VCR-type control under the main view screen allows replay or fast forward of a particularly relevant piece of video. Also, as the game progresses, these videos become part of a library (think of it as collective memory if you will), where they may be reviewed at any time without penalty. Whenever the player discovers what may be an important clue, an on-line journal is provided to make a special note of it.

As in all good adventure games, a system of inventory management is also provided. By clicking on the satchel icon, a pop-up display appears with each item carried in its own box. A flashing box in the upper right corner indicates an object in the location which may be acquired. To do so, click and drag the object to one of the empty slots in the satchel. Most of the icons used for objects are self evident, but the player may also find out more about them by clicking on the ear icon, which will play an audio file describing the item. Proper inventory management is crucial to success, as certain items must be given to NPCs in exchange for information or other items. Also, if going Vampire hunting, it's always a good idea not to forget the proper paraphernalia.

Getting around London is easy, but the *Concise Guide to Travel Times* should be consulted frequently. This handy compendium provides accurate travel times for a coach from the current location to selected destination. As a lot of valuable time can be wasted on the road, it is best not to approach the quest for clues randomly. Use the guide to plan trips to NPCs and critical locations strategically.

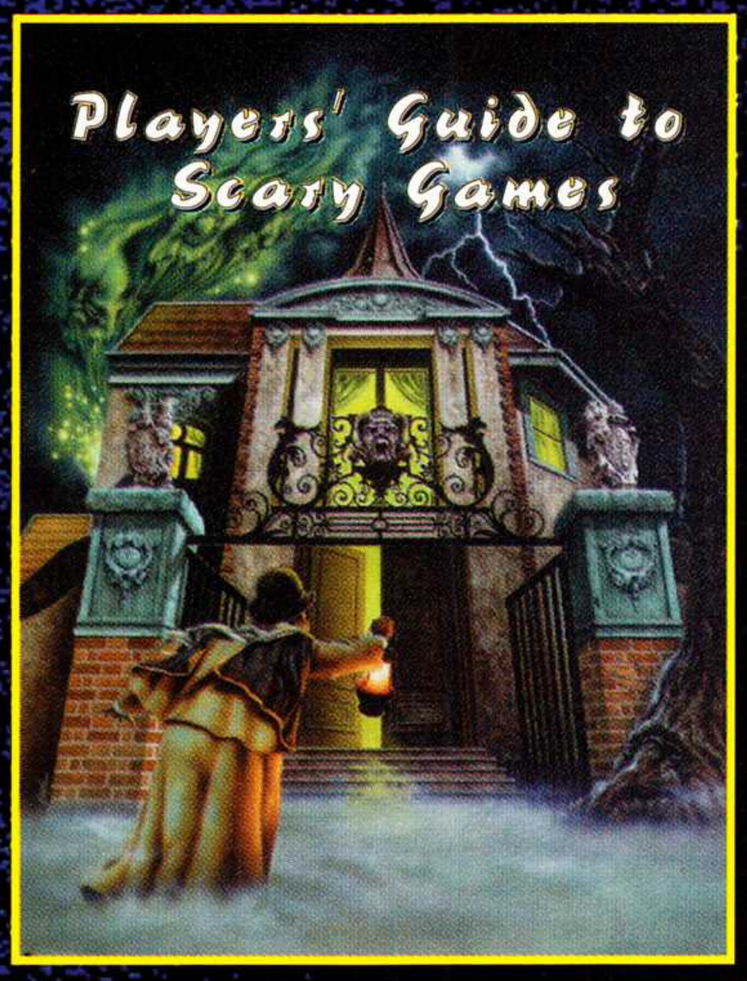
Telegrams are another time saving method of staying in touch with important characters. Telegrams are sent to the player's residence, so one can only access this icon when at home. It's necessary to return home each night to rest anyway (it's not a good idea to succumb to fatigue just prior to sinking the stake). This is a perfect opportunity to catch up on correspondence. Critical items may be shipped with telegrams.

Yipes! This vicious pup wants more than a doggy-treat! Any suggestions?

Fans of Dracula stories and movies will undoubtedly enjoy Dracula Unleashed.

Gamers will appreciate the excellence of the graphic presentation. The full-motion video sequences are colorful, well-scripted, and superbly executed by the assembled company of professional actors. ICOM has artfully avoided the lure of using company employees as actors, and the quality of **Dracula Unleashed** is much better for it; the sharp acting and sets really help the game. Step out of the comfortable routine of normalcy, prowl the fog shrouded streets of Bram Stoker's London, and revisit an incredible Ancient Evil today.

— Ed Dille

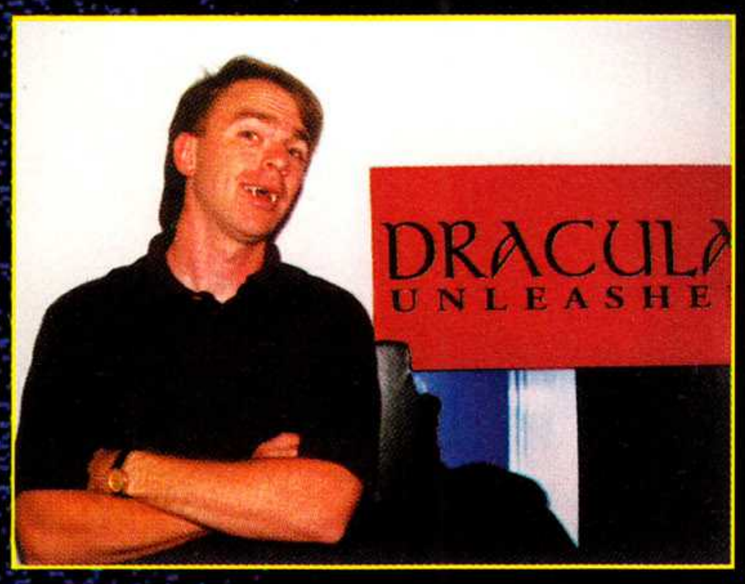


ICOM Unleashes Dracula for CD-ROM

An Interview With the Vampire's Producer

When Bram Stoker's *Dracula* was first published in 1897, it was hailed immediately as an outstanding example of the horror story, "the weirdest of tales." The novel became one of the most famous and widely performed melodramas of the modern theatre and has endured countless variations on film, most notably Tod Browning's 1931 classic and Francis Ford Coppola's sumptuous 1992 interpretation. No surprise, then, that ICOM Simulations, Inc., best known for their **Sherlock Holmes Consulting Detective** series, should choose the Legendary Vampire as the subject of their latest CD-ROM extravaganza.

"Our objective was to create a Gothic horror game that was very scary, one that builds a lot of suspense," explains Dave Marsh, the project's producer.



Could this be the infamous Dracula, or just another overworked producer?

"We chose CD-ROM for its emotional response, something you just don't get in arcade style games. We've learned so much from making the Sherlocks that we were ready to take the next logical step, blending the video techniques used in Sherlock with the interactivity of an adventure game based on Stoker's *Dracula*. This allows us to have a new type of experience for gamers.

"We didn't want to simply rehash the book," Dave continues. "If you've read the book then why bother playing the game; you already know the outcome. Our story takes place 10 years later with the player as Alexander Morris, who has come to London to investigate the unusual circumstances of his brother Quincey's death. (It was Quincey who, with the help of Jonathan Harker and Abraham Van Helsing, originally destroyed the Vampire Count). All of the major characters have been retained, plus we've added some new ones.

"One of our designers, Tony Sherman, came up with the original story line, characters, and puzzles and we eventually hired Andrew Greenberg and William Bridges of White Wolf Games, Inc., to write the screenplay. They had module writing experience from **Vampire: The Masquerade**'s story telling system and really understood horror in general and Stoker in particular.

"Then we moved to Minneapolis for six weeks of filming and editing. We got two huge sound studios where we built over two dozen Victorian sets, including streets, mausoleums, and cemeteries. We used 43 professional actors in 47 roles and shot 150 different scenes. A special effects company created all of the fog, the gore, and vampire women that we know are essential to the game, and we even found a local wolf owner who let us use his timber wolf. All of this allowed us to virtually eliminate Ultimate (blue screen) process shots."

They also licensed the use of Carl Orff's powerful and foreboding Carmina Burana. "I've wanted to use that music in a game ever since I first heard it in the film *Excalibur*," says Marsh as he slides the volume up to 11. "It's one louder," he winks, in obvious tribute to Spinal Tap.

Experienced Sherlock players are likely to find **Dracula Unleashed** a much more compelling experience. After all, the player has only four days and nights to unravel the mystery and is ever in danger of losing loved ones or being killed himself.

"The idea here is that we're game players ourselves," Dave explains. "We don't want to frustrate the player with random deaths or illogical events. If Alexander gets killed it's because of something he missed, it's not unavoidable. There are always clues for being somewhere or having a particular object at hand, some more subtle than others. The clue may appear as something a character says, as notes in Alexander's journal or in the description of the object itself."

When asked if the **Dracula** team was satisfied with the way the game turned out, Dave nods confidently. "We've basically accomplished everything we set out to do with **Dracula Unleashed**," he says. "It's the first truly interactive *movie* game, and the first time that Dracula has been presented in a game worthy of Stoker's book.

"Although Mike Plant directed the video segments, we basically see the player as the director. He changes the storyline based on where he's gone, who he's seen and what he's done. His actions determine whether he lives or dies, wins ultimately or just barely. He can make a different movie every time he plays." If you want an incredible game and directing experience, here it is.

— *Scott Wolf*

Contacting the Unknown

A Look Inside Rosemary West's House of Fortunes

Since the dawning of the Age of Aquarius, occult studies have been on the rise. As the intellectualism of the beatniks was replaced by the romance of the hippies, cynicism cooled, until now everyone hopes to find their future written in the stars, in the cards or deep inside a divining crystal.

Villa Crespo Software is having fun with fortune telling, in **Rosemary West's House of Fortunes** (MS-DOS), a program that weds science to superstition to produce a delightful disk of divination. It's all in here from Crystal Ball to Tarot. There's never been such a curious collection for computerist fortune-hunters.

The hospitable Ms. West offers players a variety of methods for fortune telling.

The company disclaimers insist it's all just for fun, and it is! Users enter Rosemary's house, then sign on with full name and birthdate. Rosemary points toward the divining chambers and invites the supplicant to enter.

The Astrology room holds a kindly astrologer who offers a reading. First there's a vision of the sky chart, with the astrological signs appearing one by one in their positions. The birthsign of the supplicant is shown, and the fortune appears on a papyrus, which the gamer can scroll through to read, or print out.

Each of the five fortune telling disciplines is treated in this fashion. The gamer enters the room to receive the daily reading. The Crystal Ball is manned by a turbaned and mysterious gypsy; a more scientific Numerologist is housed amid banks of computers.

The Tarot reading is quite elaborate. Cards are dealt one by one, in the traditional format, and each card's meaning is shown. Then the cards are layed out across the bottom of the screen for study, and the entire reading scrolls past for reexamination.

The I-Ching reading lets the computer flip the coins on screen, or the player can throw coins then enter the results into the computer. A hexagram is displayed with its title, and the reading appears. If the first hexagram contains one or more moving lines (also known as changing lines), two hexagrams appear, with text for both.

Up to 80 users can register, and obtain readings for any date, past, present or future. The computer also keeps a history of all readings given.

Fortunes in the Astrology and Numerology rooms are coupled with personality readings, which supplements the rather brief predictions. The Tarot and I-Ching rooms give more complex readings. The Crystal Ball reader delivers a cryptic message to make the fortune-hunter ponder its meaning. And, each room has its own mysterious musical theme.

The SVGA graphics are competent for the task, but not elaborate. Rosemary speaks with a digitized voice, but the readings are in text form. As a side benefit, the program also calendars dates, and each time it's booted, reminds you of birthdates or anniversaries in the next 10 days.

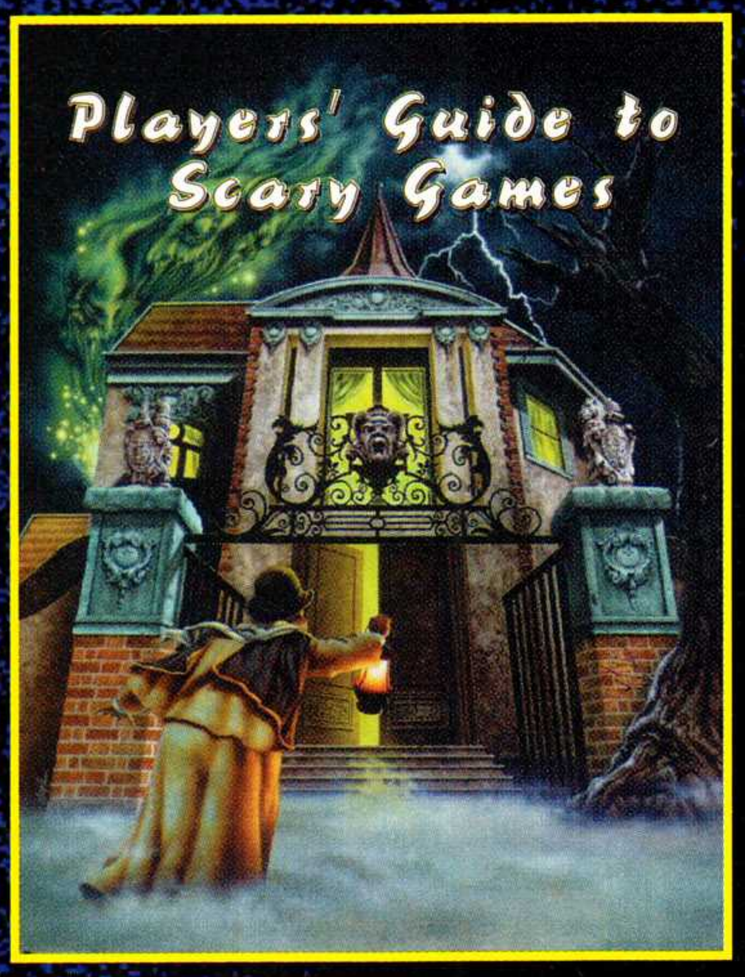
The fun really starts as the crystal ball begins to unfold your hopes and fears.

Modern methods are employed when using numerology to predict the future.

It's all a great deal of fun. It's a guaranteed party-maker. The keyboard or mouse controls all functions, and simple on-screen prompts lead the user through the process. There's no lengthy discourses on the subject of fortune telling, so users can jump right into the program and begin testing their own theories about the future.

I predict you'll find entertainment in this delightful program.

— Joyce Worley



The Nightmare Tape

A look at the videotape game

VCR games never succeeded as a game medium. The reasons were obvious. The board game setup was usually shoddy or boring and the video tape served no other purpose than a gimmick. Players would advance the tape for a few seconds and watch a prerecorded scene that might indicate a gain or loss of points or position in the game, but otherwise contributed little to the fun.

Phillip Tanner and Brett Clements, partners in A Couple 'A Cowboys, Ltd., an Australian video production company, spent months developing an intriguing VCR board game in which the video tape controls the game rather than supplements it. The international hit VCR game, **Nightmare**, will soon make its way to multimedia platforms and the SNES.

Nightmare, known as **Atmosfear** in Europe, was conceived as a series of video tapes in which each additional tape and set of game cards used the same board, pieces, and rules. So far, two of the planned six sequels have been released in America and a third is available in Australia.

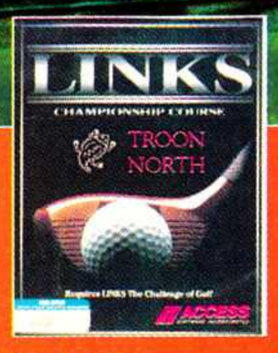
Although the video tape is the same each time people play **Nightmare**, each play session is completely different because of the number of players and infinite possibilities of events between appearances of the game's host.

Players start the tape (which runs exactly 60 minutes) when they begin the game and don't stop it until one player collects all the keys and confronts his worst nightmare successfully. Each tape's host character appears from time to time and issues instructions that are general enough that they apply in every situation. Players must stop what they're doing immediately when the host appears and follow his/her directions. The hosts appear with greater frequency as the game progresses and the players, if drawn into the game (which is quite easy to do), can work themselves up into quite a frenzy.

Tanner and Clements decided upon a horror theme for their new concept after months of game research. The recent releases of many popular horror movies and game titles alike probably had some influence on the eventual decision. Tanner commented that "we wanted

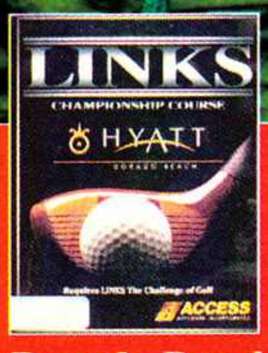
ACCESS Softw
A COURSE FOR YO

Firestone
Akron, Ohio

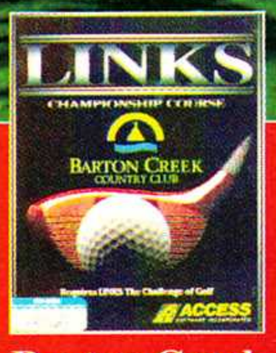


Troon
Scottsdale, AZ

Bountiful
Bountiful, UT



Dorado Beach
Puerto Rico



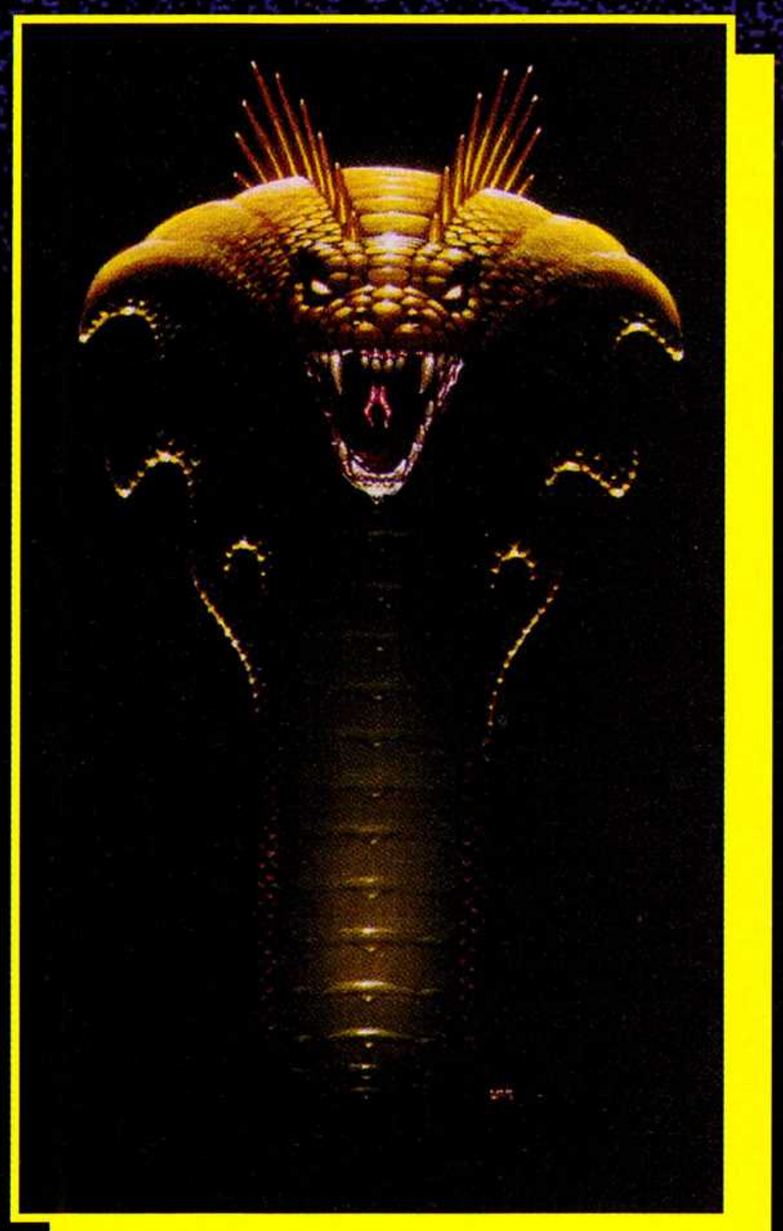
Barton Creek
Austin, Texas

Bayhill
Orlando, FL

something that would scare people, but we wanted it to be more frightening fun than actual horror. We like to think **Nightmare** is an emotional game."

Each of the game's horror hosts deteriorates as the tape progresses, courtesy of the makeup wizardry of Bob McCarran. Prosthetic effects were relatively cheap for **Nightmare**, but worth it in their subtle effectiveness.

The characters and game system caught on dramatically worldwide. In Australia, a **Nightmare** themed dance party attracted over 30,000 guests. In America, **Nightmare** ranked in the top five in sales of board games during the '92 Halloween season.



An upcoming movie in '95 will feature the **Nightmare** characters. Multimedia and video games will surface in late 1994. Tanner succinctly noted that "**Nightmare** is more than just a game, it's an entertainment platform." With the increasing capabilities of CD-ROM on both the PC and video game formats, we can expect these versions to hold up the fine standards already set forth in the wildly popular board version.

Plans are currently in development for two types of **Nightmare** based electronic games. It's too early to get into details, but players should expect both multimedia CD games and a SNES game based on the characters.

Beam Software of Australia will develop the SNES game. Instead of a port or version of the VCR tape and board game rules, this video game version will involve the seven characters from the video tapes and perhaps an exploration of each of their worlds set up as game levels. The history behind the Gatekeeper, Mummy, Vampire, Witch, Zombie, Werewolf, and Poltergeist should provide a fun arcade adventure.

England's Epic will produce multimedia versions of **Nightmare** for CD/I and MPC platforms. These versions will utilize footage from the video tapes, plus additional scenes shot specifically for the game. The mechanics of game play have not been worked out. Tanner assured me that "it will duplicate the sensations you get from the board game, but will be far more interactive and far more random." Clements related that "moving to multimedia is like opening Pandora's Box."

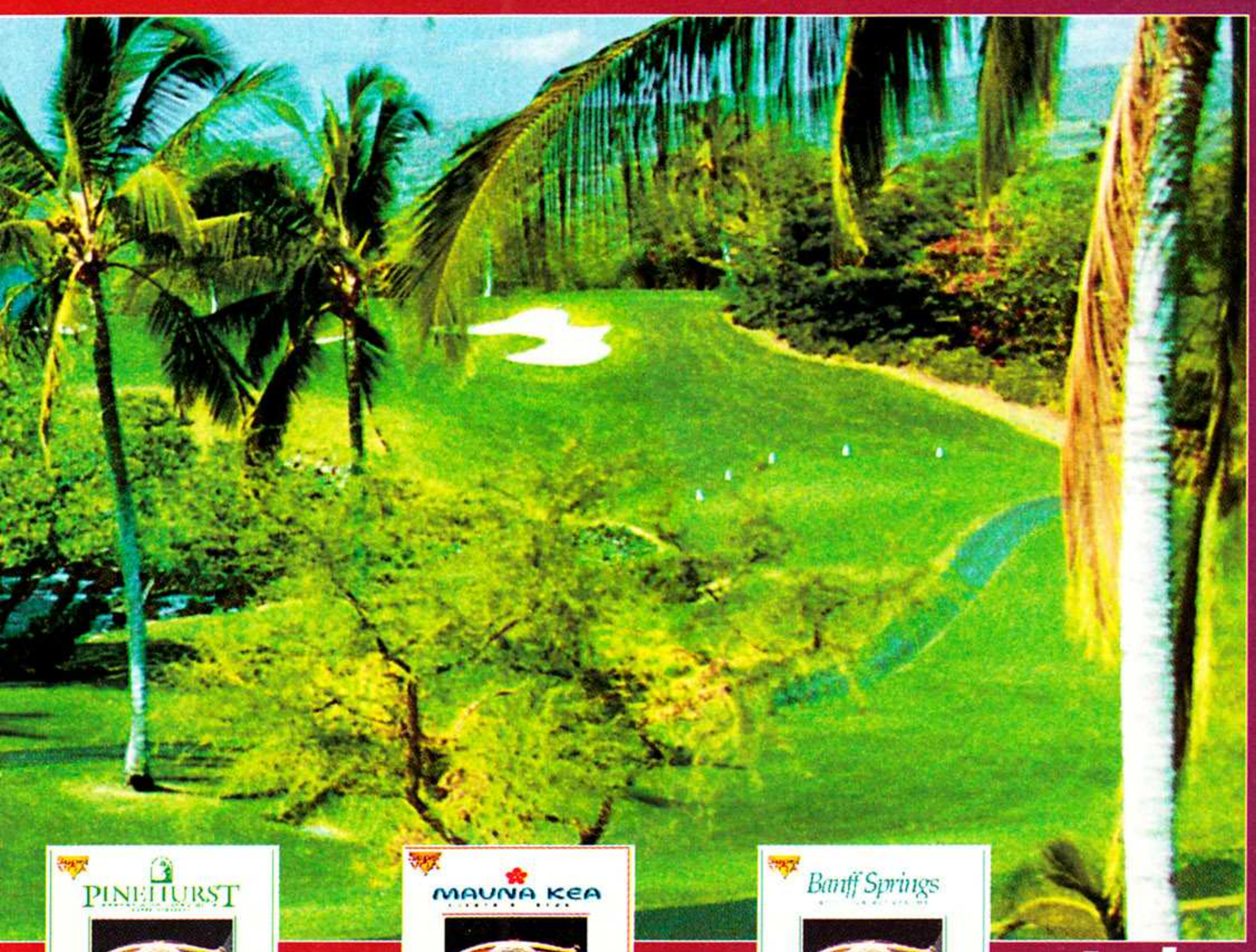
No one really knows what nightmares and scary dreams mean or how they occur, but now we can at least visualize them in a less-stressful game format.

Until **Nightmare** reaches home game systems, give the unique VCR game a try and see why the experience has caught on all over the world.

— Russ Ceccola

are brings you

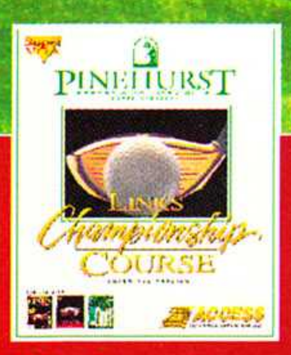
UR EVERY MOOD!



LINKS Championship COURSES

If you feel like playing 18 holes on Hawaii's Mauna Kea course on Monday and Arizona's desert spectacle Troon North that night and Akron, Ohio's Firestone course on Tuesday morning, save your airfare and just pull out your LINKS Championship Courses! ACCESS Software has beautifully digitized versions of some of the world's finest golf courses so you can play them on your computer anytime of the day or night!

LINKS Championship Courses are completely compatible with our original LINKS–The Challenge of Golf, the new LINKS 386 Pro, and Microsoft Golf for Windows!



Pinehurst
Pinehurst, NC

Mauna Kea
Hawaii

Banff Springs
Alberta, Canada

And many more coming!

ACCESS
SOFTWARE INCORPORATED

4910 W. Amelia Earhart Dr., SLC, UT 84116
(801)359-2900, (800)800-4880, FAX (801)596-9128

The New Face of War

by Ed Dille

Wargaming has always been a niche market in this industry, but even within this niche specialization has evolved. In the heyday of paper-based wargames, players tended to play many different types of products, appreciating the essence of complicated strategy and tactics without constraint to particular time periods.

As the hobby progressed, however, many focused their limited playing time to specific historical periods, even to specific battles in some instances. Among these specialists, two groups prevail: Civil War and WWII enthusiasts. The former will be happy to note that at least five new products are currently under development for home computers; **EG** will feature them soon.

This month, we address the latter gathering of grognards, who would rather drive a Panzer through a blizzard than kick back with a cold one. Whether one's interest in this field of gaming runs toward simulations, grand strategic planning or gritty in-the-mud tactics, the coming software season will have something to meet those needs.

The Admiral's Aide

Aspiring video game Admirals may ply their trade with Koei's **P.T.O.**, which stands for Pacific Theater of Operations, but computer players have the greatest selection of new titles. One can look forward to QQP's **Battles of the South Pacific,** Three Sixty's **Victory at Sea**, Novalogic's **Wolf Pack** and Dynamix's **Aces of the Deep** (formerly titled **Graue Wolves**). **Fleet Commander**, the long awaited sequel to **Action Stations**, has been delayed indefinitely at the time of this writing.

Although QQP's announcement of **World War II: Battles of the South Pacific** (**BOSP**) has been rather low key, it is in keeping with their marketing style. For readers unfamiliar with their product line, it includes **The Lost Admiral** (winner of numerous awards), the **Perfect General**, **Conquered Kingdoms** and several other venerable strategy classics. As such, they don't require a major media blitz because virtually any new title they produce will generate sufficient interest on its own merit.

BOSP will allow players to participate in historical battles or campaigns, as well as hypothetical "what if" scenarios, always popular. The campaigns represented by the game are Solomons, Coral Sea and Ya Ming; there is no option to play the entire war from start to finish as other games offer. Within a campaign, every ship that participated historically, including all the support ships, is present. By including all of these peripheral units, the player gains an appreciation for the tremendous logistic puzzle that surrounds an operation of constant reinforcement, like the Solomons Campaign.

Further, the game system uses limited intelligence routines which constrain the player to visual contact reports only, which enhances the fog of war. The system uses hourly turns but resolves combat in real time.

The player is able to control land-based air assets and must strike enemy bases and airfields in addition to conducting normal surface ship combat. Tactically oriented players will have the option of directly controlling each battle, while those who prefer to concentrate on grand strategy may allow the computer to fight for them. Finally, the game will fully support two-player modem play.

Three Sixty will be offering players a more grand strategic look at the Pacific War with their upcoming **Victory at Sea** (**VAS**) title. The brainchild of strategic expert and military commentator Jim Dunnigan, **VAS** encompasses the entire theater of operations from Alaska to Australia and India to South America. Play begins immediately after Pearl Harbor and continues until one side forces the other to sue for peace. It is possible for Japanese forces to invade the U.S. mainland, as was feared during the war, and the U.S. player may also opt to invade the Japanese homeland in lieu of using atomic munitions.

As the strategic commander, the player is more concerned with overseeing the island-hopping strategy employed by both

Command the naval forces in order to obtain a resounding Victory at Sea.

combatants than delving into tactical details. For example, the game will not allow the player to act as a single ship Captain in formation on night patrol in Ironbottom Sound. Sufficient other products have addressed that level of detail and **VAS** seeks to avoid the pitfalls that plague hybrid action/strategy games. Thus the player will evaluate intelligence reports (remembering that the human eye was the most reliable sensor of the time), plot unit and group movement, supervise repair and new construction and manage the complex logistical web necessary to project power abroad.

VAS uses daily turn resolution and combats occur automatically when enemy forces are encountered. The combat sequences are spiced up with digitized footage of actual battle from the Naval Archives and sound support has been added where possible. The game also features an online historical reference which is lavishly illustrated and may be called up at any point during play.

Novalogic set the gaming world on its ear several months ago with their graphics engine for **Comanche: Maximum Overkill**. They appear to be capitalizing on their new found expertise by releasing an upgraded version of **WolfPack**, a title originally marketed by Broderbund. It includes 12 predesigned scenarios covering the Battle of the North Atlantic as well as a fully functional scenario editor that allows the creation of original battles.

Missions can be day or night, and the period of the war, which affects what technology is available, may be specified. Hence U-boats possess a distinct advantage early on, but that diminishes as Allied radar and sonar improvements occur. Missions include multiple submarines and destroyers and the player may move between them at will.

During a mission, each unit's Commanding Officer possesses a distinct personality, ranging from conservative to aggressive, which impacts on the unit's tactics. One can sit on the bridge and simply observe the Captain in action, if desired. **Wolfpack** has proven such an enduring title because it offers complexity and depth of play without forcing players to master volumes of rules or a cumbersome interface.

Further, the new graphic engine demonstrated at CES lends a cinematic intensity to the game. A U-boat glides silently through the water with rippling light and shadow on its hull from the wave motion above. Operating at night under a cloud canopy with a few stars peeking through, the player sees the distant fires of ships sinking on the horizon. One hears the reassuring rumble of the diesels, and the disconcerting thump and ripple of distant depth charges and hedgehogs falling on your brethren. Does the new model generate player empathy and intensity for the struggle portrayed? Absolutely!

The chief competitor for **Wolfpack** will be Dynamix's upcoming **Aces of the Deep,** also seen at CES. **Aces** is another genre-busting product in that Dynamix's graphic engine has risen to even greater heights. The wave modeling sequences alone are enough to make players want to buy the game but fortunately the product is a lot more than a fancy screen saver. Built around the highly successful interface used in **Aces over Europe**, the player will have the option of commanding single missions or embarking on a campaign that spans the entire war (provided one can survive that long). The "Dogfight Famous Ace" option has been matched by a "Famous Captain" option that allows the player to stalk convoys protected by historically successful destroyer skippers.

Aces is the first Dynamix product to be done completely in 32-Bit assembly language, which makes it entirely 386 specific. By opting for this approach, Dynamix is able to pack a lot more into their graphic routines without fear of frame rate problems.

Aces features four different sub-types, over twenty historically correct ship models and 17 aircraft types. Aircraft were critical in the locating and destruction of U-boats during the War, and **Aces** is the only simulation other than **Das Boot** (which was not worthy as a game) to model them. **Aces** also features a lot of digitized voice and sound effects. German characters speak in their native tongue and sub-titles will be provided for players who are not bilingual.

The General's Adjutant

Stepping ashore, ground pounders will be happy to note that their special area of interest is also being well catered to.

Three Sixty is providing two or three new releases to its **V for Victory** series per year. Of note, the pricing for this and subsequent releases of **V4V** has been reduced from $59.95 to $39.95. The reduction does not indicate a drop in quality, rather it reflects the evolution of the gaming system. Until now, each new title had enhancements in response to user feedback. The latest title, **Gold/Juno/Sword**, covering beachheads of the Normandy landings not treated in earlier installments, also represents the final stage of code for the engine.

V for Victory is a battalion level simulation played out on a detailed SVGA map with a one kilometer hex size (the grid can be toggled off). Turns are logically divided into planning phases, actual execution and after-action

The V for Victory series contains enhanced features for serious players.

sequences. During planning, the player may specify the degree of intensity with which a particular unit pursues its orders. When defending, for example, the options range from "retreat if attacked" to "hold at all costs." On the offensive, the program is the only one on the market to offer probing attacks, vital when one is uncertain of actual enemy strength and composition. Alternately, the player can specify three other levels of assault, each of which requires a certain degree of morale to be executed.

Where the **V4V** series really succeeds is in putting players right down in the mud. Players will feel the pang of loss when they see a favorite subordinate battalion, who had carried them through some tough times in the past, shatter in the face of an enemy counteroffensive. Given the vast number of untapped battles that would shine under **V4V**'s microscope, one can reasonably expect this series to remain around for a long time.

Tacticians will also note that any game from Gary Grigsby is of interest. The premier wargame designer for Strategic Simulations Inc., his latest effort, **War in Russia**, is a major rework of the classic title, **Second Front**. The earlier work was definitive in scope, but its supporters' chief complaint was that units retained too much mobility. **War in Russia** corrects this problem, updates the model to a VGA standard, introduces mouse support and adds a lot more depth of play. It also has several new scenarios, like the Russian counter-attacks on Kiev and Stalingrad, as well as a scenario editor.

Second Front's method of plotting movement is retained, but a restriction has been imposed on the logistics model in the form of Operations Points. The number available to the player is a factor of the heavy industry, resource sites and oil under the player's control. Each turn, operation points are distributed to all headquarters units, then allocated to subordinate combat units, who need them to perform every action, from movement to assault. Points thus need to be stockpiled to prepare for an offensive, which the system allows—provided the HQ unit does not have to move.

Clash of Steel is a solid game, offering new twists on the military sim format.

In addition to supporting movement and combat, the player may spend operation points to boost a specific unit's readiness for battle, over the level of automatic resupply set by the program.

SSI's other land combat title, **Clash of Steel** (**COS**), adopts a theater level strategic approach to operations, along the line of Three-Sixty's **High Command** (reviewed elsewhere in this issue). **COS** has the look and feel of one of the grand overview board games of the European theater. To give one a feel for the map scale, the entire 200-mile Maginot line is six hexsides. Players may appreciate the sweep of the war, as nations fall within days or struggle endlessly against overwhelming opposition, without becoming bogged down in the details.

Assaults are handled a little differently. Units conducting an assault do not try to enter the hex they attack; rather, several units may assault in concert to soften up an enemy unit for a subsequent overrun attack. This is preferable to continuous mobile frontal attacks, as it reduces one's losses. Each encounter calls one of many sound bite files, which include the whine of dive bombers, static machine gun fire, thumping artillery bombardments and other equally inspiring noises to get the blood pumping.

Air combat is fairly simplistic, as interceptions and target damage are determined automatically. The player need only select a group and a target. Naval combat is also easy to master. One assigns fleet units to one of seven different sea zones and then places them in either an operational fleet, a transport group or a raiding party. The latter function independently to interdict the flow of supplies to the Allies from off map sources. Every turn a random number of resource points is subtracted from the route's maximum up to the rating of the platform conducting the interdiction. When opposing naval groups meet a round of combat is conducted with each ship getting one opportunity to fire. Two hits on any ship sinks it, regardless of size or type. At the end of the round the player will have an opportunity to withdraw damaged ships to port for repair.

COS allows players to dabble in politics, spending diplomatic points gained through victories to sway other nations to join their cause. Also, players will need to control the vast economic machine behind their war efforts. As in the rest of the design, this feature is easy to understand from the first sitting. Production points are allocated to the player at the beginning of every turn. These points may be spent purchasing units from a buy list or invested in research and development efforts for everything from anti-tank gun technology to jet propulsion. Obviously, the balance of power can shift quickly if one side gets too far ahead technologically, but players cannot strip too much of their effort away from the front line units or they risk being overrun.

Squadron Commander's Briefing

Virgin's **Reach for the Skies** (**RFTS**) was originally announced at the same time as LucasArt's **Battle of Britain** title. Due to unforeseen and unfortunate circumstances surrounding the division of Mirror Corporation when Robert Maxwell passed on, the game remained in limbo until recently.

RFTS focuses exclusively on the Battle of Britain, but divides that conflict into four mini-campaigns. The first chronicles the Luftwaffe's attempt to draw out the RAF and destroy them piecemeal over the Channel. The second involves operations against the British Radar installations. The third is the massing of airpower against the RAF airfields themselves, and the last is the Blitz of London.

Players use their intelligence about which air raids are expected on any given day to scramble fighters to intercept them. Subsequently, the player can enter aircraft from that flight to directly influence the outcome of the engagement. Further, these efforts are not limited to a single aircraft. Players can jump between cockpits for up to four British or eight German aircraft at any given time.

Players' efforts have a direct impact on the morale of the squadrons they fly with, which is rated based on an average of all the members of the squadron. Naturally, kills improve morale while damaged aircraft, pilot losses and the arrival of green recruits lower morale. Damaged aircraft may be repaired, and replacement aircraft from the industrial pool are available, provided the factories haven't been bombed too severely, at an average rate of one Hurricane or Spitfire a day for the British player. **Reach for the Skies** offers players a good blend of strategy and action surrounding one of the most intense periods of aerial conflict in the entire war.

Parting Shots

This niche of wargaming is generating more interest than ever, despite the fact that many of the actual veterans of the war are passing from our ranks. As one waits to play them, some classics of the genre are listed in the accompanying sidebar. Play them and one will appreciate the personality behind the new face of war.

Classic Wargames

At Sea

Action Stations	RAW Entertainment
Carriers at War	SSG
Carrier Strike	SSI
Great Naval Battles	SSI
Silent Service II	MicroProse
Task Force 1942	MicroProse
War in the Pacific	SSI

In the Dirt

Blitzkrieg Ardennes	RAW Entertainment
Battle Tank Series	Simulations Canada
Kamfgruppe	SSI
Panzer Battles	SSG
Patton Strikes Back	Broderbund
Rommel	SSG
Second Front	SSI
V for Victory Series	Three-Sixty
Western Front	SSI
White Death	RAW Entertainment

In the Air

Aces of the Pacific	Dynamix
Aces over Europe	Dynamix
BattleHawks 1943	LucasArts
Battle of Britain	LucasArts
B-17 Flying Fortress	MicroProse
Secret Weapons of the Luftwaffe	LucasArts

Yo-Ho-Ho and a Barrel of Grog.

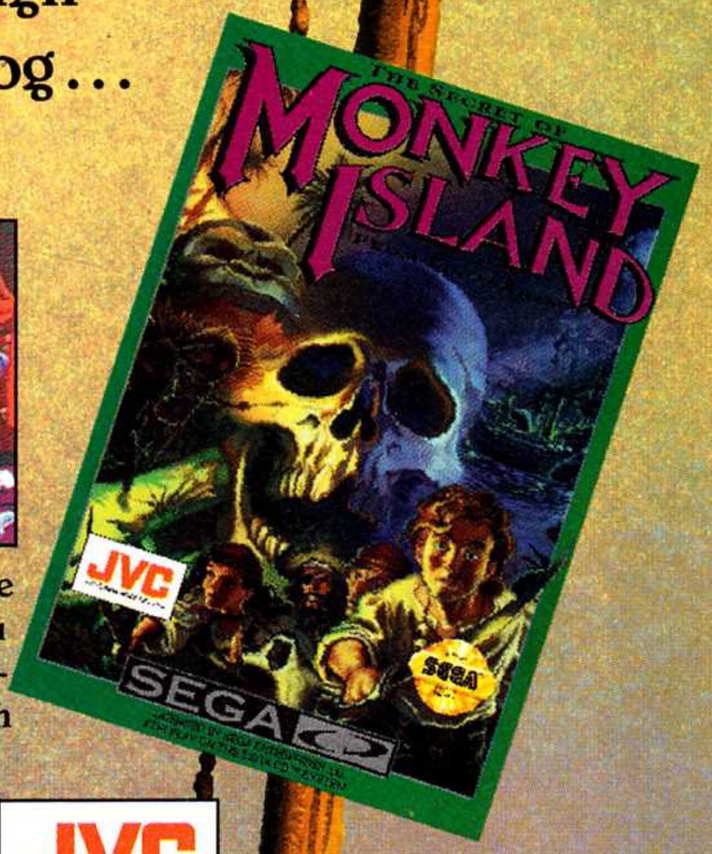
WANTED:

Bloodthirsty swashbuckler-wannabee for the ultimate in high seas adventure. Must be willing to lie, cheat, steal, swill Grog… and get shot from a cannon. Sense of humor a must!

To reach Monkey Island, you'll have to swindle peg-legged pirates and blotto buccaneers–and gather clues to unlock the puzzles that await you.

Melee Island is filled with exciting pirate adventure–join the Fettuccini Bros. circus and earn your pieces of eight as a human cannon ball.

Along your quest to become the greatest pirate in history, you must find, gather–even steal–various items in order to reach the famed Monkey Island.

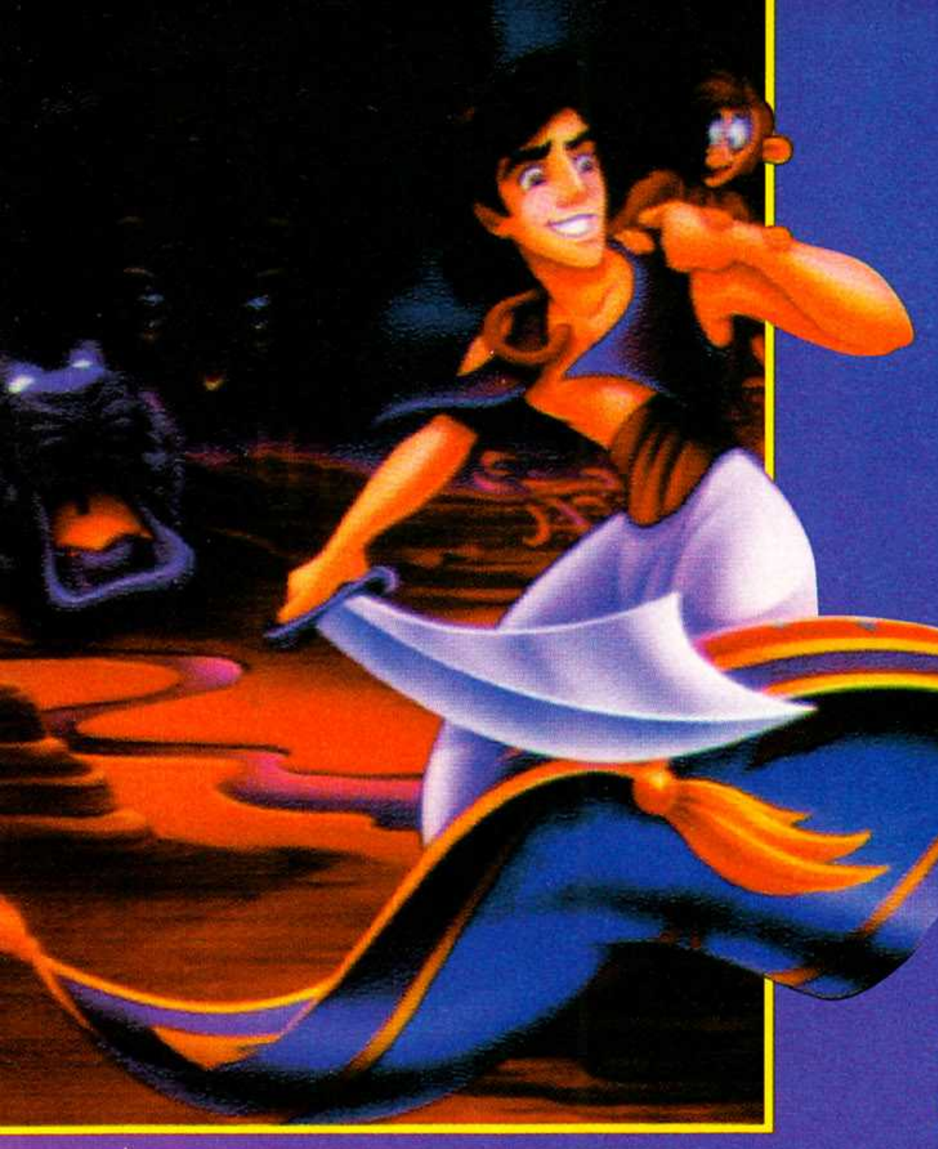


OFFICIAL SEGA™ SEAL OF QUALITY

SEGA CD™

JVC MUSICAL INDUSTRIES, INC.

TM and © 1993 LucasArts Entertainment Company. © 1993 JVC Musical Industries, Inc. All Rights Reserved. Used Under Authorization. The Secret of Monkey Island® and © 1990 LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. Lucasfilm Games is a registered trademark of Lucasfilm, Ltd. LucasArts is a trademark of LucasArts Entertainment Company. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.



Secrets of Aladdin

A behind-the-scenes look at the creation of Aladdin from Sega

by Russ Ceccola

Aladdin broke new ground for animated motion pictures with its smooth animation transitions and original techniques like the three-dimensional chase scene through the Cave of Wonders. This same type of colorful animation plays a major role in **Aladdin** for the Genesis, a joint production of Sega, Walt Disney Software and Virgin Games. **Aladdin** is truly a unique project because it involved people at all levels of the three companies, and it came about because Sega had the license to the film's characters for video games, Virgin had a new technology that fit the game and Disney could provide animators and narrative direction and suggestions.

Patrick Gilmore of Disney Software oversaw the project from the beginning and played a major role in its design. Kirk Green, Walt Disney Software Communications Director, indicated that it was "the right product at the right time with the right technology. The timing was perfect for **Aladdin**."

Mike Deitz of Virgin Games acted as the Animation Director for the project. He worked directly with Disney animator Paul Curasi and his team of special projects animators in the Florida studios, who are responsible for such things as commercials and promotional animation.

Deitz imposed many strict specifications upon the animators so that their drawings could be effectively used with Virgin's new DigiCel process that preserves the look and feel of feature film animation. For example, different

The Aladdin game recalls the fast-paced and fun antics of the hero in the movie.

animators had to draw Aladdin and other characters close to the same size so that they would appear consistent throughout the game. Additionally, sword slashes that had to take place in six frames of animation, apple throws in five frames and other unusual requirements challenged the Florida artists.

In all, **Aladdin**'s animation took close to eight weeks and consists of over 1500 frames of animation crammed onto a 16-Meg cartridge. The design process was sped up to such an extent that Virgin artists used pencil sketches to stand in for the real animation while the Disney animators perfected their part of the project. Deitz was happy that he was able to do things like tweak **Aladdin**'s colors to match the level backgrounds and work directly with the animators. "They were absolutely great to work with and they were fresh enough in the game field that they contributed a lot of ideas we never imagined," he said.

Aladdin retains much of the film's light humor in its animation and sight gags, which fit right in with Virgin designers who "like to do funny games and introduce funny elements into the games," according to Deitz.

Aladdin's animation stands out among video games. Ellen Beth Van Buskirk, Sega's Marketing Director, remarked that "Virgin's process captured the Disney animation well for the video game." She expects sales of the Genesis game to surpass the 1 million mark. Gamers may even find the video game sold in Disney stores as an experiment. Disney will use its leverage in the promotion of the video game in videocassette boxes, and Sega will reciprocate with tie-ins to the video.

Van Buskirk explained that this special setup works because "the natural appeal of the movie spreads over to the video game." She expects that sales will show that "16-Bit entertainment is still alive and well and capable of new tricks, as players will see in **Aladdin**."

Preview of Capcom's SNES Aladdin

Before Christmas, Capcom will also provide SNES owners with an **Aladdin** game that will certainly continue their tradition of fine games based on licensed Disney characters. Although the SNES game does not involve Disney animators, Capcom has produced a game that equally captures the look and feel of the feature film. Capcom's **Aladdin** features seven levels and a bonus game that follows the story line, as players guide Aladdin to defeat Jafar and save Princess Jasmine. Cinematic scenes develop the plot and introduce most of the film's characters. **Aladdin** will also feature the songs "A Whole New World" and "Friend Like Me" to accompany the on-screen adventures of Aladdin and his pet monkey Abu.

YOU BRING THE LIGHTNING

AH-3 THUNDERSTRIKE™

Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and guys named Saddam!

This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.

Don't play too soon after eating. With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.

Hellacious weaponry. Locking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.

Screaming out of the skies over Panama . . . Strafing pirate gunboats on the South China Sea . . . Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.

JVC
JVC MUSICAL INDUSTRIES, INC.

SEGA CD™

OFFICIAL SEGA SEAL OF QUALITY

TM & © 1993 Core Design Limited. © 1993 JVC Musical Industries, Inc. All rights reserved. Used under authorization.
Licensed by Sega Enterprises, Ltd. for play on the Sega CD™ System. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.

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 in 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!

BECOME A VIDEO GAME V.I.P. & GET YOUR EGM T-SHIRT FREE!

Get 12 issues of EGM plus a collector's T-shirt 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 (FAM 16) __Large (HAS16)

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 foreign subscriptions via air mail 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.) All foreign orders must be prepaid. Please allow 6-8 weeks for your first issue.

LOOK LIKE A PRO! SUBSCRIBE TO EGM!

T-SHIRT WITH PAID ORDERS ONLY.

EG's Sports Special

TOUCHDOWN: VIDEO GAMES

THE GRIDIRON ACTION COMES ALIVE ON VIDEO CONSOLES

by Bill Kunkel

The gridiron is the clearest representation of a battlefield in the world of sports. Two armies, each clad in its own uniform, meet quite literally head-to-head, following the preordained strategies of its coach, or commanding officer; territory is attained through bitter skirmishes with progress sometimes marked in inches. And the casualties left in the wake of battle are trundled off the field with alarming regularity.

But if the football field is a symbolic war zone, the competition among publishers of pigskin video games looks even more like the real thing. Football simulations are being thrown into the marketplace so fast even a radar gun couldn't track them.

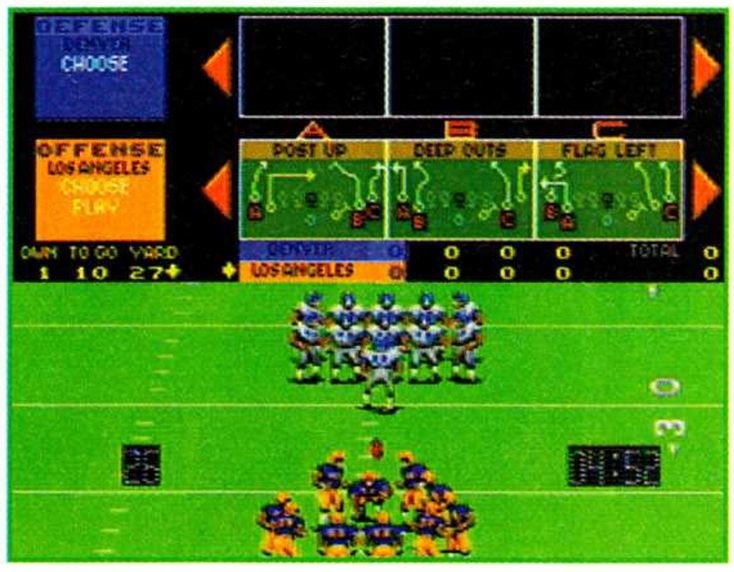
In an effort to expedite the confusing consumer selection process, let's take a system-by-system look at what's up and coming:

Kicking Off On the Genesis

The 16-Bit gridiron wars started on the Genesis with the arrival of **John Madden Football** (EA Sports). Though not the first pigskin sim to appear on the system, it was clearly the best, and its revolutionary visual presentation took the video game world by storm.

A game bearing the Madden title had appeared earlier as an Electronic Arts computer product, but its emphasis was on play design and strategy rather than visual presentation. When Electronic Arts contracted with Park Place [see sidebar] to produce the Genesis edition, the developers started from scratch, creating a game that eschewed both the traditional two-thirds side perspective and the vertical scrolling techniques seen in earlier gridiron translations.

Instead, the camera was taken onto the field, elevated slightly, and positioned behind the offensive team. The action moved *into* the screen, rather than vertically or horizontally, with three pop-up windows at the top of the screen containing close-ups of the potential



John Madden Football brought sports fans into the video game universe.

receivers. These windows, labeled A, B, and C, corresponded to the three action buttons on the standard Genesis controller, permitting the gamer to instantly attempt a pass to any of the three players by simply pressing their button.

The original **Madden** is the best-selling sports video game in 16-Bit history, having moved over two million units so far. EA Sports has since transferred development of the series primarily to High Score, while also striking a deal with the NFL to use team names and logos.

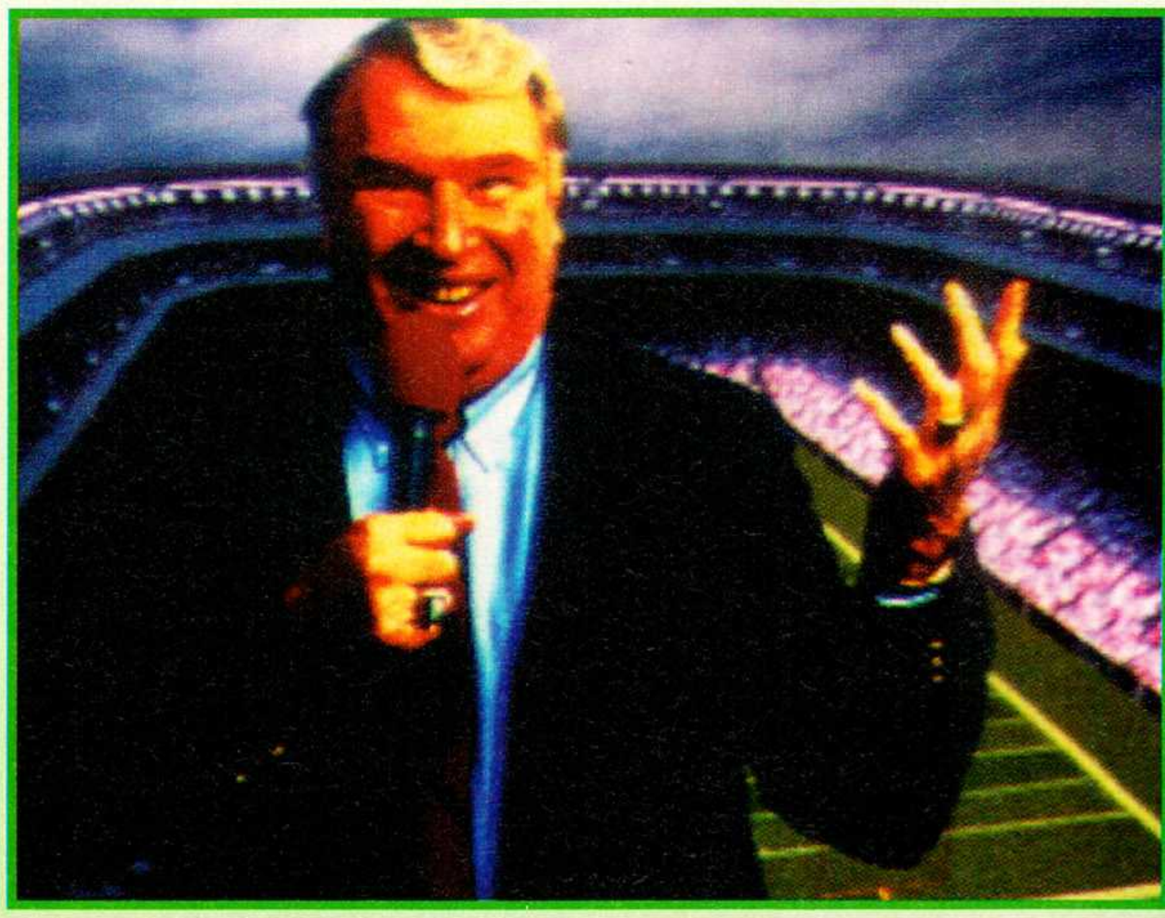
EA has faithfully—some would say doggedly—released new versions of **Madden Football**, for both the Genesis and SNES, at the end of each season. The latest edition, **Madden NFL '94**, will be released simultaneously on both the Genesis and SNES on November 19.

Madden NFL '94 features 80 NFL teams, including 38 Super Bowl squads, a dozen dream team collections, and a pair of All-Madden squads. Teams can compete in a full season and post-season structure, while the Genesis version even includes a battery backup which allows users to draft a team, customize a schedule, and play an entire season while wearing the uniforms of any of the 28 NFL squads. And, for the first time, EA Sports offers a slight modification of the classic **Madden** POV (point of view), bringing the camera closer to the field and enlarging the sprites in the process.

Sega itself, meanwhile, has hardly surrendered pigskin dominance to the folks at EA Sports. While its original **Joe Montana Football** is basically a tepid reworking of **John Madden Football**, **NFL Football '94 Starring Joe Montana** is an attempt to make the Montana franchise more meaningful and unique. **Montana '94** is the latest iteration of **NFL '93**, Sega's best selling sports game in 1992.

Montana '94 uses multiple POVs, including a hot-looking behind-the-QB perspective and auto-zoom, to tell its visual story. The game also has *both* NFL and NFL Players' Association sanction, which not only allows Sega to use team names and logos, but player names and stats as well. A battery backup even allows stats and standings to be maintained over an entire season. **Montana '94** is scheduled for a November release.

Sega also has gridiron action available for the Sega CD in the form of **Joe Montana's NFL Football**. This version, which is already available, is a graphic spindizzy featuring multiple POVs, scaling, and auto-zoom effects.



Sometimes, an overindulgence in fancy camera angles can render a sports simulation confusing and unplayable, but **Montana's NFL Football** avoids this pitfall by keeping the player interface and primary play screen clean and simple.

Even the Game Gear is getting in on the act, with its own version of **NFL Football Starring Joe Montana**. The original **Joe Montana Football** is still the top-selling Game Gear sports title, and with NFL and NFLPA licenses, improved graphics, and Gear-to-Gear play option, Sega is expecting lightning to strike twice.

Joe Montana joined the Sega team and his game featured actual commentary.

Another football project which has been discussed by Sega is **NFL's Greatest: 'Niners *vs.* Cowboys**, a video game variation on Konami's computer game, **NFL Video Football**. Both projects were developed by Park Place, are strategy-based, rather than action-oriented, and feature extensive FMV (full-motion video) of actual NFL game play.

One of the most interesting of the new breed of 16-Bit football video games is **NFL Quarterback Club** from Flying Edge/Acclaim. This game, developed by Park Place, features all 28 NFL teams and ten of the hottest QBs including: Warren Moon, Jim Kelly, John Elway, and Boomer Esiason. The game features the suddenly very popular behind-the-quarterback perspective, with the camera down close to the field.

In addition to the team football game, **Quarterback Club** features a delightful extra: a simulation of the annual NFL QB competition. This mini-game highlights a variety of quarterback skills, from hitting pop-up targets to throwing for pure distance, and makes a splendid addition to an already-loaded football game.

There are those video game football fans, however, who couldn't care less about real players, stats, and NFL logos. What these gamers enjoy is the kinetic impact, the force protuberance—the hitting! For those arcade-oriented footballers, Arena/Acclaim offers **Super High Impact**, a first-team reproduction of the Williams/Bally coin-op hit. This highly intense, action-filled arcader uses an offbeat, diagonally-scrolling presentation that accentuates the game's simulated contact.

Accolade continues to stake out sports territory with **Unnecessary Roughness**, coming to the Genesis this November, following the release of a PC version in October. The game features actual NFL players and stats, thanks to a deal with the NFLPA, as well as large, rotoscoped characters, extensive use of scaling, all set within a rotating stadium constructed of 3-D polygons. The use of polygons in creating the stadium will permit users to position the camera anywhere on the field or in the stands. The game also features play-by-play courtesy of Al Michaels, some great viewing features, extensive use of stats, and, as its title suggests, brutal on-the-field action.

Pigskin SNES

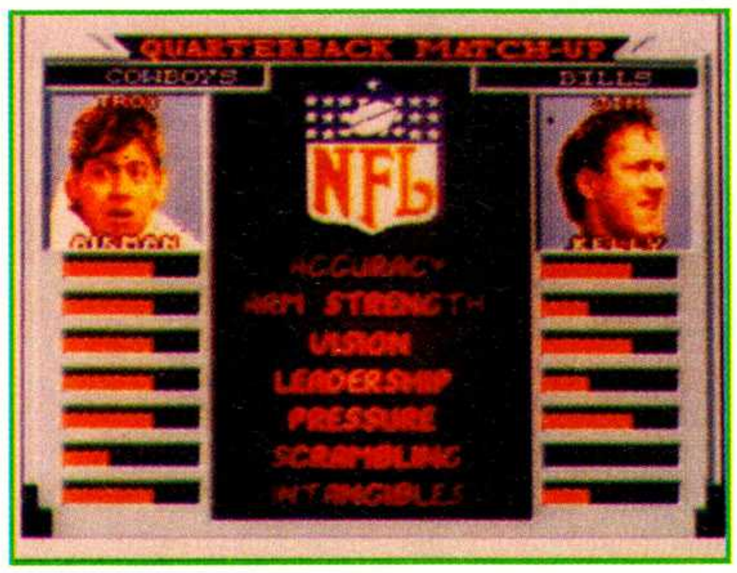
While the Genesis is already established as a superb sports gaming system, SNES developers are rapidly honing their skills in order to create football games as fast-moving and visually impressive as those on its prime competitor.

Madden NFL '94 features souped-up frame rate, extensive color commentary by John Madden, a "bluff mode" which allows one gamer to hide his selection

Madden's '94 release features enhanced graphics and numerous plays to utilize.

from the other(s), and a 360-degree instant replay camera which allows replays to be viewed from anywhere on the field. This 8-Meg game, like its Genesis cousin, can be played by more than two gamers simultaneously, using multi-controller adapters. The SNES version can involve up to five players at any time.

Acclaim is also bringing both **NFL Quarterback Club** and **Super High Impact** to the SNES, with **QB Club** also making the transition to the Game Boy.



Acclaim's NFL Quarterback Club will feature your favorite pro passers.

Original SNES titles include Konami's **NFL Football**, which makes extensive use of Mode 7 technology, rotating camera angles and producing automatic zooms on in-close plays. The game, developed by Park Place, features variable field conditions ranging from the antiseptic purity of a domed stadium to the mud and snow generated on a standard gridiron. Some critics claimed that the rotation effects were overused, creating a sense of disorientation in gamers, while others hailed its technical innovation and use of variable POVs.

Speaking of unusual visual perspectives, T•HQ Software's combo sports cartridge **Sports Illustrated Football/Baseball** features the infrequently-seen diagonal scrolling POV, similar to that used in **Super High Impact**. And, while neither game represents a state-of-the-art simulation, this 16-Meg program is hardly off-the-shelf, either.

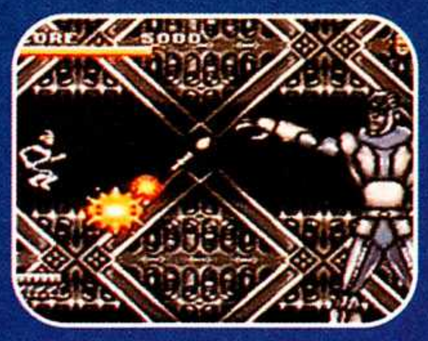
The Line Score

As sports titles continue to dominate the video game marketplace, football may be destined to lead the pack, and developers have the tools to make this a winning game plan.

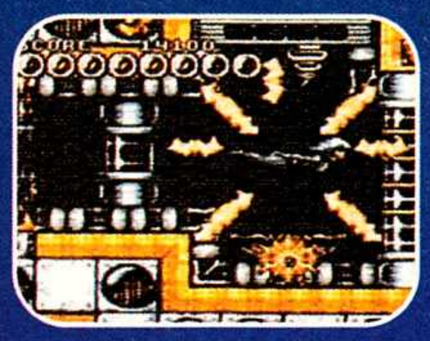
MARVEL COMICS

YOU'RE IN FOR A SHOCK, WEBSLINGER!

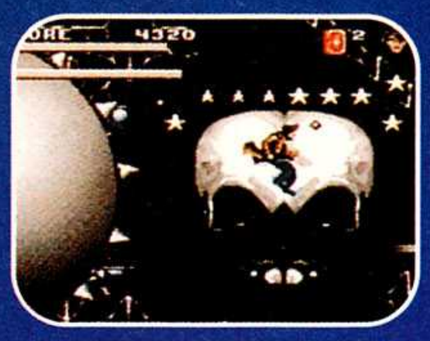
STOP JUGGERNAUT'S RAMPAGE



BLAST MASTER MOLD WITH OPTIC BEAMS!



UNLEASH YOUR LIGHTNING STORM!



OUTRUN THE LETHAL DOOMBALL!

X-MEN™

X-ACT YOUR REVENGE!

X-MEN™ X-CITEMENT X-PLODES WHEN YOU TEAM UP WITH SPIDER-MAN® FOR THE FIRST TIME EVER IN ARCADE'S REVENGE! NOW ON GENESIS™!

SPIDER-MAN®

WOLVERINE™

CYCLOPS™

STORM™

GAMBIT™

ALSO LOOK FOR INVASION OF THE SPIDER SLAYERS ON GAME BOY®!

FLYING EDGE™

LJN LTD.®

Spider Man®, X-Men™ and all other Marvel Characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc., and are used with permission. ©1993 Marvel Entertainment Group, Inc. All rights reserved. Flying Edge™ is a division of Acclaim Entertainment, Inc. TM & © 1993 Acclaim Entertainment, Inc. All rights reserved. LJN is a registered trademark of LJN, Ltd. © 1993 LJN, Ltd. All rights reserved.

PARK PLACE: PIGSKIN CENTRAL

THE MASTER PROGRAMMERS OF THE GRIDIRON

by Bill Kunkel

Since the first electronic coin-toss, no game developer or development group has had a greater impact on football simulation than Park Place. Co-founded by Gamestar sports veteran Troy Lyndon and software visionary Michael Knox, Park Place has been the leading creator of electronic sports simulations for several years with no end in sight.

Bring Me the Head of John Madden

The company made its bones with the legendary Genesis version of **John Madden Football** and has subsequently widened its focus to include everything from the computer version of **Batman Returns** (Konami) to **Body Illustrated** (Spirit of Discovery), an anatomical look at the human machine. Knox and Lyndon have even started their own computer software publishing imprint, Spirit of Discovery.

The John Madden Football series will continue to lead the pack for awhile.

But the name Park Place remains synonymous with sports, and especially with gridiron activity, having developed everything from **Madden** on the Genesis to **NFL VideoPro Football**, a strategy-based computer simulation using actual NFL-generated FMV.

And if Park Place is Pigskin Central, its director is Chris Whaley, the man in charge of the company's many and varied football projects. Keeping the many sports titles produced by Park Place separate but equal must be a considerable challenge, but don't look for Chris to take the easy way out. "I don't think you'll ever see us settling into a single engine [for producing football games]," he affirmed. "That's what happened with **Madden Football**. It's still the same basic game."

A visit to company headquarters in Carlsbad, California, confirms that while Park Place may have many irons in the football fire, no two are even superficially alike.

Who's the Leader of the Club?

"Our big project right now," Chris explains, "is **NFL Quarterback Club**. Acclaim is going to give this game a major push, including a 'Touchdown Tuesday' promotion which will be similar to the 'Mortal Monday' event [during which both Genesis and SNES versions of **Mortal Kombat** were released after extensive hoopla]." At press time, it was uncertain whether Touchdown Tuesday would be scheduled for the last or second-to-last Tuesday in November.

Chris' approach to **Quarterback Club** is representative of the company's determination to approach each project individually, based on any license the product may have and/or the system(s) it's intended for. "When we did **NFL Football** for Konami, we looked at it and said: 'This is going to be a SNES game.' So we looked at the SNES and decided to make use of its special hardware features, especially the rotation." He admits that maxxing out the Mode 7 effects earned the game some bad reviews when gamers got dizzy tracking the constantly rotating screen. "We took some criticism on that game and some of it was justified."

Still, the basic philosophy seems to have paid dividends. While other developers frequently expend extensive R&D resources constructing a single engine which must be endlessly recycled, Park Place has successfully approached each project as a totally fresh enterprise. It isn't locked in to what a specific engine can or cannot do.

As a result, Park Place is actually able to produce football games intended for the same platform (SNES, Genesis, PC, etc.) for competing publishers. And, so long as the games look and play differently, and hit their target audience, the publishers do not seem to mind.

"With **Quarterback Club**," Whaley explains, "we had access to the best quarterbacks in the NFL, so it made sense to bring the camera down closer to the field, and present the game from the QB's point of view." The resulting game is so realistic and detailed that the various quarterbacks' actual numbers appear on their jerseys.

The developers also had a delightful bit of *lagniappe* in the QB competition which the NFL stages every year and which Acclaim had the rights to reproduce. "That's a great extra," Chris acknowledged. "Here at the office, we constantly have to chase guys off that game who are supposed to be working on other projects."

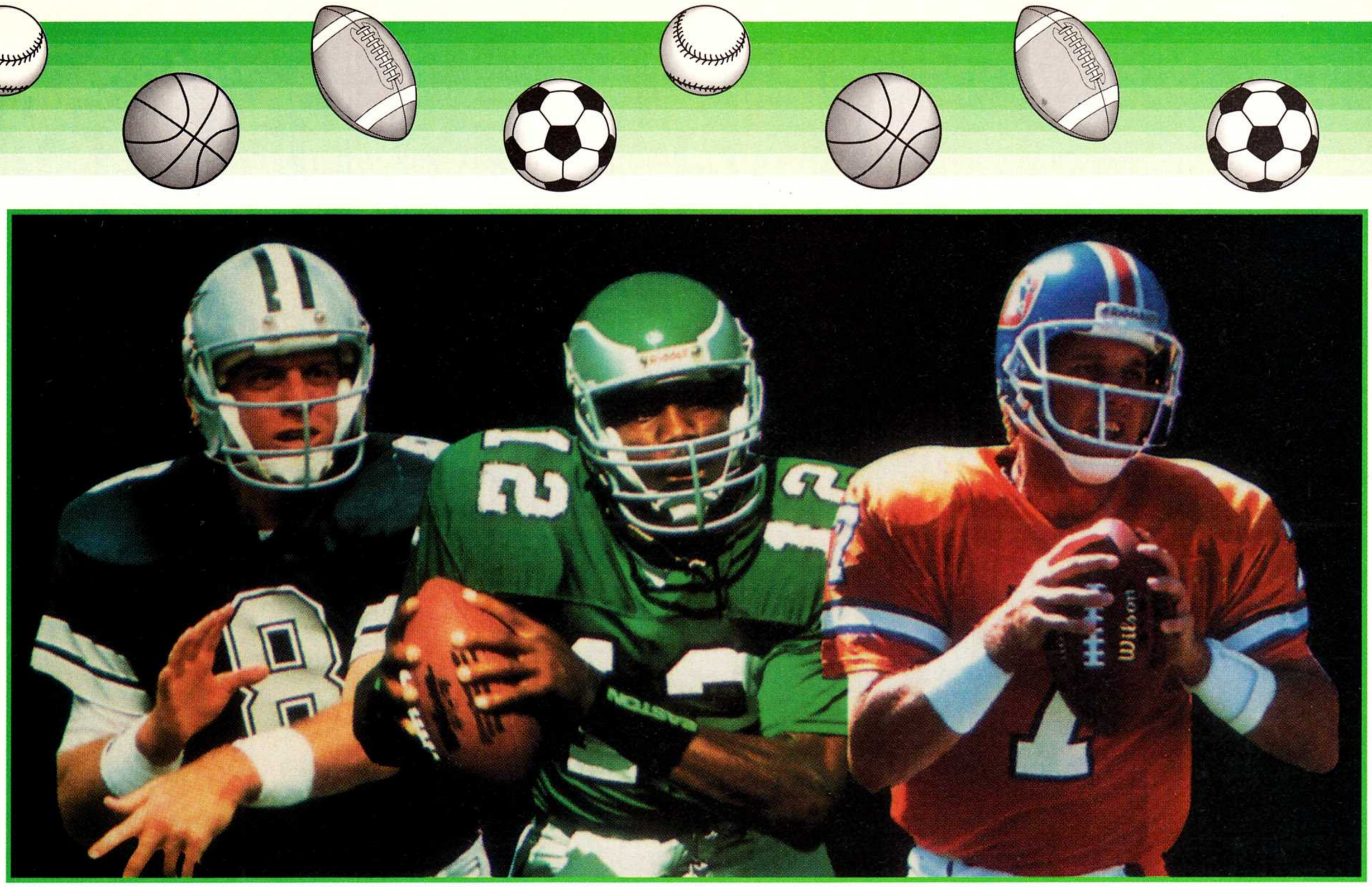
Ah, the pitfalls of success!

Marino Power & the Technology of the Hour

Meanwhile, Park Place is simultaneously developing another Genesis gridiron sim for Virgin Games: **Dan Marino Power Play Football**. **Marino** reverts to a POV that has almost disappeared since Park Place rewrote the rulebook with **Madden Football**: side perspective. The game uses a TV-style presentation, with the largest sprites ever seen in a football video game.

"The characters are absolutely huge," says Whaley. "They are literally as large as we could get them. This game runs at 20 frames-per-second and it was filmed at 20 frames-per-second, so it's just unbelievably smooth."

To complete the Sega scene, Park Place is also working with Sega on a football game for the Sega CD.



NFL's Greatest Teams: 'Niners vs. Cowboys is a full color, full-screen adaptation of Park Place's earlier PC release, **NFL VideoPro Football**.

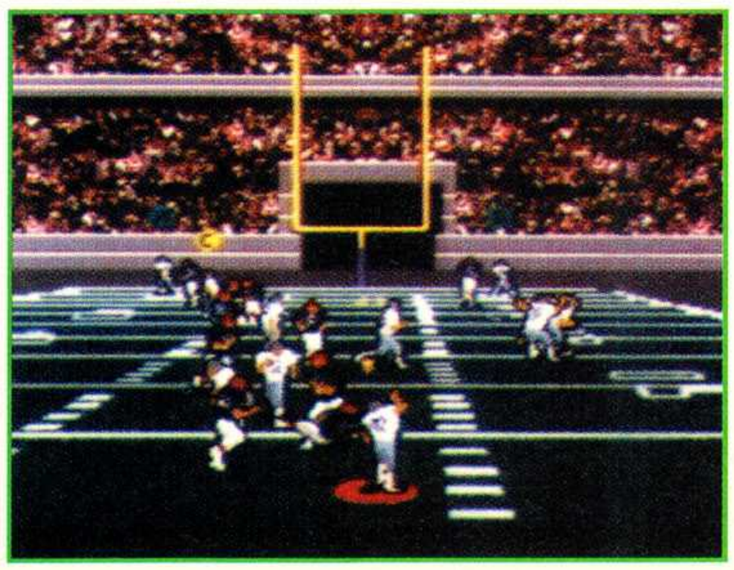
While not totally satisfied with Sega's CD technology ("The colors aren't great. Sega should've upgraded with the CD."), the resulting game should be worth the sweat. Player-coaches will have access to the great San Francisco and Dallas players dating back to the '70s, with the flexibility to mix players from different time periods (does the notion of Troy Aikman passing to Tony Dorsett tickle your brain cells?).

The game boasts CD-quality play-by-play and rock music backgrounds, along with FMV visuals taken from the film banks of the NFL and sorted on-the-fly. "The game has CD play-by-play, and some great rock music in the background. What we were basically able to do here was accomplish video splicing in real-time."

3DO: A Place to Go

Never content to rest on its laurels—or admit that the ultimate electronic football game will ever exist—Park Place is involved in a couple of next-generation pigskin sims for 3DO and the Atari Jaguar.

The 3DO Football game was shown to the industry at this summer's CES. But, as with many 3DO projects, its release



Park Place continues to roll out the gridiron hits with Quarterback Club.

date has been delayed. The game was originally set to launch in October, along with Panasonic's promised rollout of its version of the 3DO hardware, but probably won't show up until early '94. Opinions vary on the reasons for the delay—as well as the postponement of many other 3DO titles—but various non-disclosure agreements keep most developers off-the-record on the subject.

It has been pointed out elsewhere, for example, that 3DO has been tardy in getting out its promised development tools. But Chris has a somewhat different take: "Here's what I think happened. First, the 3DO is a very easy system to get up and running, and developers got into the system very quickly. Then, we all showed this great-looking stuff at CES and I think we scared ourselves. Everybody thought they had the most fantastic stuff, and when they saw that there was plenty of other fantastic stuff, we kind of all went back to the drawing board to make sure the stuff was as good as it possibly could be."

Football on the Jaguar

Park Place's self-appointed mission to bring football to every existing electronic medium continues with missionary zeal. The sports kingpins are already at work on a "32-Bit, 3-D football game for Atari, on the Jaguar," Whaley reports.

Details, including the actual release date, are sketchy, but Jaguar owners should be able to pick up the game sometime next year.

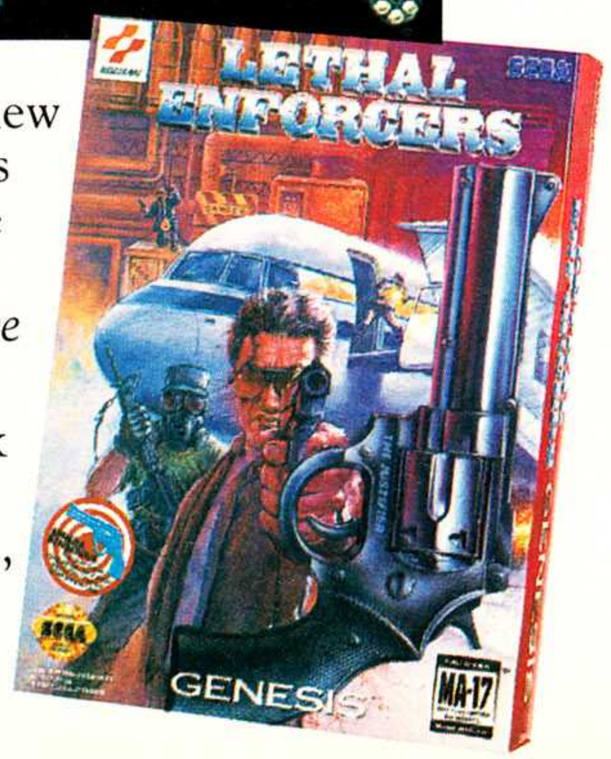
Remaining at the top of your game in a field as competitive as interactive electronic entertainment is a major challenge. Park Place took the lead in electronic football through innovation rather than imitation, and has done nothing to contradict that philosophy.

You won't find in any

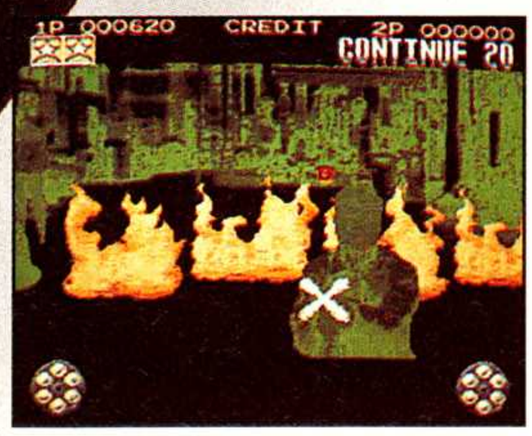
We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier,™ into every package, for a *total arcade experience unlike anything you've played at home before*.

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo. Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



a toy like this Cracker Jack® box.



Be on the lookout for a bank job in progress, high speed chase, ninjas in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.

(2nd player can use controller or mail in for another "Justifier." See details inside package.)
A Super NES® game may be released. Please check with Konami for availability.

Lethal Enforcers™ is a trademark of Konami (America) Inc. Konami® is a registered trademark of Konami Co., Ltd.
© 1993 Konami (America) Inc. All Rights Reserved. Sega,™ Genesis™ and Sega CD™ are trademarks of Sega Enterprises Ltd. All Rights Reserved. Cracker Jack® is a registered trademark of Borden, Inc.
Konami Game Hint and Tip Line: 1 900-896-HINT(4468).
70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

KONAMI®

GRANDSTAND MANAGER

STATISTICAL SIMULATIONS CREATE REAL SPORTS ACTION

by Arnie Katz

Dreams come in all shapes and sizes. Sometimes we imagine ourselves spiking the ball in the end zone or sinking the bucket at the buzzer. Many sports fans fantasize about how they'd run their favorite team, or even start a new franchise dynasty.

Players of statistical sports simulations have found a way to bring this daydream into sharper focus. The mathematical formulas that underlie such games create a model of player, team, and season performance. Grandstand managers run teams composed of replicas of actual players and make the same strategic decisions as their real-life counterparts.

Stat Simulations vs. Fantasy Sports

The popularity of rotisserie and fantasy sports contests has created understandable confusion among potential players. Both have strong points, but they are radically different.

Rotisserie and fantasy sports reduce a sport to an abstract formula with data derived from the actual current season. The games award victory to the manager whose players accumulated the best stats in the previous week's games. If a player is injured in real-life, then he is injured on the rotisserie or fantasy team, too.

Statistical simulations derive their statistics from specific seasons. So if a player hit .300 in major league baseball in 1993, his stat game replica has a 30 percent chance to get a hit when he bats in a stat simulation game.

Instead of deciding wins and losses with a formula, stat simulation manages to play every inning of every game. This takes a lot longer, but many find it much more involving—and a tougher test of baseball knowledge.

APBA Baseball, introduced in the early 1950s, was the first modern stat simulation. Still popular today, this non-electronic game uses dice to generate random numbers. These are applied to player rating cards, which yield a code that is explained on the game's eight result boards.

Electronic stat games also add sound and graphics. At first, the audiovisual effects were so crude that they added little to the play-experience. That has changed with the arrival of more powerful platforms. Today's stat simulations deliver images as good as those in most arcade-style sports titles. Full-screen animation and digitized game-sounds have become standard.

The Pro Pak (MicroLeague Interactive Software/PC), offers new stat gamers a way to see if stat simulations are for them at a reasonable price. This bundle of **MicroLeague Baseball 4** and **MicroLeague Football 2** is the ideal introduction, because these games are virtually synonymous with pure statistical computer sports simulations.

MicroLeague Baseball 4 comes with 20 teams of the past, and utilities that create customized squads, set up leagues, and accumulate statistics. Players can be traded, assigned to different positions, and utilized in game situations the same way as in major league baseball.

The interface lets would-be Dusty Bakers and Cito Gastons make all the managerial moves, but it could hardly be simpler to learn and use. The program includes a robot manager, with user-configured parameters, that provides creditable solitaire opposition.

The MicroLeague trademark is that the game, not the numbers, is always in the spotlight. Call-outs on the main display give vital data, but a magnificent view of the diamond, as seen from the stands behind home plate, fill the screen 90 percent of the time. Short digitized video sequences periodically recall the National Pastime's greatest stars.

MicroLeague Football 2 is the gridiron equivalent of the baseball simulation. It

Statistics freaks will enjoy the in-depth feel of MicroLeague Baseball 4.

shares many features, including digitized sound, video clips, and emphasis on high quality depiction of the outcomes of plays. The angled side perspective playfield and animated players make this game fun to watch as well as play.

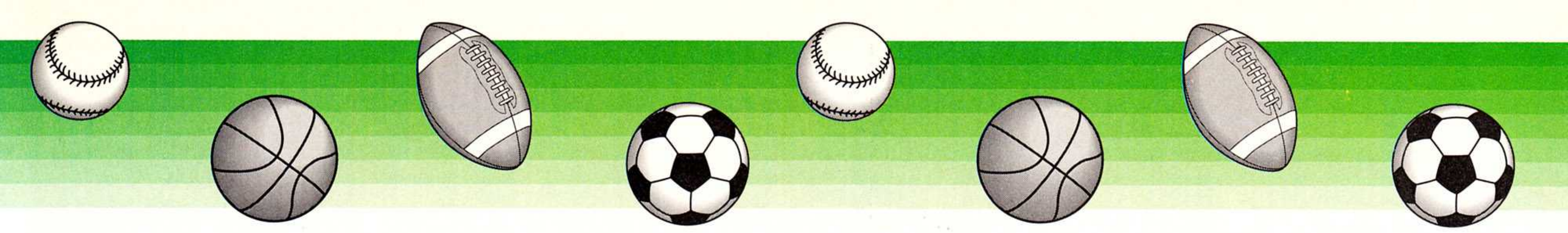
MicroLeague Interactive Software makes additional player disks for both games, offering even more challenge.

The Future: Wait Till Next Year!

Stat sports simulations are memory hogs. In the past, this meant a lot of compromises between statistical accuracy and play-value.

Multimedia renders this irrelevant. A CD disk holds so much data that designers and developers are looking to push stat simulations to the limit of the new technology. That means much more varied play-results, extensive digitized speech and full-motion video, and larger banks of players served by sophisticated utilities.

Stat games already in development, planned to appear in mid-1994, will bring the genré to new heights. The marked improvement in audiovisual effects may finally win for electronic statistical sports simulations the same tremendous acceptance board games have enjoyed for 40 years.



A Stunning Soccer Simulation

An Advance Look at Tony Meola Sidekicks Soccer

by Arnie Katz

Can Americans make a realistic soccer simulation? That question has inspired as much debate among game creators as "Can a White Man sing the Blues?" has among musicians. Although **Tony Meola Sidekicks Soccer** (Electro Brain/SNES) isn't quite ready for the reviewer's microscope, the preliminary answer is a resounding, "Yes!" Forget those generic soccer cartridges.

Sculptured Software, the Salt Lake City, UT, development house that also created Electro Brain's **Legends of the Ring** boxing cartridge, proves that it's a rising power in sports video gaming with this eye-popper. They've applied their mastery of state-of-the-art design and programming to soccer, a game topic that took a beating in earlier attempts to simulate the sport.

The graphics are exceptional. Sculptured continues its exploration of Mode 7 rotation. The striped green-on-green field wheels around to reflect the on-field events, but it doesn't spin like a top as in some misguided attempts to incorporate this video trick into real-time sports action. As in Bethesda's forthcoming **NCAA II** (MS-DOS), the flash enhances the player's involvement without disorienting gamers.

The close-to-the-pitch perspective works beautifully with the Mode 7 to create a soccer cartridge that almost explodes off the screen. The vantage point isn't quite at field level, which helps achieve the believable illusion of 3-D movement.

The field scrolls in all directions, but most of the movement is vertical, with rival goals positioned at the top and bottom. This looks more authentic than soccer cartridges with an East-West orientation. On the downside, the images may clump together a bit due to scaling when an attack rushes up the field to challenge the keeper at the top of the screen.

Specific styles of kicks are displayed, showing the ideal arc of the shot.

Tony Meola Sidekicks Soccer is more than just a pretty face. This is an in-depth action-simulation of the world's most popular team sport. Even if the players aren't fully conversant with the strategic possibilities, clear diagrams show how each formation and play looks on the field. Anyone who is familiar with an American football chalkboard play-diagram will have no trouble grasping the essence of each play possibility.

One or two coaches select options through a system of icon-driven screens. The pictograms are somewhat small and ambiguous, but the illustrated rulebook explains them in sufficient detail. **Tony Meola Sidekicks Soccer** doesn't appear difficult to learn or play, though learning

Various defenses are also shown, giving the novice player vital information.

to orchestrate team offense and defense won't be mastered in a single session. Watching a few minutes of a computer vs. computer match can enlighten novices, and the documentation also provides rudimentary hints.

Participants can play an exhibition, a season, or a tournament. There's a choice of World or City competition, with 25 clubs in each bank. Competition is more fierce at the international level, so start with City and switch over when the robot coach's artificial intelligence no longer provides a challenging contest. After picking a city or country to represent, the player determines the match length, speed, and difficulty on the Match Parameters Screen. Then the Coaching Screen lets gamers pick a starting line-up, determine field formation and decide what type of corner and direct kicks the booters will employ. A roster screen permits the coach to quickly check the abilities of each of his men.

The season mode generates a seven-team league with a 14-game schedule. The top two teams play each other at the end of the season for the League Championship. The League Titlist advances to three rounds against other teams in a quest to win the Club Championship. The cartridge stages three levels of tournament: World (Gold), Club Championship (Silver), or City Club (Bronze).

Tony Meola Sidekicks Soccer could become a new standard for soccer sims. It has the kind of fireworks and play-value that stamp it as a future champ.

NAME YOUR SYSTEM AND... STEP INTO THE RING!

Get ready for the 16-MEG mayhem of **Royal Rumble**® on Super NES® and Genesis™!! Check out the all-new, pulse-pounding action of **King of the Ring**™ for NES® and Game Boy®! Tournament showdowns... special moves...Steel Cage matchups... Royal Rumbles®... and more! If you've got the guts... we've got the game!

World Wrestling Federation and its logo are registered trademarks of TitanSports, Inc. Hulk Hogan, Hulkamania and Hulkster are trademarks of Marvel Entertainment Group, Inc., licensed exclusively to TitanSports, Inc. All other distinctive character names, likenesses, titles and logos used herein are trademarks of TitanSports, Inc. © 1993 TitanSports, Inc. All rights reserved. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved. Nintendo, Super Nintendo Entertainment System, Game Boy and the official

WF®

SMACK DOWN

®

GENESIS™ !!

Acclaim entertainment, inc.

ARENA™ FLYING EDGE™ ljn®

OFFICIAL WF WORLD WRESTLING FEDERATION LICENSED PRODUCT

seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. LJN and Flying Edge are divisions of Acclaim Entertainment, Inc. TM & © 1993 Acclaim Entertainment, Inc. All rights reserved.

KICKING UP A STORM

EG PREVIEWS WORLD SOCCER 94

by Frank Laney Jr.

Playability and flexibility are the main bragging points for **World Soccer '94** (Atlus/SNES). This one- or two-player game, designed by Rage Software, won't sprint onto store shelves until sometime in December, but the work-in-progress is fast action incarnate. The incomplete eprom submitted to **EG** is already one of the best 16-Bit team sports games. With a few additional flourishes and some smoothing of rough edges, this could be a major title.

Soccer doesn't have a great history. Americans don't know soccer the way they do baseball or football, so the games played unrealistically. European soccer programs were seldom exported to the U.S. because they were too detailed and sometimes suffered from crude implementation.

Pre-World Cup publicity has improved the status of soccer among fans. A new generation of soccer games is the result. **World Soccer '94** is aimed at gamers who want fluid, continuous movement, individual player ratings, and lots of options.

World Soccer '94 offers five major play modes: friendly game, world cup, world knockout, world league, and indoor soccer, plus a practice module. The friendly game is especially good for gamers of unequal ability, because you can adjust the abilities of individual squad members to even up the contest.

Members of all 64 squads included in the game are rated in seven categories, and the coach can set an overall strategy for the team and change it during the match if circumstances require. The physical appearance of the squad can be altered in a variety of ways, too. Other options include game length, type of field, wind, and use of an automatic goal keeper.

World Soccer '94 displays an omni-directionally scrolling playfield in angled overhead perspective. The gamer moves the footballer under direct control with the control pad. The four buttons initiate passes, kicks, tackles, and other maneuvers. A player's number becomes visible on the screen when he is under the gamer's direct control. It isn't as attractive as a star or circle under the feet, but is certainly does the job.

It's nearly impossible for a cartridge to excel in every respect. The cost of so much detailed accuracy and variation in game play is that the characters aren't as intricately rendered or as large as in soccer titles that lack those other virtues. The ball isn't very artistic, either. The athletes are very well-animated, though, and the overall effect is very good. The multi-function instant replay mode runs the play forwards or backwards, does freeze frame and more. Goals are rare enough in soccer that deluxe replay like this is a welcome feature. Since players move so fast, it's exciting to see your most recent score unfold when there's nothing you have to do but admire your own handiwork.

The action is fast and furious, so be ready to kick those penalty shots!

World Soccer '94 was originally developed for Europe under the name **Striker**. Playing with all available options may produce a version that is beyond the average U.S. soccer fan, but the action never lags no matter how many options are selected.

A number of editing features are ready to be used, from uniforms to names.

Sports gamers who have given soccer a pass until now will kick themselves if they don't try **World Soccer '94**. Even though the graphics aren't exactly cutting edge, this is shaping up as another outstanding entry in the vast sports video game category.

PELÉ MAKES HIS MOVE!

SOCCER GREAT INSPIRES CARTRIDGE

by Arnie Katz

Soccer isn't exactly baseball or football when it comes to fan allegiance in the United States. There's no major professional league, and the collegiate variety doesn't get much media attention. Next Spring's World Cup series has boosted interest, but few Americans could name enough soccer players to fill out a single team.

The game opens with a short cinema showing Péle lining up a tough shot.

One name is synonymous with U.S. soccer: Pelé. The acrobatic booter graced American arenas in the twilight of his remarkable career, so we may never have seen him at the amazing peak. Yet his flair, skill, and personality left an indelible impression on sports lovers. **Pelé Soccer** (Accolade/Genesis) embodies a lot of the style and excitement that Pelé brought to the actual sport. The publisher claims that it is based heavily on Pelé's views on strategy and play.

The goalie jumps for a fingertip save! Péle's game features smooth graphics.

Radical Entertainment designed this one- or two-player contest with Americans' legendary ignorance of soccer in mind. There's a good deal of detail in the game, but it takes little knowledge for granted. When the player chooses a basic strategic formation for a team, for example, the consequences of each alternative are described right on screen.

This approach should make **Pelé Soccer** a hit with sports gamers who don't understand all the nuances. The actual play-mechanics pose no particular problems, so most players will be dribbling, passing, and checking skillfully within just a few trial matches.

There are four modes of play: Practice, Exhibition, Season, and Tournament. Tourneys and seasons can be saved between play-sessions. Digitized player images, including the official's pop-up window, bolster the realism.

Pelé Soccer views the action from an angled overhead perspective, with a diagonally oriented scrolling pitch. The close-up display responds well to sudden changes in ball trajectory, but the game focuses so tightly on the ball's current position that there's very little sense of the overall situation.

The soccer players are large and well-drawn. Coaches customize team uniforms, which adds to the feeling that it's *your* team. A world map screen facilitates selection of the teams, each of which has a roster of individually rated athletes.

A series of special screens presents options. The choices are depicted with unusual clarity, which lets you zip through this phase and into actual kickball action.

The D button moves players around the pitch and sets the direction for shots and passes. A, B, and C initiate special actions. On offense, the player can chip, shoot, or pass, while the defensive side may check, make a side tackle, or switch direct control to the man nearest the ball. If a player is near a ball in the air, B triggers a header, while C orders one of Pelé's signature bicycle kicks.

Players can select teams from across the world to compete in a match.

The version of **Pelé Soccer** previewed by **EG** was approximately 85 percent complete. It is scheduled for release soon, and it should be a welcome addition to the video game sports libraries of players. It's time to catch up with the rest of the world and play real football!

A MATCH M

ROBO

VERSU

THE

TERMI

THE VID

AVAILABLE FOR YOUR F

ADE IN HELL

OCOP™

US

NATOR™

EO GAME

VORITE GAME SYSTEM.

ROBOCOP™TM & ©1993 Orion Pictures Corporation.
All rights reserved. TM designates a trademark of Orion Pictures Corporation.
THE TERMINATOR™TM & ©1984 Cinema '84. A Greenberg Brothers Partnership. All rights reserved. TM designates a trademark of Cinema '84. Licensed by Hemdale Film Corporation.
Sublicensed by Bethesda Softworks. Game Code ©1993 Virgin Games. All rights reserved.
Virgin is a registered trademark of Virgin Enterprises, Ltd.

Virgin GAMES

KNOCK-OUT SOFTWARE

VIDEO BOXING HEAVYWEIGHTS CONTINUE TO HIT HARD

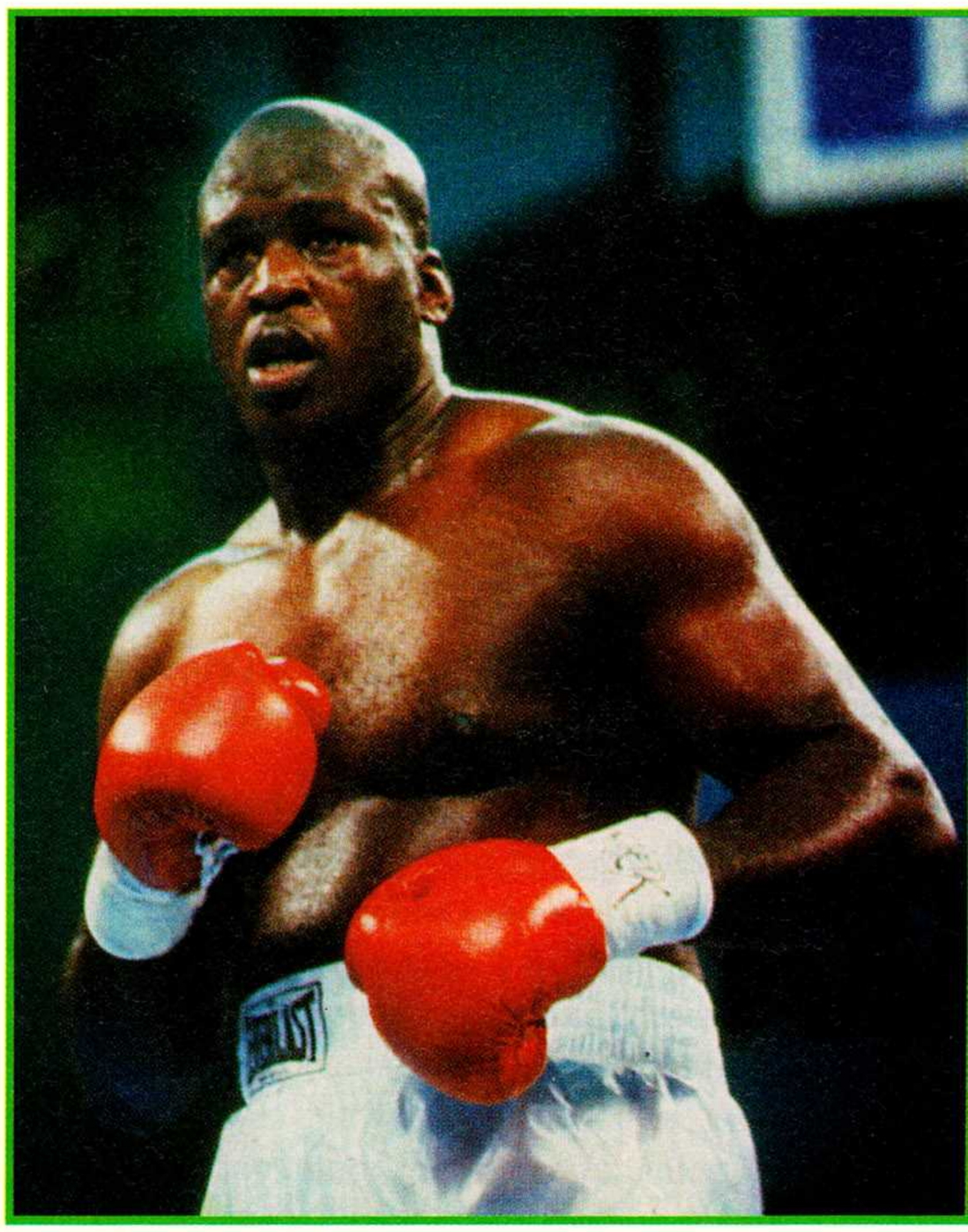
by Bill Kunkel

Boxing simulations, like the ebb and flow of boxing itself, seem to come in waves. Whole years will pass without any significant new entries in this genré and then, suddenly, half a dozen or so boxing games appear almost overnight.

Since the dawn of the Nintendo era, wrestling, race car driving, tennis, and golf have each been simulated far more often than professional pugilism. Nintendo had pretty good success with **Mike Tyson's Punch Out**, a weak NES translation of its superb coin-op, **Punch Out**. Sega produced **James "Buster" Douglas Knockout Boxing** and **Evander Holyfield "Real Deal" Boxing** for the Genesis, continuing its amazing streak of bad sports licenses (**Knockout Boxing** was hardly on the shelves before Buster himself lay on the canvas, staring up into the lights). TG-16/Duo owners actually got the long end of the boxing stick with NEC's own **Champions Forever Boxing**, a strong simulation based on the popular video tape that brought together Muhammad Ali, Joe Frazier, Ken Norton, and Larry Holmes—along with several generic tomato cans—into a single program.

Computer gamers, meanwhile, have hardly seen even a bone tossed their way in the past five years. With the exception of **4-D Boxing** (Electronic Arts), a commercially unsuccessful simulation from Distinctive Software which used polygon-based graphics to produce matches which users could view from anywhere in the arena, boxing has been almost totally absent from the computer scene.

Overall, it seemed a spectacular irony that, while street fighting and martial arts games flourished, actual in-the-ring boxing contests were all but unavailable. (Interestingly, the "Balrog" character in the **Street Fighter** games not only bears a striking resemblance to Mike Tyson, but this fighter is actually called "M. Bison" in the Japanese versions.)



Tuning Up

Fortunately, this trend is belatedly being reversed. Following the success of recent Pay-Per-View matches, and the revival of interest in lighter weight categories, boxing has started to come back from the bruising it received when the dominant heavyweight, "Iron" Mike Tyson, took a trip to the slammer.

Sega has released **Evander Holyfield "Real Deal" Boxing** for the Game Gear while reissuing **James "Buster" Douglas Knockout Boxing** for the Genesis as part of the "Sega Classic" series. And, while it hardly qualifies as a classic, **Knockout Boxing** is definitely worth a second look. It offers nice sound effects and some of the largest sprites ever seen in *any* video game.

New releases include **George Foreman's KO Boxing** from Acclaim/Flying Edge, for both the SNES and Genesis. The presentation here is largely traditional, with Big George taking on 15 different generic opponents in an angled, side view presentation. Each fighter's face also appears in a close-up window at the bottom of the screen which also contains a vertical damage meter, displaying the results of each punch in both numerical and visual terms.

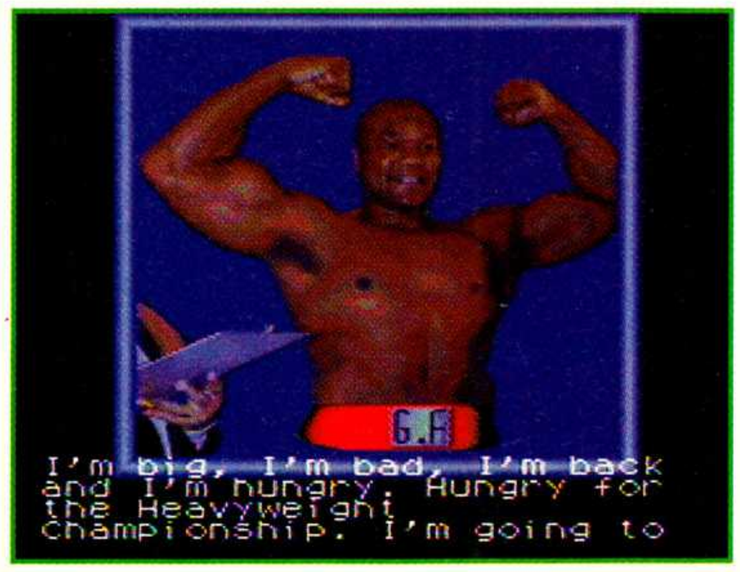
Who's the Greatest?

Licenses have always been crucial in the success, or lack thereof, of boxing video games. The greatest fighter of the modern era, four-time heavyweight kingpin Muhammed Ali, appears not

Punch Out was a big hit on the 8-Bit Nintendo, and is now a classic game.

James "Buster" Douglas entered the ring with his own boxing simulation.

only in **Champions Forever Boxing**, but in his own game, **The Greatest: Boxing with Muhammed Ali** (Virgin Games) for the Genesis. Developed by Park Place, **The Greatest** bucks the trend toward huge sprites and instead concentrates on a realistic-looking simulation with an emphasis on movement within the ring. The screen includes the entire ring, as well as ringside spectators and photographers, so that, for the first time, the gamer's ability to make use of the squared circle was taken into account. Ali tackles over two dozen contenders and pretenders and in the SNES edition, scheduled for release this fall, the system's Mode 7 capabilities are put to use by having the entire ring rotate, thereby enhancing the gamer's need to be a ring general.



Pastor George Foreman followed his successful return to the video platform.

Big Daddy Steps Into the Ring

Today's heavyweight champion, Riddick "Big Daddy" Bowe—the man who beat Evander Holyfield—also won the right to star in his own SNES game, **Riddick Bowe Boxing** from the Extreme Entertainment Group (formerly BigNet).

One of the most sophisticated simulations in the sports video game category, **Bowe Boxing** provides players with 25 prefabricated pugs, or allows them to roll their own, using the Career Mode feature. This excellent option allows players to simulate a fighter's entire career, from young tyro to wily veteran. After each fight, boxers can hit the gym to polish up their ring skills. A battery backup allows users to save up to seven such contenders simultaneously.

The game's visual presentation is thoughtfully designed, offering both an in-close view of the action, as well as a separate, 3-D display of the entire ring, with each fighter's position indicated within the squared circle. This dual display, buttressed by a combination damage meter and close-up look at each fighter's head and torso, provides gamers with both the brute power and the sweet science of the professional boxing world.

The Legends Take Over

If having one license can help a video game sell, why not go for several and make sure?

That seems to have been the thinking behind Electro Brain's **Boxing Legends of the Ring**, available on both the SNES and Genesis. **Legends** is unique in several ways. It is the first fight game to use a license based on *Ring Magazine*, the leading boxing magazine for many decades, and the first game to explore the possibilities of non-heavyweights. Just as a preoccupation with the big guys has always existed in the boxing world, the heavyweights have also dominated the electronic arena.

The Legends available on this game are Marvelous Marvin Hagler, "Hit Man" Hearns, Rocky Graziano, James "Lights Out" Toney, Jake "The Raging Bull" LaMotta, Roberto "Hands of Stone" Duran, and both Sugars: Ray Robinson and Ray Leonard. Not a bad collection of scrappers, eh?

The visual presentation is a large sprite, in-your-face punch fest. The boxers, viewed from the belt up, are presented in tight close-ups, with the player's fighter either facing the screen or battling with their back against it (determined by pre-game control settings). The over-the-shoulder POV is unique among boxing simulations, offering a high degree of realism without eliminating ring position. Facial close-ups of each fighter appear at the top of the screen along with Health and Stamina meters, time clock, round indicator, and number of Super Punches available (see below).

Special features include a Blackout effect, in which a fighter who's just had his bell rung will perceive the action through a darkened haze; difficulty settings for both Exhibition bouts and Battle of the Legends; and instant replays.

Couch pugs can pit the Legends against one another or opt for the intriguing Career alternative, which allows the player to create their own boxer and assign power points to each of seven types of punch: Left Jab, Left Hook Body, Left Hook Head, Left Uppercut, Right Cross Body, Right Cross Head, and Right Uppercut. Thereafter, the player chooses among three available Super Punches—knockout blows which must be delivered at just the right moment.

Each fighter is then assigned an origin;

Legends of the Ring lets players choose from their all-time favorite fighters.

they can hail from the Military (a great chin and plenty of stamina as a result of those 26 mile hikes with full pack), the Olympics (a well-rounded boxer), or the Street (no finesse, just brawling). The player-created battler is then ranked tenth on the *Ring Magazine* ratings, and, after viewing the attributes of his competitors, starts to work his way up the ladder.

Player-created fighters who complete the Career mode can then enter the Battle of the Legends through the use of a password. This single elimination tournament pits up to eight Legends (legit or player-created) against one another.

While this presentation is a somewhat simplistic interpretation of the statistical underpinnings of boxing, **Legends of the Ring** offers far more content than the punch-and-duck arcade-style games that have traditionally dominated this genre. The sense of the long and storied history of boxing comes through like a steadfast heavyweight refusing to go down.

So, fans of the manly art, boxing is back, and video game fans can now pick and choose among several excellent simulations. Now, if only computerists could pick a fight with someone...

GIVE ME SOME SUGAR!

AN INTERVIEW WITH SUGAR RAY LEONARD

by Bill Kunkel

"This is my life!" Sugar Ray Leonard informed me with great gusto.

You might assume, therefore, that the subject under discussion was boxing, a sport that Ray dominated for over a decade.

In fact, we were talking about video games.

"Back in the late '70s, early '80s, I played **Berzerk**, **Ms. Pac-Man**, **Asteroids**, all the games that were around then. I'll tell you what, and this was a prerequisite before I'd check into a hotel: my games would *be* there. [Even] before my equipment. I could always get more equipment," he recalled, laughing fondly. "But I might not be able to find the games."

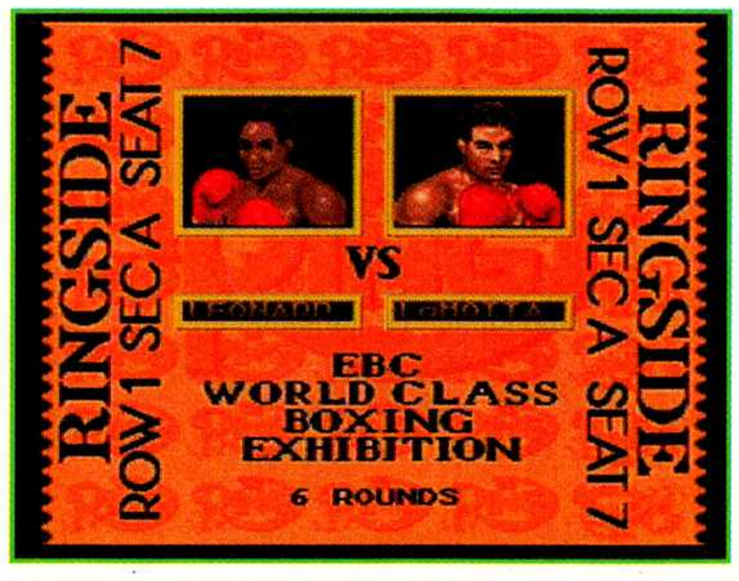
Which makes it all the more amazing that Electro Brain's **Boxing Legends of the Ring**, for the SNES and Genesis, is the first electronic game he's ever been connected with, except for a Tiger hand-held from the '80s.

Unfortunately, the program and Sugar got together too late to make much use of his expertise in both boxing and gaming. "Electro Brain had created the software and the concept and went to a third party, *Ring Magazine*, to get the eight middleweight fighters. This was before I got wind of it. When they contacted me I was very excited because I'd always wanted to be involved in a video game. Once they showed me [the game], I wanted to be involved with it. Unfortunately, it was pretty much a done deal and I came in on the tail end of it. But I expressed some ideas I had that could be incorporated into the video game at some point in the future, whether it was sounds or expressions or whatever. Being a former professional fighter, I know the idiosyncrasies, the things we do which, due to the advancement of technology, they could put on the screen and people could relate to. Whether it's Hagler, or Hearns, or myself, there's something, whether it's a bolo punch or whatever, that they remember. Some visual hook."

Does this sound a little like a budding game designer talking? "I really believe I will," he says when asked if he hopes to become more intimately involved with interactive boxing. "This has always been my life, and now I have two boys who live [for] video games and computers.

"But playing video games was a kind of therapy, especially for me. It was a way of relaxing before a fight. [A good game] has to be challenging, but not too complicated. Challenging enough to make you think [in addition to] the hand-eye coordination [factor]."

While acknowledging that it's been tough for non-heavyweights to win starring roles in boxing video games, Ray definitely feels there's a place for smaller fighters in the electronic arena. "I think it's commendable and somewhat daring of Electro Brain to highlight the little guys, the Middleweights, because these guys are far more exciting, they throw far more punches, and have just as great a following as the heavyweights. The only heavyweights who have really dominated boxing [in recent history] are Muhammed Ali and Mike Tyson. It's like Buster Douglas, [there are situations] where before the games even got on the shelves, they'd lost the title."



Not surprisingly, "Sugar" Ray Leonard is featured in Legends of the Ring.

Ray also feels that elements of boxing, such as the ability to use the ring, have mostly been lost in the simulations because of the obsession with "that one big punch. Sometimes they didn't even [factor in] stamina, as long as they had that super punch."

He believes that **Legends** offers an alternative. "There's such a variety of things you can do. Whether a guy has speed or power or stamina."

"I've used video games throughout my career, but today the graphics are just so much more [impressive]. It's incredible; the realism is just outright amazing. The audio, from the sound of the crowd to the grunting [of the fighters], and the graphics, with the expressions on [the fighters'] faces as they're being pummeled, all these things that they're able to bring to the screen, it's just amazing."

Now if you screw up,
at least you got teammates to blame.

Our new 4 Way Play™ adapter for Sega™ Genesis™ changes everything.
Instead of 1 on 1 or 2 against the computer, now you can also play 2 on 1.
2 on 2. 3 on 1. Or 4 against the computer. Which makes the EA Sports™
Tournament Series games 4 times better than anything you've ever played.

IF IT'S IN THE GAME, IT'S IN THE GAME.™

4 Way Play,™ EA Sports,™ Bill Walsh College Football™ and If it's in the game, it's in the game™ are trademarks of Electronic Arts. 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 the NHLPA and are used, under license, by Electronic Arts. NHL and the logo of the NHL are trademarks of the NHL and are used, under license, by Electronic Arts. NFL logo is a registered trademark of the NFL.

BASKETBALL, BARKLEY STYLE

CHARLES BARKLEY AND ACCOLADE CREATE A DREAM TEAM

"I love to play basketball, I love to have fun and I love to win."

"I'm a tough guy. I go out and compete every night, and if you want to test my limits, go ahead."

"I'm not your role model."

That's Charles Barkley speaking—he of the shaven head and intimidating public image. So how does an electronic basketball game reflect this unique personality? Accolade did it by sitting down with Barkley for four intense hours, getting input on everything from graphics to sound samples.

"We spent [four] hours with him," said project supervisor Dan Pisano of Accolade. "We had a couple of our competitors' products there as well as the current version of our game to show him the direction we were taking. Then we got a lot of input from him about it.

"His first reaction was surprise that his name was in a lot of the games. He looked at his agent a couple of times and asked: 'Did we give permission for that?'" Pisano and the agent then explained that his name had been licensed through the NBA Players' Association. "I won't tell you what he said about that," Dan laughed.

But Barkley liked Accolade's product. "He got excited about the game, and I think he was surprised that he got excited about it."

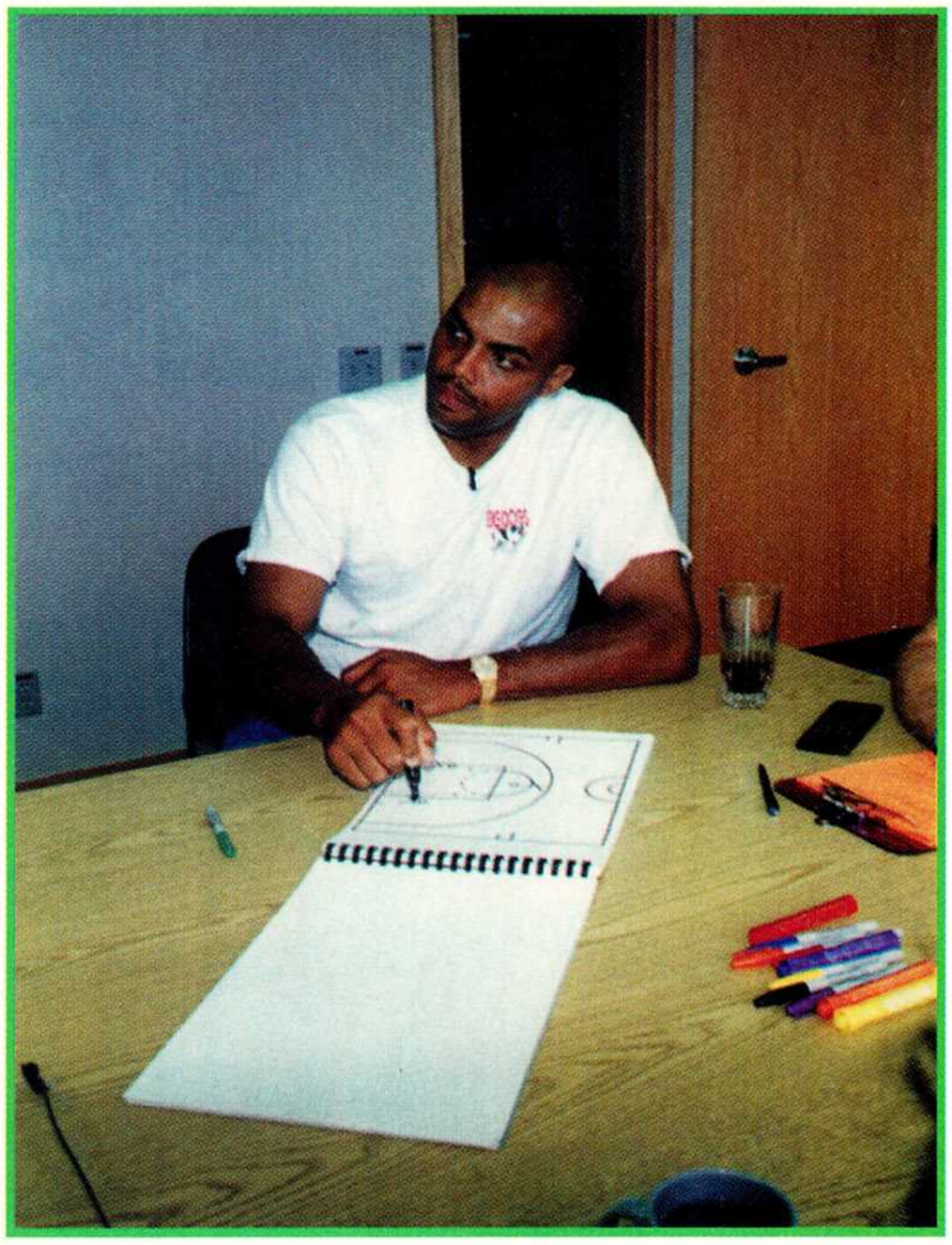
Barkley was also surprised by the technology. "He'd played **Tetris** before," Accolade spokesperson Nicole Noland told us. "And I think that's been the extent of his video gaming, so I think he was impressed by the sophistication, and how realistic things looked."

Aimed at the Sega, SNES, and PC platforms, the game's working title is **Charles Barkley Basketball**, and it aims to simulate the same type of physical, in-your-face game that Barkley has come to represent.

"The design and game play will be more or less the same on all platforms. Right now, they're being developed simultaneously, and the perspective we've taken with the game, we're really stretching the Genesis, we're bending it over backwards to make it do what we want.

"It's gonna be different in one respect; it's gonna be more action-packed and sweaty than anything out there now. We've got a slightly different approach to viewing the court, and graphically, we have very large sprites which are going to look great."

The game's POV seems to be one of its major innovations. "You're looking at the game, essentially, from an isometric angle. It will scroll, but it's going to differentially scroll. The perspective you see, as a result, gives you a much more three-dimensional impression." The basically horizontal display does not use 3-D polygons for its special effects, but relies instead on the differential scrolling to create the sense of being up close to the action. Some elements of the game are being kept under wraps, including the number of on-court players involved. The game is primarily action-oriented but, according to Pisano, "we want to put logical attributes to the players, so that when stats are determined, they're sensible and realistic." However, whatever the stats, they will not be connected with actual NBA players since no deal was struck between Accolade and the NBAPA.



"We recorded Charles' voice to sample later and put some Barkleyisms into the game," Dan added. The list included such *bon mots* as: "Hurts, don't it?" and, of course, "I am not your role-model." But a strange thing occurred during the sampling session. "He started to improvise," Dan recalled, "and it was weird, he kind of put on a game face. He goes: 'You're better than the guy last night!' which is the kind of thing he says on the court that most people don't get to hear. "You're definitely looking at a rough, in-the-paint game," was Dan's ultimate assessment. As for Mr. Barkley? "Mostly," he says, "you want the game to be legitimate, you want it to be fun, and you want it to be realistic. I'm sure that my enthusiasm for basketball will be reflected in [the game]."

— Bill Kunkel

SIr Charles takes time off from the court to help design a new game.

HE'S HERE, ON CD-ROM

If you don't find him, he'll find you!

FUNSATION

Mad Dog McCree™

Shooting Game

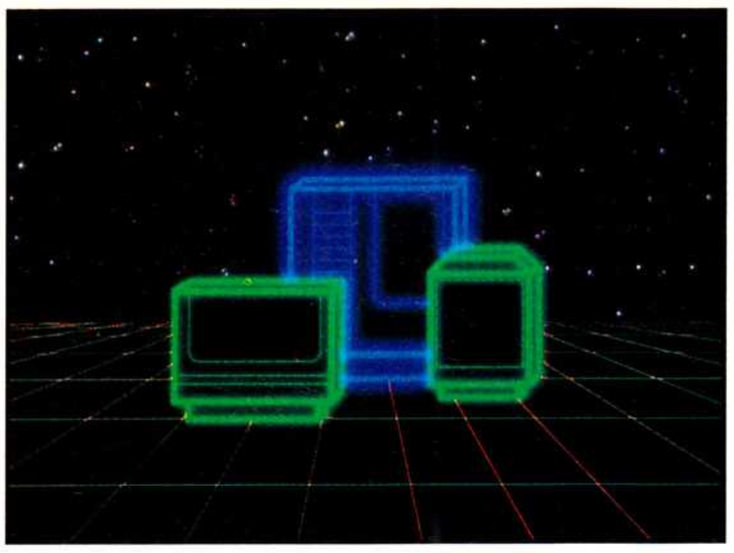
The Arcade Smash Hit by AMERICAN LASER GAMES, INC™

LIVE MOTION PICTURE ACTION™

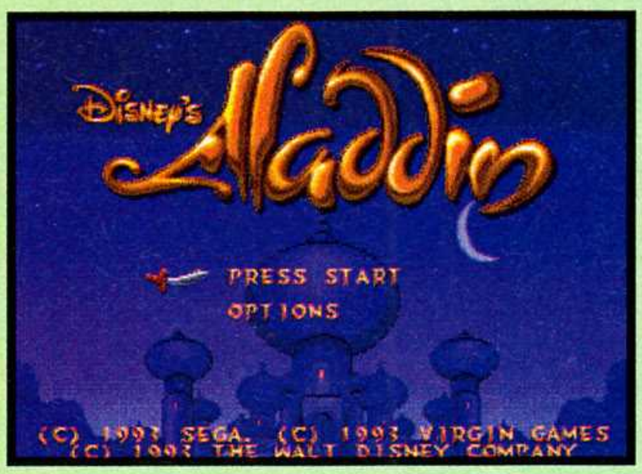
Mad Dog McCree is known worldwide as one of the highest rated arcade games and is the first interactive shooting game with real live motion picture action. Mad Dog and his men have kidnapped the town's mayor and his daughter. To save the town, you will be challenged by a saloon full of outlaws, a hair-raising bank robbery, gunfighters, a slew of Old West ambushes, and Mad Dog himself.

Call 1-800-758-HOME or visit your local retailer

A licensed product from American Laser Games published by International Business Machines Corporation. © Copyright American Laser Games 1990, 1993. © Copyright International Business Machines Corporation, 1993. All rights reserved. Mad Dog McCree is a trademark of American Laser Games. Funsation is a trademark of International Business Machines Corporation.



VIDEO GAME GALLERY



Aladdin

PUBLISHER	Sega
SYSTEM	Genesis
THEME	Action
MEGABITS	16
PLAYERS	1
LEVELS	10 + bonus levels
COMPLEXITY	Easy
GRAPHICS	94%
SOUND	90%
PLAYABILITY	85%

OVERALL 92%

New games for old with a rub of the magic lamp...

A joint production from Sega, Virgin Games and Walt Disney Software, **Aladdin** takes some of the elements that made the movie a success and combines them with exciting game play that will appeal to fans everywhere.

The game levels take the player through most of the plot of the film. It starts off in the Agrabah Market and progresses through other Agrabah locations, the Cave of Wonders, the Sultan's Palace and even the zany world inside the Genie's lamp.

The game takes place from Aladdin's perspective; the player guides his actions. Noticeably absent are Princess Jasmine (who only appears in the final scene) and the Genie himself (whose image is frequent, but his role as an active character is quite limited).

Aladdin is a very simple jump-and-shoot side-scroller, but the graphics and animation take the game beyond its commonplace format. Aladdin moves through the various levels with only a sword and thrown apples to protect him from enemies and obstacles. A lamp's smoke marks his life level at the top left of the screen, while counts for lives, apples and gems line the bottom of the screen.

Aladdin can throw apples at many of the basic enemies (guards, bats and other creatures) or use the sword if close enough. The apples give him a distance advantage, but then he must also replenish his supply by picking up more apples throughout the level. A final battle with a more difficult enemy takes place at the end of each level; many of these enemies can only be eliminated with apples.

Bonus levels with chances for extra lives, apples, and gems after each level keep the game play flexible. In certain levels, players who collect the head of Abu, Aladdin's pet monkey, will be able to play a challenging bonus level.

The movie's humor is brought to the game screen in several places.

Here, Abu must avoid falling rocks or pots and collect the gems. Gems collected in bonus levels and in other places throughout the game are used to buy more lives or continues from a merchant who automatically pops up.

Additionally, if players collect Genie heads in a level, a slot machine game with as many chances to play as gathered Genies contains such prizes as gems, apples and lives. However, if players select Jafar, they lose all their chances.

The special graphics and animation developed for **Aladdin** really make a difference. Disney animators from the Florida offices, including some who worked on the film, contributed all of the animation for the game's characters. Virgin Games developed a special process to display the animation in its original colors and fluidity. The process works perfectly and gives **Aladdin** a unique look and feel among cartoon-based games.

The gorgeous backgrounds match the animation's color palette and serve as good backdrops for the levels. From the dunes in the desert to the flowing lava and boulders in the Cave of Wonders escape scene, **Aladdin** will spark memories in those who saw the film in theaters. Also, much of the game's humor occurs through sight gags.

The music combines themes and songs from the film's soundtrack with original pieces that fit into the musical spirit of the game. Players can hear "One Jump Ahead," "Prince Ali," "Friend Like Me," and "Arabian Nights" in four of the game's levels and "A Whole New World" on the title screen. Lots of cartoonish sound effects and snippets of speech complement the music. Sample the sounds from the Options screen!

The three companies joined together to produce the best product they could based on each of their unique skills and processes. The experiment worked, as fans will discover when they turn on their game machines and see the Genie, in referee stripes, fire a gun to signal the start of the festivities.

Fans of the movie will enjoy their return to Agrabah and a glimpse into the Genie's lamp, while fans of the game will probably want to go and rent the movie. Help the poor "street rat" defeat Jafar and rescue the princess!

— Russ Ceccola

RoboCop vs. The Terminator

PUBLISHER	Virgin Games
SYSTEM	Genesis
THEME	Action
MEGABITS	16
PLAYERS	1
LEVELS	10 +
COMPLEXITY	Average
GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%

OVERALL 85%

It's the clash of heavy metal in a doomsday world.

A neat new twist in the entertainment industry is the teaming up of two or more licensed characters in the same product. **RoboCop vs. The Terminator** (**RVT**) follows this trend and puts the popular mechanized police officer into a story that takes place in the world of The Terminator.

An eerie setting shows gamers that RoboCop has a big job ahead of him.

Based on the Dark Horse comic book series of the same name, Virgin made **RVT** an action-packed shoot-'em-up with a great deal of flexibility, challenging levels and lots of explosive sound effects.

In **RVT**, RoboCop has inadvertently become the instrument of mankind's future destruction. Scientists hired to develop the Skynet supercomputer decided that the best way to model its CPU was to base it on the only successful combination of man and machine—RoboCop. In the future, the rebels realize that the only way they can end their war with Skynet is to go back in time and destroy RoboCop. They fail in their attempt. Instead, as RoboCop, the player must travel forward in time and destroy the Skynet CPU, thus altering the course of future history and saving mankind.

RVT is a typical side-scrolling shoot-'em-up in that the player moves RoboCop up ladders and over platforms and must eliminate all the obstacles and enemies with weapons. In the early stages of the game, there are hoodlums, guards and some turrets. In the levels that take place in the future, there are Terminators, automatic robotic weaponry and many more places to reduce the Life bar. **RVT** is very flexible in game play because there are many optional targets and, on some levels, optional goals like hostage rescue and specific targets. Additionally, there are a few secret levels where players can find more lives and better weapons.

A boss waits at the end of each of the 10 main levels. These bosses get progressively tougher until the final battle with the CPU core that takes the shape of a Terminator head.

The secret to successful play in **RVT** is using the right weapon(s) on each level. The player may have two weapons at once and switch back and forth between them. The choice of weapon is important. Some enemies may be eliminated more easily with the plasma rifle (most powerful of the game's weapons), while others on a higher platform might be better suited for the grenade launcher.

People can play **RVT** in different ways and still have fun. Although players can kill the bosses with even the very basic pistol, more powerful weapons require fewer shots for the same effect. The CPU core is a very tough opponent and might take a full 15 minutes or more to destroy. Because the current weapon is lost when RoboCop loses a life in **RVT,** if the player switches to the other weapon right before the Life bar disappears, a particular weapon may be preserved when the player starts the next life.

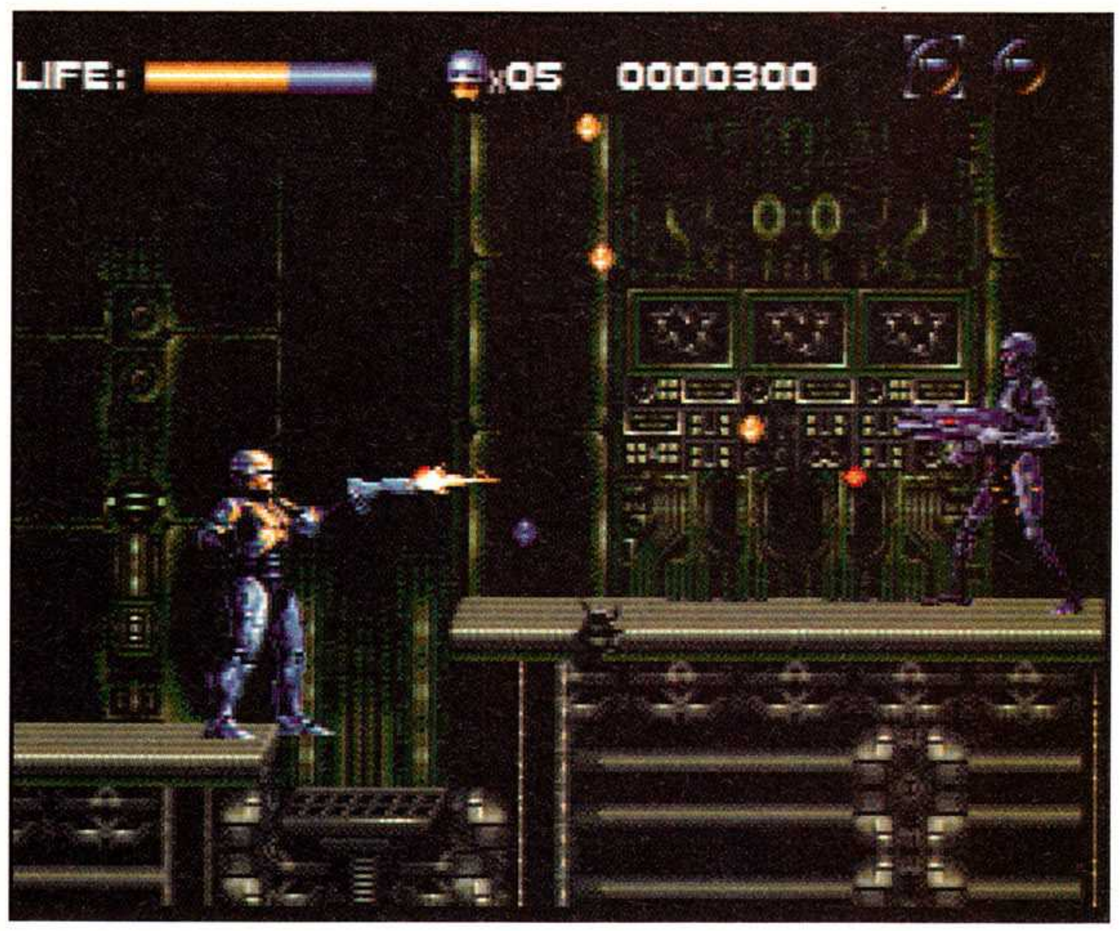
RoboCop's work never ends. He must stop the evil, mechanical Skynet forces.

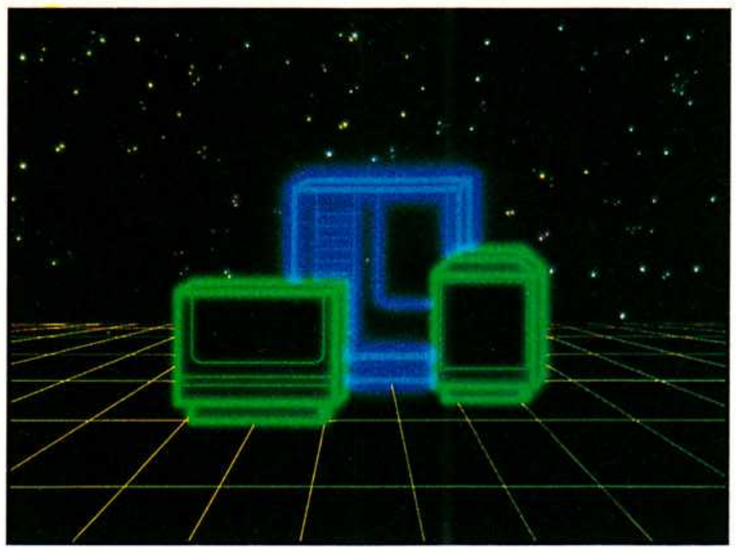
Although the graphics and background art are quite good and effective from level to level, the sound effects and music really define **RVT**. Virgin managed to get some sound bites of RoboCop's sayings into the game, as well as other recorded screams and voices. The explosions and weapon fire also establish an action- heavy atmosphere. **RVT**'s music suggests an urgency that will infect players with a desire to keep on playing to the end of the game.

RVT is a very basic game type, but it's made exciting by the characters, progressive plot and emphasis on action. Players will try again and again before they finish the game because it takes many lives and the most powerful weapons to beat the final boss. Although much of **RVT** is mindless action, the game remains challenging because of the variety of weapons, clever enemies, sub-goals and hidden levels.

RVT is the kind of game you might want to pop in the console to pass some time while you have fun and rack up points. Do you think you have what it takes to face the future of technology?

— Russ Ceccola





VIDEO GAME GALLERY

We're Back! A Dinosaur's Story

PUBLISHER	Hi-Tech Expressions
SYSTEM	SNES
THEME	Action
MEGABITS	8
PLAYERS	1-2
LEVELS	8
COMPLEXITY	Easy
GRAPHICS	70%
SOUND	70%
PLAYABILITY	75%

OVERALL 70%

Rescue the dinosaurs from the bad guys for a change.

The popularity of dinosaurs with children and adults increased dramatically this year because of the success of *Jurassic Park*. Everywhere you go there are not only *Jurassic Park* licensed products, but also a lot of other dinosaur-related merchandise revived or created to take advantage of the craze.

We're Back!: A Dinosaur's Story appeals mainly to children. It's the story of a group of dinosaur pals brought to New York City to save their human friends. Hi-Tech based their game on the story book of the same name by award-winning author Hudson Talbott. The lovable dinosaurs will also make the big screen in an adaptation of the book by the same person who brought the summer's menacing dinosaurs to cinemas: the Jurassic man himself, Steven Spielberg.

We're Back! depicts dinosaurs as friendly creatures. The game's star, T. Rex (or Rex for short), must save Louie and Cecilia, two humans captured by the evil Professor ScrewEyes. ScrewEyes's brother NewEyes brought dinosaurs to modern times and fed them Brain Grain to make them mellower and smarter. ScrewEyes wants to feed the dinosaurs Brain Drain, his own invention, so they will be suitable as dumb, sluggish zoo animals. Players must guide Rex through New York's streets, subways and shops to defeat the evil ScrewEyes and release Louie and Cecilia.

Hi-Tech Expressions produces many games at a skill level suitable for young children. **We're Back!** is such a game. Adults will find it too simple, although perhaps a nice diversion between more difficult games when the kids are away from the SNES machine.

Players move Rex over and under platforms and buildings in the game's side-scrolling levels and try to find various power-up items. Enemies and obstacles are few and easily defeated with a boulder throw (Rex's weapon) or if Rex lands on them. Rex can climb building sides and other structures, but most of his progress through the game comes from well-timed jumps.

A life bar on the screen shrinks as Rex takes damage from enemies, but players can replenish life points with food scattered throughout the screens. A separate power meter enables Rex to use his tail or a special stomp attack to defeat enemies. Rex increases this power meter when he picks up Brain Grain power-ups and reduces it if he stumbles upon Brain Drain items instead.

Symbols for four of Rex's friends are also somewhere in each level. Woog, Dweeb, Elsa and Vorb will help Rex with their special powers if the player decides to use them. For example, Woog knocks down blocks, but there are other ways around blocks. The player can find them and get extra points for the unused friend. The friends make the game even easier for young players and ensure that most of them will be able to finish the game.

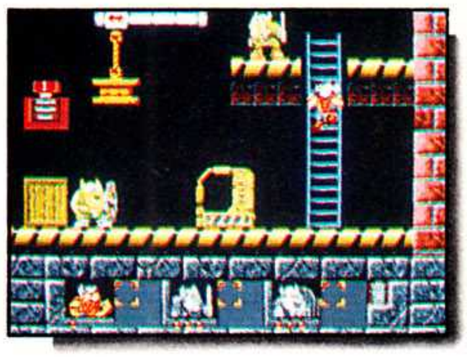
The graphics in **We're Back!** are quite colorful and appealing. Rex is a particularly large character. Players will have no problem guiding him around the screen. Although colorful, many of the backgrounds and scenes are kept simple so that it is easy to recognize the power-ups, special items and paths through the levels. **We're Back!**'s sound effects are minimal, although cartoony, but the music is quite catchy and fun.

We're Back! is a nice way for young gamers to experience the joys of the film they will inevitably see in the comfort of their own homes. The characters are fun and goofy and the game is entertaining. In an industry that most often produces games for older audiences, it's a nice gesture to have a new game with the younger, more inexperienced player in mind; especially in toning down the violence factor. **We're Back!** will appeal to dinosaur fans and arcade lovers alike as they guide Rex through New York's many landmarks.

— Russ Ceccola

HAVE YOU SEEN

THE LOST VIKINGS™?



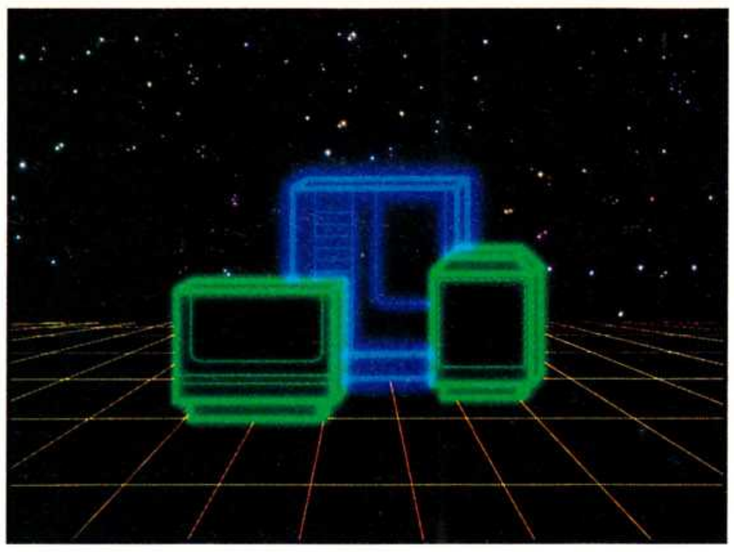
Interplay™

Interplay Productions
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678

©1993 Interplay Productions and Silicon & Synapse. All rights reserved. The Lost Vikings is a trademark of Interplay Productions, Inc.

Silicon & Synapse, Inc.

To order The Lost Vikings, call 1-800-969-4263, or see your local retailer.



VIDEO GAME GALLERY

Bio-Metal

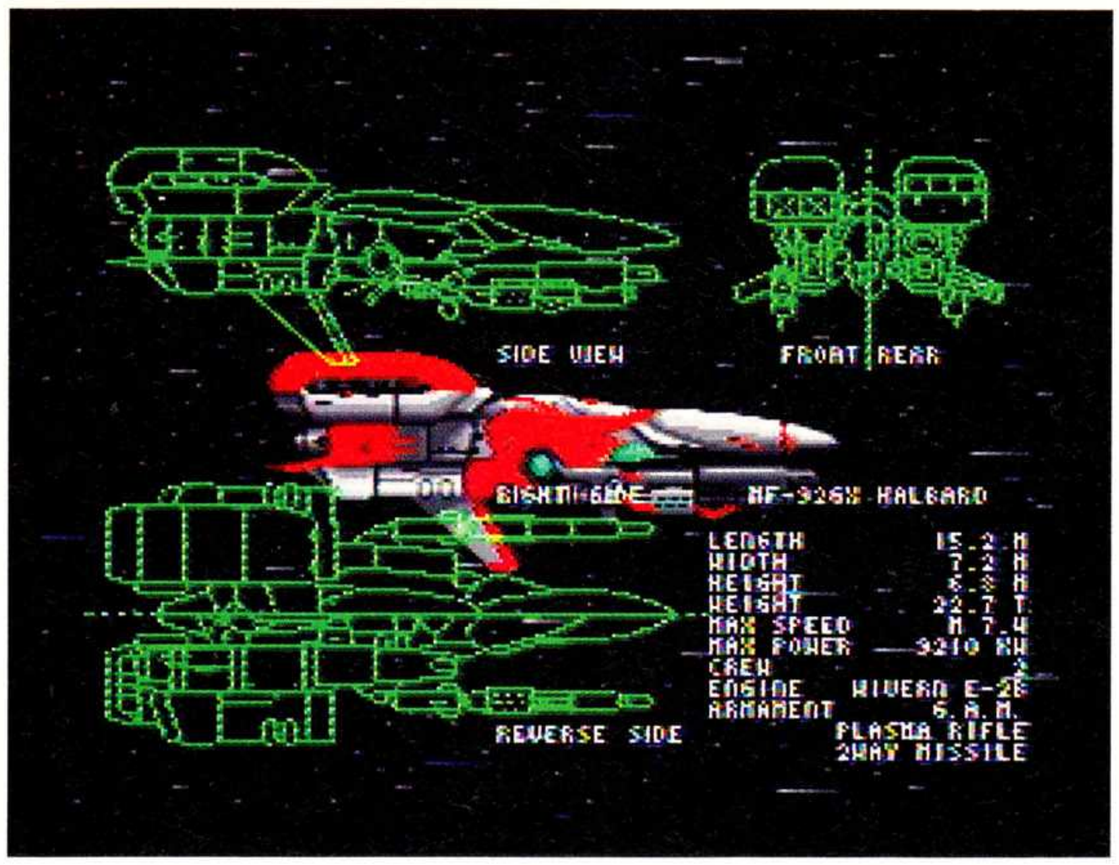
PUBLISHER	Activision
SYSTEM	SNES
THEME	Shooter
MEGABITS	8
PLAYERS	1
LEVELS	5
COMPLEXITY	Average
GRAPHICS	82%
SOUND	79%
PLAYABILITY	76%

OVERALL 77%

You must protect the world against a cybernetic enemy.

After many years of space war, the galaxy has settled into a time of peace. Still, the wars took their toll and depleted the world of much of their critical natural resources. The Galactic Council have sent fleets of ships to find resources so that the Milky Way may survive. Instead, what these ships find are a race of half-animal/half-machine beings with the capability of conquering the Milky Way and keeping it for themselves.

The Wasp fleet (the only ones with the G.A.M. prototype weapon) have been deployed to destroy the home planet of the creatures, code named Bio-Metal. Because of the alarming rate in which the Bio-Metals are reproducing, the fleet only has 32 hours to destroy the Bio-Metal's planet. If they fail, the Milky Way is surely lost.



While this may sound like the plot of a cool new science-fiction movie or novel, it's not. This is the story behind Activision's newest shooter for the SNES, **Bio-Metal**; and while the plot may sound cool, underneath there is a very average video game.

It's not that there is anything wrong with the game itself. The programmers did an ample job in creating a game that is fast-moving and full of thumb-numbing action. Still, there is really nothing new here.

The graphics are standard side-scrolling shooter fare. Included are the multiple layers of scrolling and waving scenery which induce nausea and make games like this so much fun to play. It does add to the suspension of disbelief when the player's stomach is doing loop-de-loops in time with the on-screen ship.

The backgrounds are particularly well done and some of the enemies are cool, but overall players are asked to battle generic beasties for the good of the galaxy.

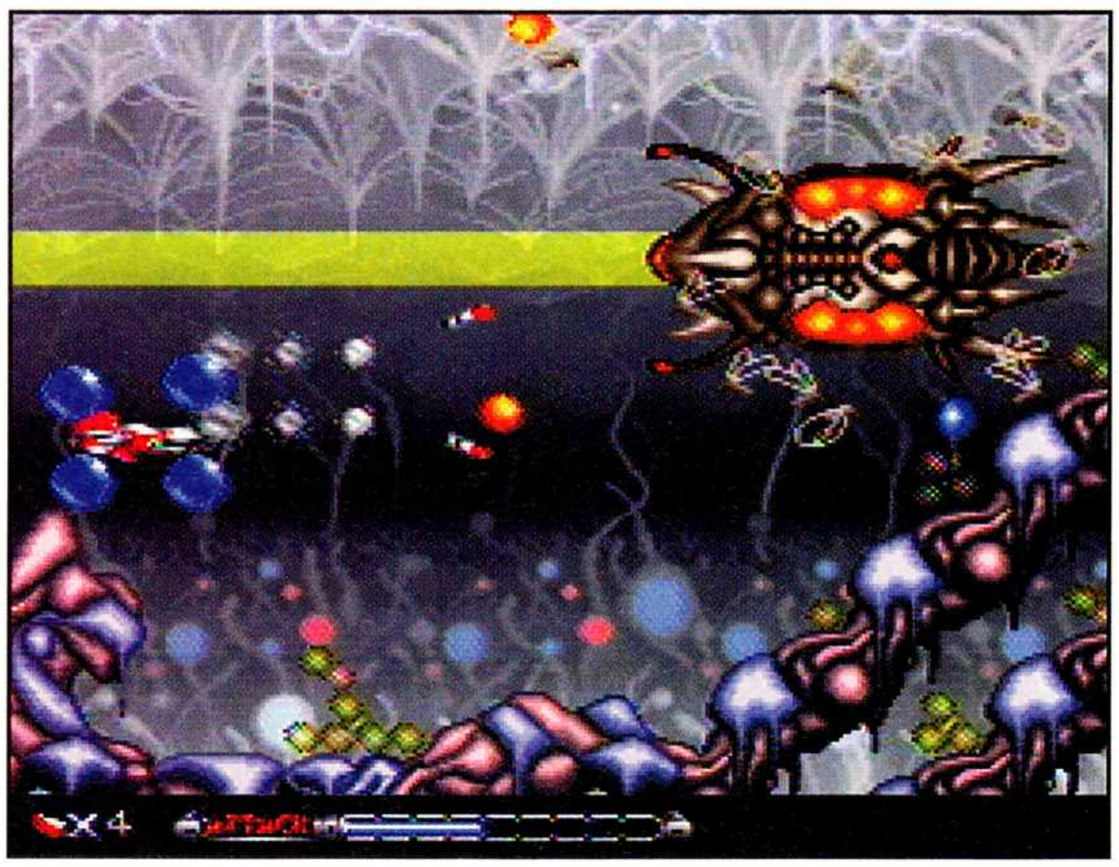
The sound is another strange point. In order to make their game more appealing to the younger crowd, the American version of this game includes a soundtrack from the group *2 Unlimited.* While these techno-funk sounds are interesting, they do not really enhance the game, and most people who have had the opportunity to play the Japanese version of the game agree that the original soundtrack was better.

As far as game play goes, there are some very weak points. One of the main weapons for the ship is the G.A.M. weapon (they never tell us what G.A.M. stands for, but they do say the weapon is alive). While having to concentrate on dodging bullets and holding down the fire button, the player must also control G.A.M. This takes the proper manipulation of no fewer than three buttons, depending on what function you want the G.A.M. to perform. It is just too much work for the reward. Aside from the living weapon, there are the standard collection of power-up items to make your ship difficult to defeat.

The alien landscapes are very well painted and add to the feel of the game.

As stated earlier, **Bio-Metal** isn't a bad game, it's just a little bit too much like the shooters already available.

— Marc Camron



Ranma 1/2™
HARD BATTLE

12 FIGHTING LEGENDS!

12 MEGS OF POWER!

DTMC™

RANMA SAOTOME

RANMA-CHAN SAOTOME

GENMA SAOTOME

RYOGA HIBIKI

AKANE TENDO

SHAMPOO

UKKYO KUONJI

MOUSSE

HIKARU GOSUNKUGI

GAMBLING KING

PANTYHOSE TARO

PANTYHOSE TARO TRANSFORMED

PLAY THE SUPER NES® GAME..

RYOGA USES HIS LION'S ROAR ATTACK ON RANMA

..READ THE COMIC..

For more information on the videotape and comic series write or phone:

VIZ Comics
PO Box 77010
San Francisco, CA 94107
(415) 546-7073

..WATCH THE VIDEO.

Video tape series available in November.

Nintendo, Super NES and Super Nintendo Entertainment System are registered trademarks of Nintendo of America. ©1993 Nintendo of America Inc.
RANMA 1/2 is a trademark of Viz Communications, Inc. Background, comic cover and video images courtesy Viz Comics.
DTMC® is a registered trademark of DTMC Inc. No affiliation is implied between Nintendo of America Inc. and Viz Communications Inc.

DTMC Inc. • 370 Convention Way, Suite 202 • Redwood City, CA 94063

The #1 Arcade Game

NEW!

Now For Super NES®

MINDSCAPE
FROM
THE SOFTWARE TOOLWORKS

For dealer info or to order, call

1-800-234-3088

Can You Defeat The Evil Red Skull?

All The Action of The #1 Arcade Game!

You Choose Your Avenger Partner!

© 1993 Mindscape, Inc, a Software Toolworks Company. Mindscape and its logo are registered trademarks of Mindscape, Inc. Captain America and the Avengers © 1993 Marvel Entertainment Group All rights reserved. Game Concept © Data East USA 1992. Nintendo Entertainment Systems, Super Nintendo Entertainment and Super NES and Game Boy are registered trademarks of Nintendo of America Inc.

MARVEL COMICS

CAPTAIN AMERICA®

and The AVENGERS™

Get The Hot New Game For Home From The Software Toolworks

Captain America and the Avengers, the hit arcade game and best-selling Marvel Comic, is now available for your Super NES®. Just like the arcade game, you can choose from any of the four Avengers, each with his own special powers. Your goal is to defeat the diabolical genius Red Skull and his super-evil mind control device. Game features include:

- Normal or extremely radical "Arcade Mode" with special challenges.
- Six levels of play and action sounds just like the arcade game.
- Amazing power-ups and action in the air, undersea or in outer space!
- Single or two player option with simultaneous cooperative play on the two-player setting.

Captain America and the Avengers plays just like the arcade game and sounds just like the arcade game. All that's missing is the skee ball wussy next to you.

Get this game! It's up to you and your Avenger to save the world, and maybe even the solar system.

Win A Full-Sized Arcade Game (Cool, huh?), Captain America Jean Jacket, T-Shirt or Cap!

Think of it - a real, full-sized Captain America arcade game (just like the one to the left) in your very own bedroom or basement. *Radical!* Or you can win an embroidered jacket, Captain America T-shirt or really cool cap. Just fill out the coupon below and send it in. It's as easy as that! And make sure to check out the cool new **Captain America and the Avengers** game for Super NES at your favorite video outlet!

Yes, Yes, Yes, I Want To Win This Arcade Game!

Name _____

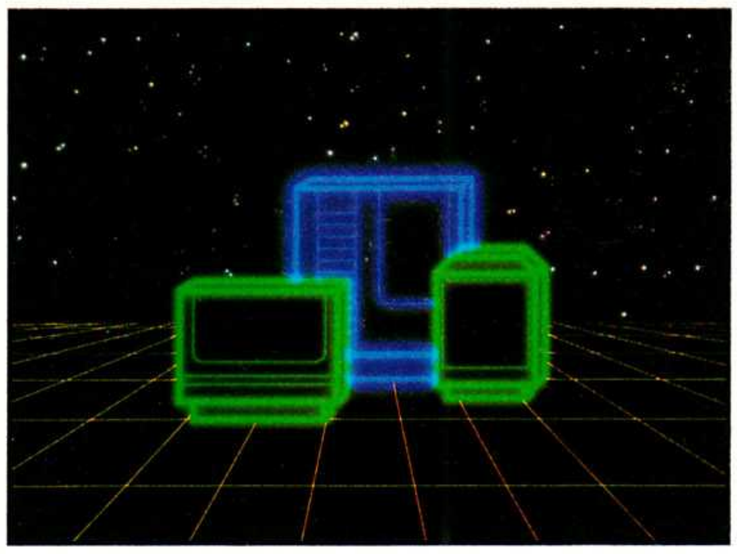
Street _____

City/State/Zip _____

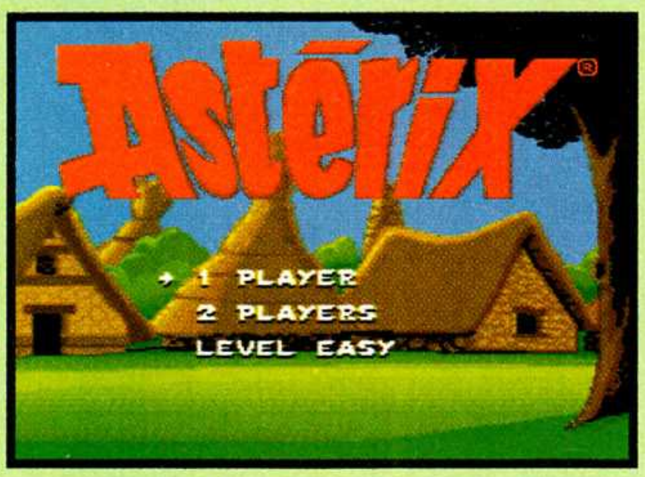
Phone (____) _____ Age _____

Mail to: Captain America Sweepstakes, c/o The Software Toolworks, P.O. Box 6139, Novato CA, 94949. Deadline 3/1/94. Drawing 3/31/94

Official Rules 1) No Purchase Required. One entry per person. 2) To enter, fill in the coupon or print your name, address, city, state, zip code, phone number, age and the words "Captain America Sweepstakes" on a 3" x 5" piece of paper. Mail your entry to The Software Toolworks, Captain America Sweepstakes, P.O. Box 6139, Novato, CA 94949. All entries must be postmarked no later than March 1, 1994. All entries become the exclusive property of The Software Toolworks. Not responsible for late, lost, mutilated, or misdirected mail. 3) The sweepstakes is sponsored by Mindscape, Inc. A Software Toolworks Company, and is open to U.S. residents excluding employees (and their immediate families) of Mindscape, The Software Toolworks, their subsidiaries, affiliates, and agencies. Not sponsored by Nintendo or Marvel Entertainment Group. 4) Prizes and their approximate retail values are (1) Grand Prize Captain America and the Avengers Arcade Game ($3,000); (10) First Prizes: Captain America Embroidered Jean Jacket ($150 ea.); (25) Second Prizes: Captain America T-Shirt ($25 ea); (100) Third Prizes: Captain America Cap ($15 ea). Total retail value of all prizes $6,625. Chances of winning are determined by total number of valid entries received. 5) Winners will be randomly drawn on or about March 31, 1994 and will notified by mail. All prizes will be awarded. Judges decisions are final. No substitutions or cash equivalents. Taxes, if any, are the responsibility of the winners. Grand Prize winner (or parent or legal guardian) must sign an affidavit of eligibility and publicity/liability release which must be returned and received within 21 days of the date mailed to potential winner or alternate winners will be selected. For a list of winners, send a self-addressed, stamped envelope to The Software Toolworks, Captain America Sweepstakes Winners, 60 Leveroni Court, Novato, CA 94949. Requests must be received before April 30, 1994. 6) Void where prohibited. All federal, state and local laws and regulations apply. Acceptance of prize constitutes permission to use winners names and likeness for publicity purposes without additional compensation or permission.



VIDEO GAME GALLERY



Asterix the Gaul

PUBLISHER	ElectroBrain
SYSTEM	SNES
THEME	Arcade
MEGABITS	4
PLAYERS	1 or 2
LEVELS	47
COMPLEXITY	Average
GRAPHICS	84%
SOUND	80%
PLAYABILITY	78%

OVERALL 81%

If you have the Gaul, ElectroBrain has the game

Asterix fans, rejoice! One of the most popular European comic characters has been brought to the U.S. by ElectroBrain. Working in conjunction with the comic creators, **Asterix the Gaul** is now running wild on the SNES.

In 50 B.C., Gaul was almost completely occupied by the Romans under Gaius Julius Caesar. The only holdout was a village of indomitable and indefatigable Gauls. Asterix, while not the leader of the village, is a shrewd and cunning hero. When word arrives that the Romans have captured Obelix, Asterix' best friend, he springs into action with all the grit of Conan the Barbarian, but with a demeanor a lot closer to that of Hagar the Horrible.

Asterix sets the player-character the supremely ambitious tasks of saving Obelix, liberating Gaul, conquering Rome, and thumping the legions of Julius Caesar. All in a day's work.

This side-scroller, unlike Gaul, is divided into five parts, called Acts. Each Act contains a variety of scenes (47 in all). At the completion of each Act, a character from Asterix' village appears to provide supplemental advice or news.

The hand is mightier than the sword when Asterix swings into the action.

There are a plethora of bonuses. Sesterces, Roman coins, are the prime medium of exchange. After collecting 100, the gamer earns an extra life. Golden sickles have the point value of 25 sesterces. Celtic blocks, while providing a platform to jump on, also contain prizes that range from coins to power-ups. Laurels provide an extra life. The lyre introduces Cacofonix, the village bard, and while he plays, all on-screen enemies are frozen. The last bonuses are two cauldrons. The red cauldron makes Asterix temporarily invincible and provides an extra life point; the green grants the power of flight.

The five acts are set in the forests of Gaul; the mountains of Helvetia; the deserts of Egypt; the Hellenistic East; and the city of Rome. Each of these acts hold their own pitfalls and obstacles including Roman soldiers and spearmen, both in the open and hiding in tree trunks; the barbarians of Goth; Egyptians; pirates; gladiators; Roman citizens; and a variety of wild animals and natural obstacles.

The graphics are, for the most part, impressive. The foreground characters are smoothly animated, well-drawn, and beautifully colored. The animations are frequently humorous, as when Dogmatrix, Obelix's diminutive dog, appears out of nowhere and chomps an enemy on the posterior.

That said, however, the background graphics are somewhat disappointing. The flat imagery doesn't pop or enhance the game's illusion of depth. It is often difficult to determine where a character can or cannot safely walk as a result.

There are also difficulties with the tolerance and register levels. Occasionally, when Asterix jumps onto a Celtic block, for example, he hangs in mid-air to the right or left of the actual platform. In several situations, Asterix made no physical contact with the enemy, yet points were deducted from the health meter.

The music and sound effects are disappointingly generic. The soundtrack has nothing that makes it unique to **Asterix**, and sounds like nothing more than a drab rehash of musical themes already explored extensively in the 8-Bit **Mario** games. More annoying still, it can't even be toggled off.

In fact, a lack of user selectability hurts the whole game. While **Asterix** allows the gamer to choose among four languages (English, French, German, and Spanish) for the textual announcements, as well as providing options for choosing either a solitaire or two-player alternating game and determining level difficulty, once play begins, the options disappear.

Players will be treated to some rather funny game scenes. His bite is louder!

The player has a meager five continues, which are supplemented every 100,000 points, and no passcodes are awarded at the completion of an Act. Unfortunately, the entire game must be played in one sitting.

Overall, ElectroBrain seems to hope that **Asterix the Gaul** might become a success story on the level of **Mario**. In fact, the play mechanics shamelessly mimic the content of Nintendo's **Super Mario World**, without any of that game's scope or rewards. Finally, while Asterix is a mainstream comics figure in Europe, he only has a cult following among speciality comics readers in the United States. The support of these fans may not be enough to transform this appealing but hopelessly derivative game into a solid gold success story.

–Laurie Yates

Championship Pool

PUBLISHER	**Mindscape**
SYSTEM	**SNES**
THEME	**Sports**
MEGABITS	**8**
PLAYERS	**1-8**
LEVELS	**N/A**
COMPLEXITY	**Easy**
GRAPHICS	**80%**
SOUND	**86%**
PLAYABILITY	**90%**

OVERALL 89%

There's no trouble in River City this time around...

Rack'em up! Nine in the side pocket... Scratch! It's all happening on the green felt-top table with the leather-lined pockets, the fifteen numbered balls and the cue sticks straight and true...

There are a variety of classic pool games to choose from before playing.

Well, really the only time anybody sees the cue sticks is as a cursor in menus; as a power gauge, and in the spin selection screen. While actually playing, no sticks, or even players, are seen.

Pool has been a favored game for programmers for some time, though it took more power to handle the physics than early video game systems could handle. Bitmasters and Mindscape have done well with this version on the SNES, so that even with all the balls on the table they interact and roll naturally.

Perhaps as a result of this concentration of effort, however, some other elements have been given short shaft. As already mentioned, no player (or cue) appears on the main playscreen, and adjustments to the power and english must be made offscreen. There are two close-up view options—one from straight overhead, and one from an angle (which may be altered using the L and R buttons), but no attack angle adjustments can be made while in these screens.

Most prior electronic pool games used a line across the table to indicate the attack angle. Sometimes they also indicated the deflection angles (which way the object ball as well as the cue ball will go after the strike). The latter was generally an option, and while not necessarily considered cheating, exactly, it could mean losing score points.

In **Championship Pool**, a "phantom ball" is used as a cursor. Placed near the object ball, the A button activates it, meaning that an animated circle repeatedly streaks from the cue ball to and through the phantom ball location. If it contacts the object ball (or any other on the table), it then follows that ball's projected path for a limited distance. Adjusting the phantom ball's position changes that path, so the player may keep moving it until the ball looks like it will go into the desired pocket. On pressing the A button again, the phantom ball disappears and the cue ball is launched (at least there is the *sound* of a cue stick striking it).

This approach is certainly effective, though it doesn't quite recreate the sense of actual play, where the final path of the object ball can only be anticipated by experience and a good sense of the geometry of the table. A certain spontaneity is lost, especially with the need to make fine adjustments offscreen, and the game moves away from an accent on accuracy to table placement; i.e., where the cue ball ends up after the shot—certainly a factor in the game, but not usually the primary factor.

The strengths of **Championship Pool** are in the wide selection of games (Three Ball, Eight Ball, Nine Ball, Ten Ball, 14.1 Continuous, Rotation, Fifteen Ball, Basic Pocket Billiards, Equal Offense, Cut Throat and Speed Pool), together with its four modes of play: Freestyle (in which the player can do anything, including special setups and trick shots), Party (in which up to eight players may compete in the above games according to Billiard Congress of America rules), Challenge (essentially single–player practice in any of the above games), and Tournament.

The latter is for a single player, and the object is to get through a sequence of 8-ball or 9-ball games against an imaginary player. There is no actual computer-generated play, however. When it's the opposite player's turn, a screen titled "Simulated Time Warp" appears, with text "he plays for a while, now it's your turn"—and when the table comes back on screen, a random number of balls are gone. One could have wished for a real sense of play against an opponent.

In Tournament and Party modes, still screens appear depicting stereotypical images of a pool hall and its denizens. There are four musical soundtrack scores selectable on the jukebox: "8-Ball Blues" (the default, and the best of the lot), "9-Ball Rock" (not bad for synthetic bubble gum), "Country Cue" (painful, not because it's country but because the attempt to recreate a slide guitar sound turns sour) and "Call It Out" (a kind of '90s big band sound). Or, one may play to blessed silence save for the excellent sound effects. They evoke the real thing very well, from the roll of the ball across felt-covered slate to the thwack of the balls meeting each other.

Championship Pool is excellent for the solitary player who desires no sense of real competition, or for the player with a friend or friends over for an evening.

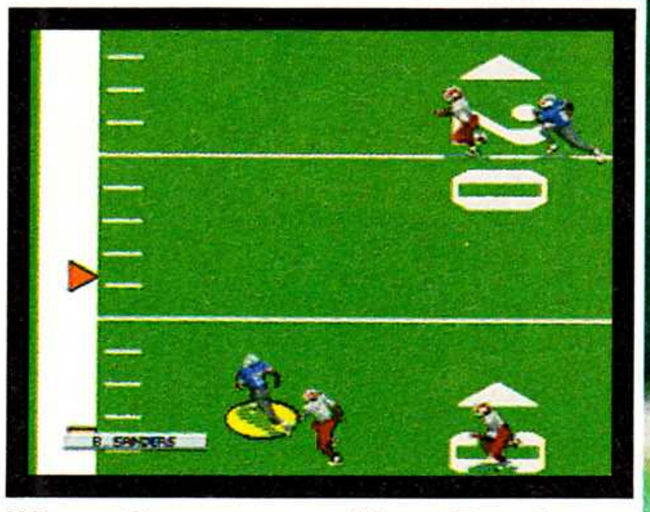
— *Ross Chamberlain*

"THERE'S SOMETHING ABOUT KNOWING THE NAME OF THE GUY TRYING TO RIP YOUR HEAD OFF THAT MAKES IT MORE PERSONAL."

JOE MONTANA

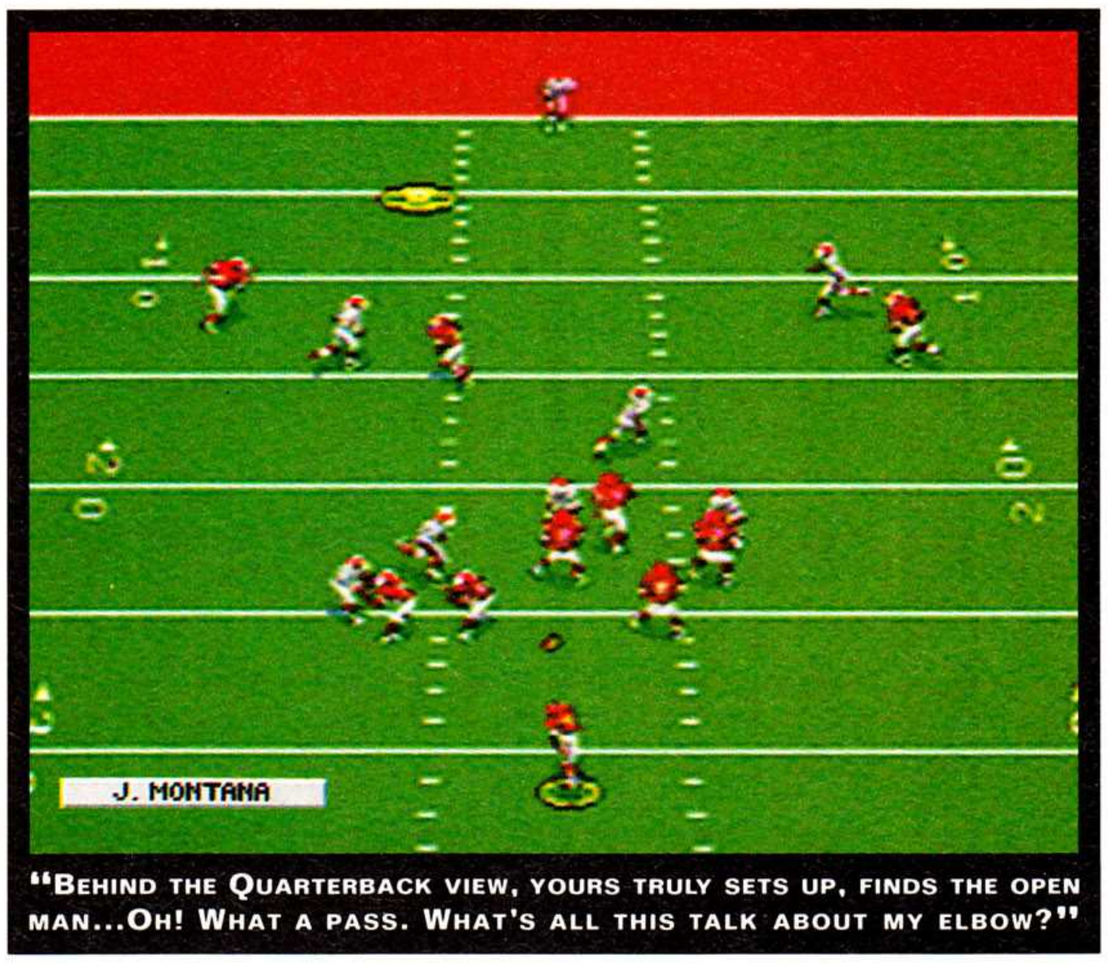
NFL FOOTBALL '94 STARRING JOE MONTANA

"MY MAN JERRY RICE, HAULS IN ANOTHER. NICE PASS STEVE, I TAUGHT HIM EVERYTHING HE KNOWS."



"BARRY SANDERS WITH A 'SPEED BURST' DOWN THE SIDE LINE, ONLY ONE DEFENDER LEFT (TOAST)."

SEGA, GENESIS, SEGA SPORTS AND WE SWEAT THE DETAILS ARE TRADEMARKS OF SEGA. © 1993 SEGA. ALL RIGHTS RESERVED.



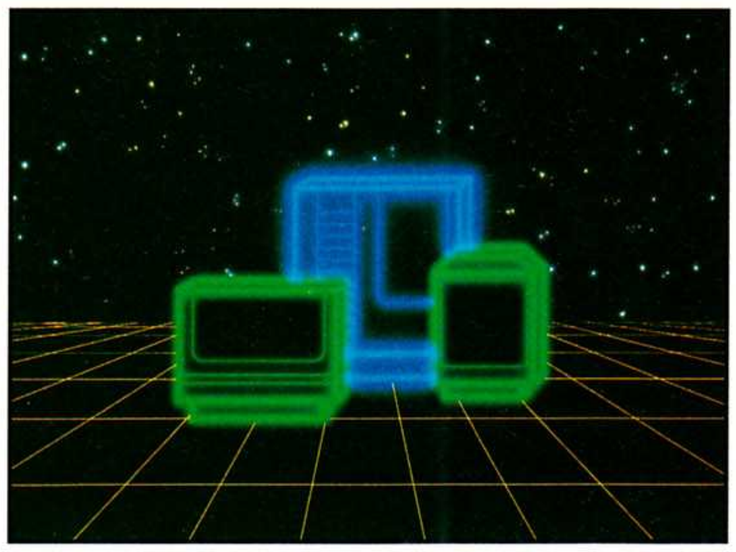
"BEHIND THE QUARTERBACK VIEW, YOURS TRULY SETS UP, FINDS THE OPEN MAN...OH! WHAT A PASS. WHAT'S ALL THIS TALK ABOUT MY ELBOW?"

"GUYS LIKE BRUCE SMITH, JUNIOR SEAU, REGGIE WHITE AND CORTEZ KENNEDY. IN MADDEN '94 ALL YOU GET IS THEIR NUMBERS. MY GAME'S GOT COOL STUFF LIKE *DIGITIZED PLAYER MOVEMENTS, SIX PLAYABLE VIEWS, SPEED BURSTS, A ZOOM VIEW* AND A COMPLETELY *REVAMPED PASSING GAME*. GET SEGA'S NFL FOOTBALL '94 STARRING, ME, JOE MONTANA. HEAR THE *PLAY BY PLAY COMMENTARY*. WATCH FROM THE NEW *BEHIND THE QUARTERBACK VIEW*. AND LEARN FROM THE *TRUE PLAY CALLING PHILOSOPHY* OF EACH NFL TEAM. JUST GO EASY ON ME, OKAY?"

REAL TEAMS NFL REAL PLAYERS

SEGA SPORTS™

WE SWEAT THE DETAILS.™



VIDEO GAME GALLERY

Spider-Man/X-Men

PUBLISHER	Flying Edge
SYSTEM	Genesis
THEME	Action
MEGABITS	8
PLAYERS	1
LEVELS	11
COMPLEXITY	Hard
GRAPHICS	82%
SOUND	87%
PLAYABILITY	85%

OVERALL 88%

This Ain't No Party; This Ain't No Fooling Around

Super Assassin Arcade returns to exact his vengeance upon the X-Men. Wolverine, Cyclops, and Storm have been kidnapped and unless Spider-Man can find him, Gambit will suffer the same fate. Spider-Man arrives too late to prevent this, but pursues the kidnappers back to Arcade's lair. In the first part of this side-scroller, players guide Spidey through a vertical maze to deactivate security eyes to gain entrance to the complex, while avoiding laser bolt firing guard robots.

After deactivating the last security eye, Spider-Man rushes through a secret door to find the four kidnapped X-Men manacled to a wall, as Arcade gloats above them on a TV screen.

The next five screens detail the real names, occupations, group affiliations and abilities of each superhero. Players select a superhero to guide through two events.

Spider-Man's events take place in a construction site full of exploding cement bags, laser firing welding droids, and electrically charged steel re-bars. Spidey has web-bolts to dispatch enemies, web-strands to swing over obstacles, and wall crawling abilities. First, Spider-Man must defeat the supervillain Shocker; battle the demon N'astirah; then he goes head to head with Carnage and Rhino.

Cyclops rides runaway mine carts while avoiding electrified rails, land mines, bomb dropping droids, gun totin' Genoshan Magistrates and Sentinel robots. Cyclops' optic blasts can destroy opponents off-screen, but sometimes are no match for traditional hand-to-hand combat. Next Cyclops meets the 50 foot tall Master Mold who employs missiles, energy bolts and plasma grenades.

Ol' Web Head struts his stuff by swingin' across the Genesis screen one more time.

Storms' events are in an underwater labyrinth that negates her flying abilities, so she must use her lightning bolts to blast water control valves and doors to raise the water level in the maze so that she may reach the ceiling exit. Storm fights squid, piranha, and harpoon firing scuba divers while trying to maintain her critical air supply. When Storm's air supply indicator runs low, she must find more air or face a watery doom. In her second event, Storm swims through Arcade's hydro-electric plant, finding and smashing its vital glass spheres.

Gambits' event is a surreal, fast-paced, platform jumping game. Chased by a giant doom-ball and armed only with his kinetically charged deck of cards, Gambit faces armed chess pieces out to show the Cajun a quick end-game. In the second event, Gambit must avoid being crushed between floor and ceiling on his way to confronting the Black Queen, a 1,500-year-old evil sorceress.

Wolverine's events are in a fatal funhouse, filled with killer clowns, toy soldiers and machine gun firing jacks-in-the-box. Wolverine's claws serve him well to slash through walls and an endless supply of enemies. His energy level boosts when his claws are retracted but this only works a few times.

Wolverine faces Apocalypse at the top of the funhouse, and in the next event he opposes Juggernaut. Wolverine must drop enough anvils and weights on the bad guy to slow him down to where he can be whipped in hand-to-hand combat.

After all heroes complete their events, Spider-Man battles a succession of duplicate Arcades and finally meets the real McCoy.

None of this is as easy as it sounds. The five superheroes begin with four lives between them, which don't last long. A superhero always returns to the very beginning of the event in which he died, and it's frustrating to play an entire event over and over only to die at the end. A good game isn't too easy, but when the learning curve is as steep as it is in this game, a continuation here or there would be a blessing.

The graphics are colorful and bright. Onscreen characters aren't very large but are clearly visible and sharply outlined. There was a problem with registration. In one instance, laser bolts clearly pass over Spider-Man's head, but he reacts as if hit. Superheroes can stand almost in mid-air on the edge of platforms, and Wolverine destroys opponents who never get near his claws.

Good sound effects are everywhere in the game, and each character has unique theme music which never intrudes or annoys.

Spider-Man/X-Men is a notable entry that upholds the tradition and excitement of the original Marvel Comics.

— John Hardin

Captain America and the Avengers

PUBLISHER	Software Toolworks
SYSTEM	SNES
THEME	Action
MEGABITS	8
PLAYERS	1-2
LEVELS	5
COMPLEXITY	Average
GRAPHICS	75%
SOUND	75%
PLAYABILITY	65%

OVERALL 70%

Join the Avengers team and save the world from Red Skull.

There have been a number of successful video games and arcade games over the years that rely on the popularity of comic book characters. One of the more recent arcade game winners is **Captain America and the Avengers**. This machine has four sets of controls for each of the game's heroes, but any number of players from one to four can play.

Players can choose to play The Vision, Iron Man, Captain America or Hawkeye.

The Software Toolworks have made a fair translation of the hit coin-op for the SNES. It's very difficult as a single-player game, but easier and much more enjoyable as a two-player cooperative game.

The Avengers is one of the earlier associations of superheroes formed to combat the world's most corrupt

Iron Man's suit must be well built to take the beating that these guys give.

criminals and other enemies of the people. **Captain America and the Avengers** features four members of that famed team: Captain America, Hawkeye, Vision and Iron Man. Captain America's archenemy, Red Skull, has decided to take over the world and use a giant cannon on the moon to achieve that end. He has also enlisted a group of other powerful criminals to help him, but he had to brainwash them to make them do his will. Players must choose an Avenger and defeat all the criminals plus robots to thwart Red Skull and stop his plan for world domination.

Captain America and the Avengers is really a series of battles spread out over five levels and connected by side-scrolling screens between battlegrounds. Each of the five levels takes place in a different setting and some feature flying or swimming shoot-em-up action.

It doesn't really matter which Avenger players decide to use. They all have similar moves and powers that differ only in their graphic representation. For example, Hawkeye fires arrows, while Captain America throws his shield. Both weapons have the same effect—they reduce the life power of an enemy robot or criminal by a notch.

Other moves allow players to attack from the air or ram enemies on the ground. If gamers want to punch the enemies, they can do that too, but it is much easier for enemies to hurt an Avenger when he gets close. The best strategy is to stay far away from enemies and fire a weapon at them from the sky or ground and immediately jump out of the way after firing.

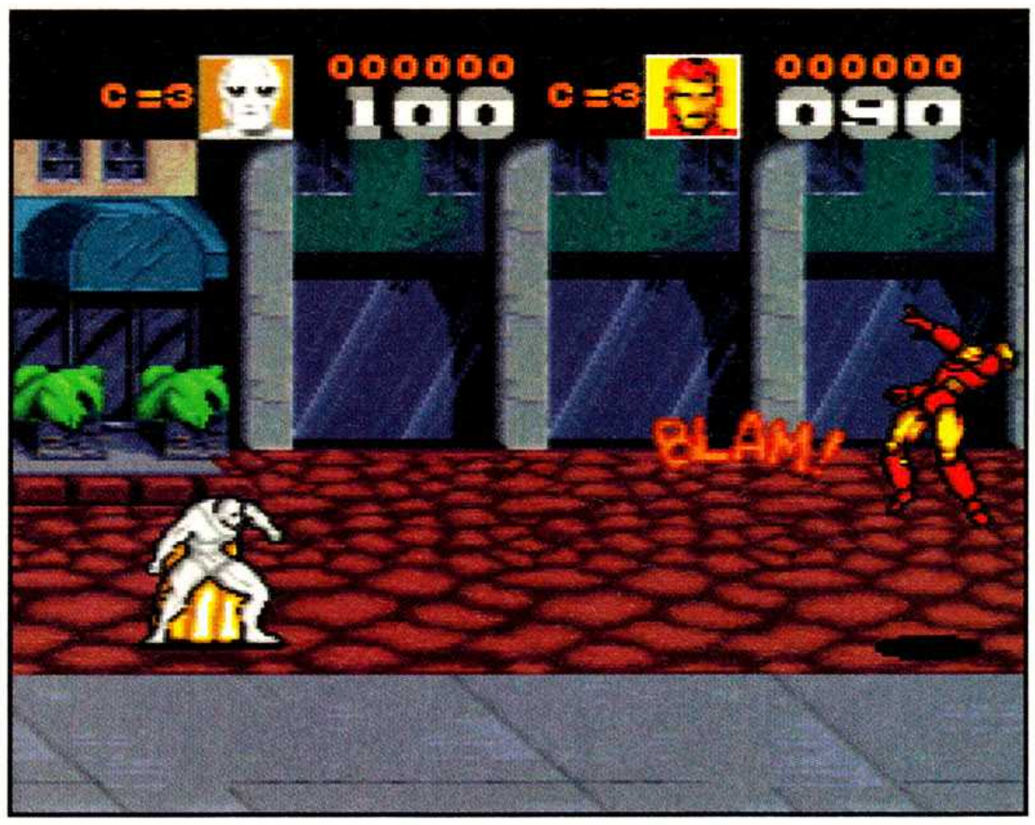
Game play is very quick. Each Avenger has a health meter that starts at 100 percent and drops with each successful enemy hit. If the meter reaches 0 percent, the game is over. Unlike the arcade game, **Captain America and the Avengers** only allows up to five game continues, so it is very difficult to make it through the game for one player. A few power-up dots that increase health pop up, but not often enough. Other Avengers do show up. Quicksilver speeds by and drops a health booster, and Wasp helps out with some enemies. The assemblage of criminals runs the gamut of Avengers enemies, from Klaw and Mandarin to Whirlwind and Juggernaut. The final level features the confrontation with Red Skull himself.

The graphics in Captain America and the Avengers look like a direct port from the arcade game. The colorful, large-character story screens look particularly familiar. This game is no work of art, but the comic book/cartoonish graphics suit it just fine. Sound effects consist of grunts and explosions, as well as spoken introductions to each level from someone with an "announcer" voice. The speech is lifted right from the arcade game, as are most of the sound effects. The music is a challenging theme that will surely compel players to beat Red Skull.

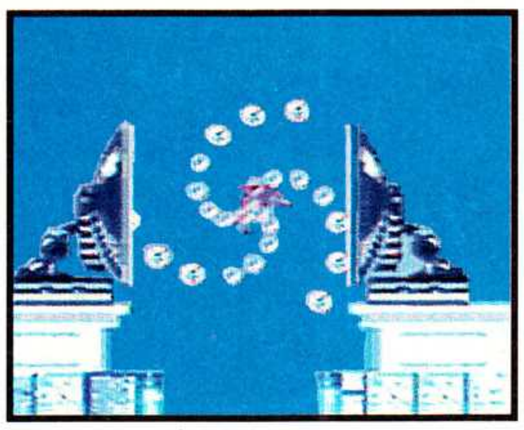
Players who fed quarters to the arcade version of this game will be satisfied with this home version, despite the lack of four-player simultaneous play. Others unfamiliar with this game should leave it alone unless they have a playing partner in mind. Even the best of players will make mistakes easily and have to use up a precious continue from the limited supply in order to go further. This game is fun for two friends, but frustrating for a single player.

Captain America and the Avengers is a decent game for fans of this genre of side-scrollers, but some forethought could have made it that much better.

—Russ Ceccola



ECCO THE DOLPHIN™

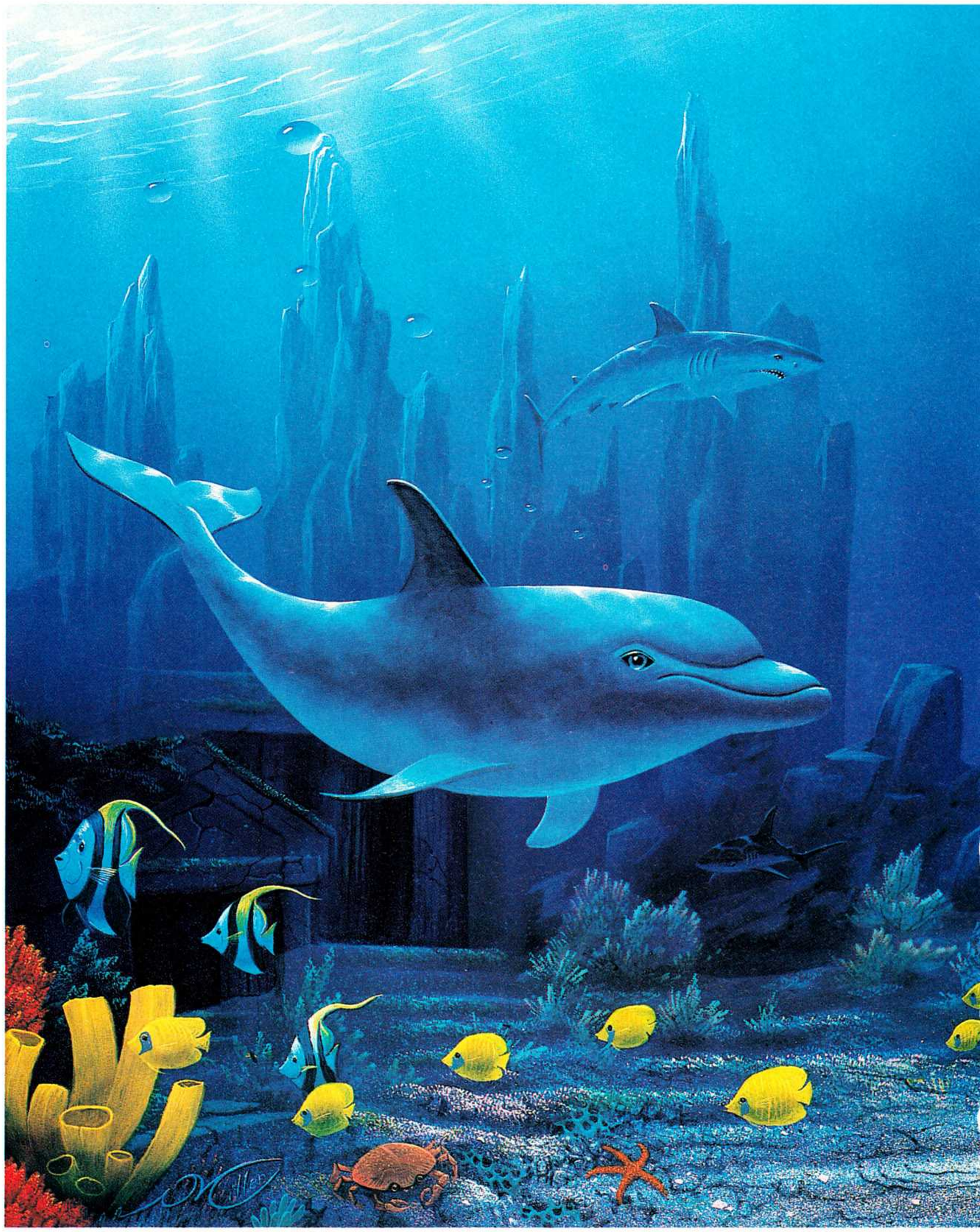


To activate the time sequence Ecco must learn a special song. Consult the Information Glyph.

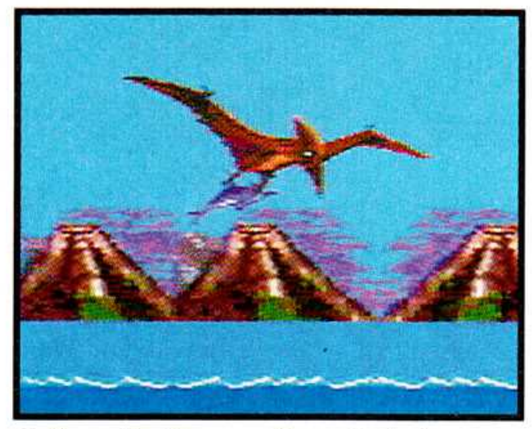
The Killer Whale and other sea creatures will help you during your journey. Seek out the rejuvenating power of the Shelled Ones.

The Asterite knows mysterious, ancient secrets. Sing to him and receive important powers.

Swim very slowly past the Octopus. He attacks when he senses movement.



WELCOMETOTHENEXTLEVEL

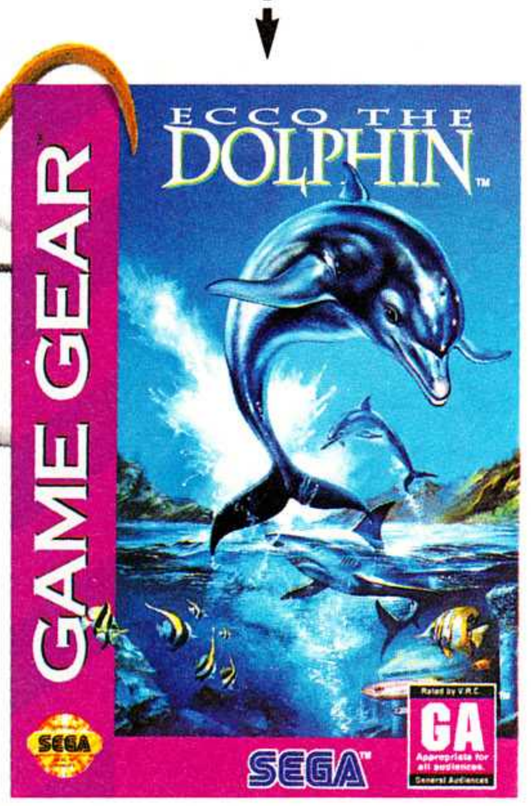


Call to the Pteranodon. Only he can help you over these rugged cliffs.

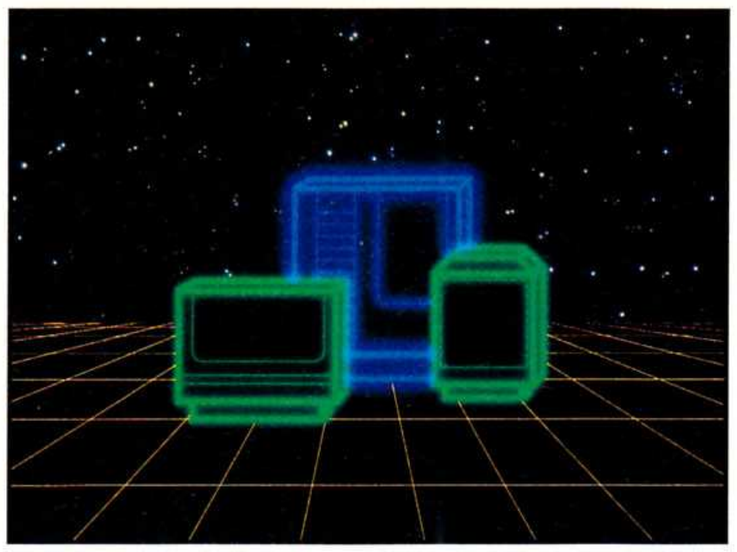
Gosh darn it, Jenkins! How many times do I have to tell you to go before we leave the boat?

SEGA™
GAMEGEAR™

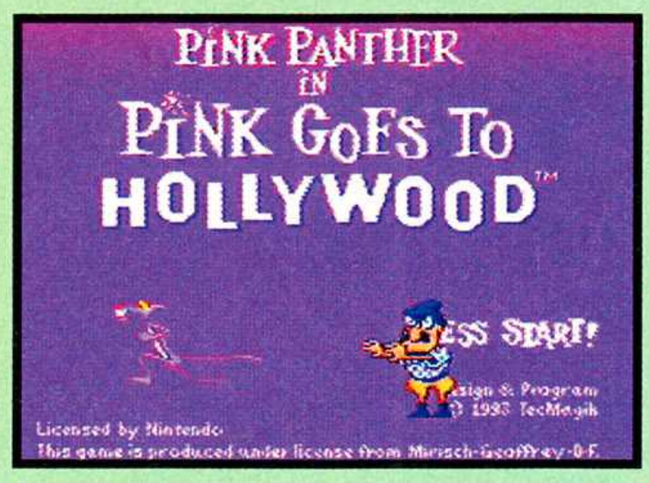
Ecco needs you to help him find his family and restore peace and tranquility to the ocean. Navigate through 17 mysterious levels. Fight sharks, octopi, and other treacherous creatures. Travel through time and enlist the help of an airborne dinosaur. Find the secrets that lay deep beneath the sea.



Sega, Game Gear, Ecco the Dolphin, and Welcome to the Next Level, are trademarks of SEGA. © 1993 SEGA. 3335 Arden Road, Hayward, CA 94545. All rights reserved.



VIDEO GAME GALLERY



Pink Panther Goes To Hollywood

PUBLISHER	TecMagik
SYSTEM	SNES
THEME	Arcade
MEGABITS	8
PLAYERS	1
LEVELS	15
COMPLEXITY	Average
GRAPHICS	71%
SOUND	82%
PLAYABILITY	77%

OVERALL 75%

Big Pink Takes Tinseltown, But Will It Play in Gametown?

The Pink Panther is on the prowl in TecMagik's **Pink Panther Goes To Hollywood**, a side-scroller that embraces movie mythology and lays on the puns with a trowel.

Pink Panther exchanges the usual level-by-level progression for a less linear approach which allows the gamer to move freely from the first level, or set, to other sets in any order they desire.

Another unique game component is the tokens. During the game, the Panther can grab gold-colored coins and retain them for later use. They permit passage to other levels and invoke power-ups. They can produce bridges, stairs, and hooks (all of which are necessary to complete levels) or simply provide a Mary Poppins-like umbrella with which he can sail to higher platforms.

The Pink One initiates his Hollywood tour with Honey, I Shrunk the Pink, an obvious parody of the two Disney flicks in which Rick Moranis' scientific experiments have devastating effects on his offspring. This initial sequence turns the traditional cat-and-mouse tables by pitting a tiny Pink Panther against giant mice, as the diminutive feline seeks out tokens and access points to reach other sets. Scene Two guides the Pink into the refrigerator, to face flying olives and bottlecaps. He next moves into a turkey cavity populated with stuffing balls and cutlery; before stumbling into a seemingly benign pitcher of pink lemonade, complete with fish, leaping lemons, and even submarines. The last refrigerated scenario takes the player into a freezer equipped with a ski-lift, eskimos (who bear an uncanny resemblance to a certain bumbling Inspector), and armed snowmen. If the Pink can escape, he's well on his way to warmer environs.

Pinkin Hood places the Pink in a Sherwood Forest setting, occupied by enemy archers and acorn-throwing squirrels. Cat on a Not Pink Roof, sends the gamer to a city skyline with twinkling stars and blinking window lights. Trampolines allow our hero to leap from roof to roof without being struck by lightning bolts or spitting cats.

Cartoon-like graphics and humor take center stage in this action game.

The sea and jungle are both represented by the Pink Beard and Jungle Pink scenarios respectively. To survive Pink Beard, the player must emerge from dangerous waters, fight pirates, and battle bats for survival. Jungle Pink combines waterfalls, chimps, alligators, and dinosaurs, as well as critical map memorization skills, into a safari survival challenge.

The Pink's trip to the Old West is a three-fold adventure with the star cast as the Pink Ranger. First, Pink cleans the streets of cowboy boots, dancing chairs, and tumbleweeds, then moves into a goldmine maze, complete with rail cars. Pink leaves the West after stopping at the Sarsaparilla Saloon to see the belching buffalo heads (not to be missed).

Science fiction is not forgotten, either. Pinkenstein sends the player through a vertical maze full of bubbling cauldrons and Frankenstein-type monsters. The Polter Pink is the last official level. This haunted house would just as soon keep the Pink, and dispatches ghosts and trees to stop his flight to freedom.

The Pink Panther can run, jump, bounce on enemies heads and use many items.

Pink Panther Goes To Hollywood also has secret levels. These safe rooms, containing power-ups and other goodies, are accessible through special icons and previous successes.

Regrettably, the graphics don't meet the challenge of quality that the scope of the game demands. The non-interactive sequences and foreground graphics are stiff and clunky, while the backgrounds are neither impressive nor memorable.

The sound is better. Each level has its own distinctive theme music, and the non-interactive opening utilizes the original Henry Mancini themes. There is also the option to toggle the music off, and just have the sound effects of the Pink.

Playability is adversely affected by unnecessary complications. The icons on both the toll and weapon tokens are not intuitive, forcing the gamer to experiment, and perhaps die, while pursuing knowledge.

Finally, there is the fundamental problem of the Panther's essential lack of personality. While recognizable to most people as an advertising shill, the Pink, unlike his cartoon or game counterparts, (Sylvester, Taz, Sonic, or Bubsy), has no real identity. The Pink Panther is a silent, generic cartoon character without any endearing or visually compelling qualities—a problem this game unfortunately shares.

— Laurie Yates

F-15 Strike Eagle II

PUBLISHER	MicroProse
SYSTEM	Genesis
THEME	Flight Sim
MEGABITS	8
PLAYERS	1
LEVELS	6
COMPLEXITY	Average
GRAPHICS	83%
SOUND	84%
PLAYABILITY	86%

OVERALL 83%

Everyone's Favorite Combat Flight Sim Stalks the Genesis

F-15 Strike Eagle was among the first air combat simulators ever produced. Since its inception a decade or so ago, it has been reinterpreted on virtually every medium short of touch-tone telephone. It has appeared on floppy computer disk for every system from the Atari 400 to 486-based PCs; considerable R&D was spent transforming it into an arcade coin-op; and recently **F-15 Strike Eagle II** garnered rave reviews on the SNES.

Now it has touched down on the deck of the aircraft carrier *Genesis*, but the landing has not been everything the pilots might have hoped. Clearly, the development team simply failed to plumb the depths of the Genesis as surely as they exploited the SNES' special hardware. There is simply nothing on this version to match the incredible graphics and Mode-7 special effects of the SNES edition. Despite six different landscapes, everything looks pretty much the same. There is none of the finely detailed topography, and spectacular close-ups of the SNES **F-15**.

That said, **F-15 Strike Eagle II** on the Genesis is not without its virtues. For one thing, it is the best combat flight sim available on the system, edging out Domark's **MIG-29**, the previous Top Gun on the Genesis, if only by default.

F-15 II begins by having the gamer create a character, who begins play at any of four skill levels. This player-character can then choose to begin flying missions in any of six simulated worlds: Libya, the Gulf, Vietnam, the Mideast, Nordkapp and Europe. Within these war zones there are an unlimited number of possible missions, with just enough randomization to keep any two missions from exactly duplicating one another. After flying 100 missions within any of these worlds, however, the player must retire that particular p-c and create a new cockpit surrogate.

The various missions stress the diversity of air combat, from the sands of Libya, and the sea war in the Gulf to an Eagles *vs.* MIGs confrontation in the Mideast and a foray in Russia's backyard in the Scandinavian-based Nordkapp scenarios. (For purposes of this simulation, the designers have chosen to ignore Glasnost in favor of the Cold War mindset.)

The primary display screen is divided in standard air combat fashion, with the top half of the screen devoted to the exterior view from the cockpit while the bottom portion of the playfield is occupied by the HUD (Heads-Up Display).

The HUD here is unique in its presentation, however. Instead of the usual gaggle of meaningless instrumentation, there are three display screens. The first is a miniature map of the F-15's immediate vicinity. The second is a grid-style radar map which indicates the presence of any other aircraft, and the third displays a graphic of any object currently being tracked by the aircraft's sensors.

Feel the Gs against your body as your plane banks to avoid enemy fire!

From a gaming point of view, however, **F-15 II** suffers from the lack of inputs available on the Genesis. Unlike a computer, which has a keyboard full of command keys, and even the SNES with its six available action buttons, the Genesis has only three primary command keys. This results in the gamer being forced to frequently pause the game in order to access the program's wide array of options, from alternate viewpoints to weapon selection.

Unfortunately, once the pause key is invoked, the game shuts down, destroying the real-time authenticity so vital to a combat-based flight simulator. It certainly is easier—and there's no doubt that real combat pilots would love to be able to toggle off the war while they decide which window provides the best view or which missile to engage next—but it isn't very realistic.

One of the game's strongest features is the artificial intelligence possessed by the enemy pilots. These folks don't just lay in the player's sights, like overweight ducks waiting to be blown to bits; they react situationally, forcing the gamer to not only outgun them, but out-think them as well.

All in all, **F-15 Strike Eagle II** is both a blessing and a disappointment. Given the paltry selection of air combat action available on the Genesis, it's difficult not to be cheered by its emergence on the scene.

On the other hand, anyone who has seen what MicroProse did with the same source material on the SNES has to be more than a little disappointed.

— Bill Kunkel

"BOWSER'S

THE SOFTWARE TOOLWORKS PRESENTS A GEOGRAPHY LEARNING ADVENTURE THAT'S WAY COOL!!!

LICENSED BY

Nintendo

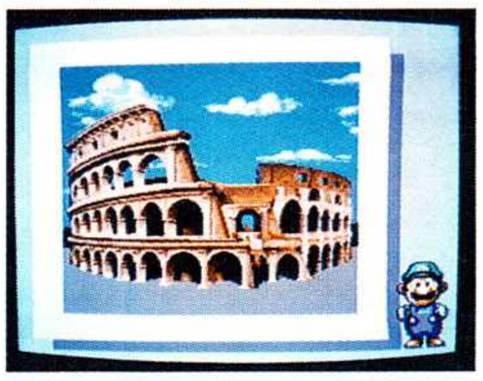
GOT ME!!"

Deep within Antarctica, the evil Bowser has kidnapped Mario and plans to flood the planet by melting all the snow. Bowser has the latest in high tech - the Passcode Operated Remote Transportation And Larceny System (PORTALS). Using the PORTALS, Bowser's lizardly henchmen steal off to famous cities where they commit dastardly deeds.

MARIO IS MISSING! has great 2-D and 3-D graphics, a new Mario music soundtrack, lots of help screens and a fold-out map to help you keep track of facts, clues, photos and data.

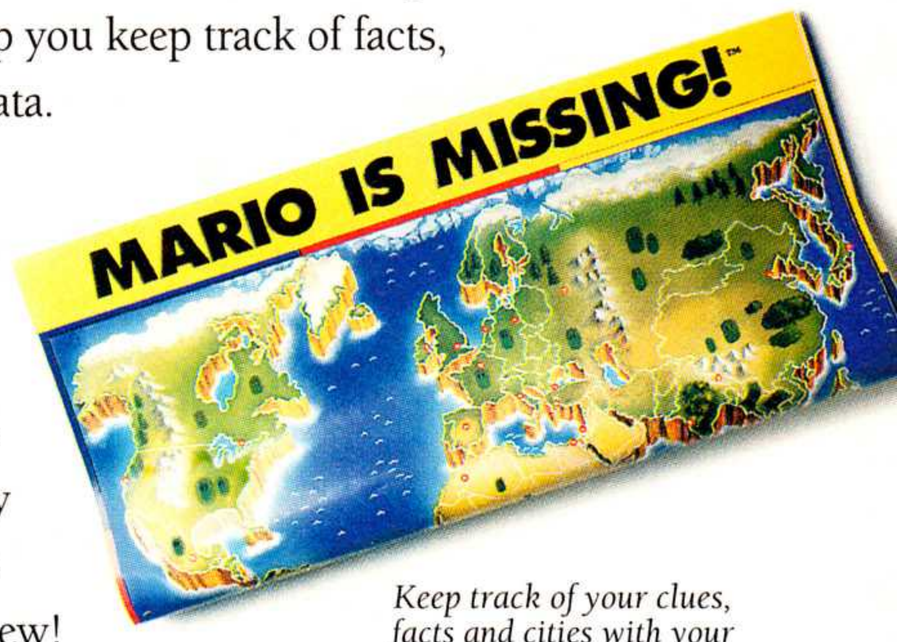
Travel the world instantly through PORTALS

It's up to you and the "ever-true-to-his-bro" Luigi to travel around the world, rescue national treasures and find the missing clues to save the world from destruction by Bowser. You'll explore exotic locations, chat with friendly (and not-so-friendly) natives, collect valuables, outsmart the thieving Koopas, master the Globulator, and then rescue Mario in a surprise ending.



Snap a perfect picture in famous cities of the world!

Best of all, it's Mario's greatest adventure yet. Around every shadowy corner, in every exotic city -- there's always something new!



Keep track of your clues, facts and cities with your fold-up map

For NES®, Super NES® Macintosh®, IBM® PC & Compatibles and Multimedia CD ROM

MARIO NEEDS YOU NOW!

Mario has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction.

And it's time for you to be a Mario hero!

For the dealer nearest you or to order, call toll-free

1-800-234-3088

MARIO IS MISSING!™

THE SOFTWARE TOOLWORKS

™ and ©Nintendo of America Inc. ©1993 The Software Toolworks, Inc. All Rights Reserved. Mario Is Missing, Mario, Luigi, Bowser, Super Nintendo Entertainment System, Super NES and NES are registered trademarks of Nintendo of America Inc. IBM is a registered trademark of International Business Machines Corp. Macintosh is a registered trademark of Apple Computer, Inc.

SOFTWARE GALLERY

Return of the Phantom

PUBLISHER	MicroProse
DESIGNER	Raymond Benson
PLATFORM	MS-DOS
THEME	Adventure
REQ. HD SPACE	8 Meg
PLAYERS	1
COMPLEXITY	Easy
GRAPHICS	90%
SOUND	90%
PLAYABILITY	85%

OVERALL 89%

Travel through time to track down the eerie Phantom!

The Phantom of the Opera commands such a presence in entertainment and literary circles that it's almost as if Gaston Leroux's famous misfit haunts the world even now. The Phantom has been resurrected in a number of feature films and telemovies. There are countless references to the Phantom in books and magazines. The recent revival of the legend of the Phantom (Andrew Lloyd Webber's brilliantly staged musical) brings the emotion of the Phantom's story to life in front of audiences' eyes and surprises them with special effects and the Phantom's devious tricks.

Now MicroProse has revived the Paris Opera House's denizen for an appearance on computers in **Return of the Phantom**. Like the Webber stage show, **Return** layers atmospheric graphics, music, sound effects and surprises on a strong story and interests the player in the resolution of the plot.

Return's forte is the plot behind the game. Many of the events in the story may seem familiar to anyone who has watched any of the movies, read the book, or attended Webber's musical, but MicroProse wove an original plot around common elements of Phantom lore. The player controls Raoul Montand, a Paris detective called to the scene at the Paris Opera House when a chandelier crashes into the audience. He must investigate the cause of the disaster (rumored to be the Phantom) and find the culprit. In a *Twilight Zone* twist, Raoul finds himself back in the time of the original Phantom

The gaming interface is a familiar one, allowing players complete control.

and must hunt him down if he ever hopes to return to the present time. The duality of the characters and the ability to explore the Opera House in two time periods keep **Return** interesting.

Return uses MicroProse's Animated Graphic Adventure interface, which they introduced in **Rex Nebular**. Players click on typical adventure commands from a list in the bottom left-hand corner of the screen. In the picture window, which makes up the main part of the screen, players can click on objects or characters directly to perform commands, or click on an area of the room for Raoul to walk there.

When players click on an inventory item from the list at the bottom of the screen, a picture of the item pops up next to the list and any special commands (On/Off for the Lantern, Lock/Unlock for a key, etc.) appear to the right of the item's picture. This system eliminates a large list of game commands and only offers special ones when players really need them. Conversations with various characters comprise a large part of the adventure. Players can click on responses from a list when they "Talk" to a character.

Although **Return** boasts two difficulty modes ("Novice" and "Challenging"), there are very few differences between the two. Notably, the maze of catacombs is far more complex and confusing in the Challenging mode. There aren't too many actual puzzles to solve or objects to use. **Return** relies heavily on conversations to advance the story and point players in the right direction. **Return** is very linear, but players will be able to wander through the Opera House until they perform the task that moves things along, so the game feels bigger than it is.

Graphically, **Return** is quite nice. Each scene is detailed and realistic, although the overall layout of rooms in the Opera House is incomplete. The artists incorporated dark colors and shading in **Return** to give it a spooky atmosphere. The techniques work well because the game's scenery fits the plot and reflects the spirit of the Opera House and the diabolical deeds of the Phantom. The music and sound effects are simply excellent. A variety of themes play throughout the game, but don't get boring because they fit the events as they transpire. Sound effects are a mixture of actual recorded sounds like footsteps and screams and original sounds from the sound department's personnel. **Return** is also available on CD-ROM; that version will surely highlight the creative efforts of the music and sound people. **Return** is both horrific and captivating!

— *Russ Ceccola*

FOLLOW THE TRAIL OF CORRUPTION INTO THE MOST POWERFUL CONSPIRACY THE KGB HAS EVER KNOWN

CONSPIRACY

FEATURING DONALD SUTHERLAND

These are the years when only dead men smiled, when Moscow writhed under the glare of Perestroika and your first murder investigation for Dept. P of the KGB leads you straight into the disintegrating halls of power.

DONALD SUTHERLAND is your father and only ally. A former KGB agent, he will shrewdly guide you through CONSPIRACY™ with state-of-the-art digitized speech and video. Actual TV footage of the Soviet crisis also heightens the very real peril of your assignment.

But even SUTHERLAND can go only so far into the KGB. Uncover the conspiracy while you still can...

FEATURES:

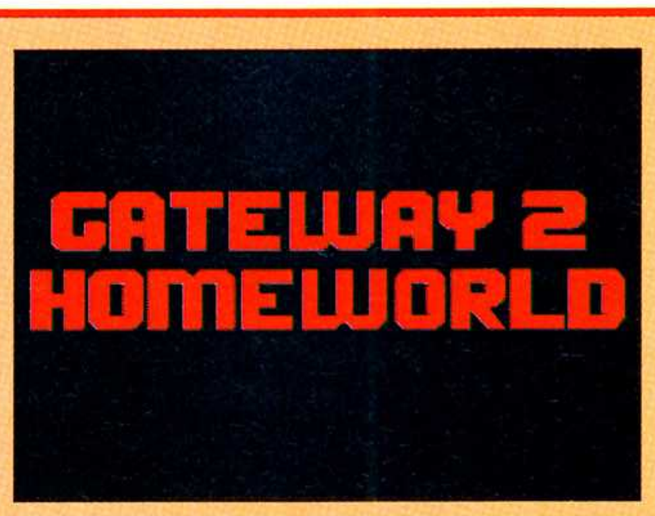
★ Extensive video of Donald Sutherland as your father gives you hints and help throughout the game.
★ TV footage of the Soviet crisis as it unfolded.
★ Movie-like storyline filled with surprising twists and intrigue.

CD ROM

Virgin GAMES

CONSPIRACY™ is a trademark of Virgin Games, Inc. © 1993 Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Photo of St. Basils by Rex USA Ltd.

SOFTWARE GALLERY



Gateway II: Homeworld

PUBLISHER	Legend Entertainment
DESIGNER	Verdu, Dahlgren, Bates
PLATFORM	MS-DOS
THEME	Adventure
REQ. HD SPACE	8.4 Meg
PLAYERS	1
COMPLEXITY	Average
GRAPHICS	89%
SOUND	87%
PLAYABILITY	85%

OVERALL 87%

Intergalactic treasure-hunting does have its hazards...

The Gateway is an abandoned Heechee space station, complete with functional, faster-than-light ships. The Heechee are an advanced and benevolent civilization who mysteriously disappeared from the known galaxy and abandoned the Gateway.

Legend's game **Gateway** is based on the Heechee science fiction saga, where the discovery of the Gateway, with its incredible technology and the promise of discovery of fantastic artifacts, is the central theme. Adventurers, called prospectors, are given the incredibly small chance to venture to an unknown destination in a Heechee light drive ship, to face death, abandonment or another Heechee artifact which can bring the prospector incredible wealth.

In the first **Gateway** game, our prospector was lucky enough to find such an artifact, and was thus able to retire while he was ahead, but not before discovering the fantastically evil race called the Assassins, the reason the Heechee abandoned its bases and disappeared from the known galaxy.

Based on Frederick Pohl's Hugo and Nebula award-winning novels, **Gateway 2** has the successful space prospector fleeing Earth, pursued by a fanatic terrorist cult who wish to bring the Assassins to purify Earth in a cleansing fire bath.

Our prospector becomes an unwilling ambassador when he takes a pre-programmed space ship to a Heechee zoo planet to escape the fanatics, who then attack the space port. The prospector must first defeat "the oldest one," an old and malevolent digitized intelligence in the zoo, only to be found by the fanatic cult. The prospector eludes the cult when he hides in an escape pod, which he mistakenly thinks is a cryogenic suspension chamber.

The pod takes our hero to a planet of crystalline beings who live on electricity, which is also home to another abandoned Heechee base. Eventually, he must outsmart the Heechee themselves and the fanatic cult to save Earth from the Assassins. **Gateway 2** does not contain the ultimate confrontation with the Assassins, leaving the series open for a sequel.

The interface used for **Gateway 2**, invented for the first Legend game, **Spellcasting 101**, is a combination of the old text and graphic adventure format. The game can be played in pure text mode with no graphics for those who love to type, mouse-activated graphic adventure icon mode for the point-and-click crowd, or a hybrid of the two, for those who like both. Legend has upgraded the interface with digitized music and sound effects and more detailed still and animated cut scene

Homeworld picks up where Gateway left off, and offers exciting new adventures.

graphics. The artwork is highly detailed and well done. Especially delightful is a sequence where an air car whisks our hero from his apartment to the Corporate space ship launching platform.

Type to use Legend's highly developed, logical text parser, or click upon icons and the list of action and object words in the control panel on the left side of the screen. Puzzles are of the treasure hunt variety, where the player must find and correctly use the appropriate items at the right time and place in the game. Characters have an infinite inventory, and are usually prevented from dropping essential items or picking up unnecessary ones.

Foul, illogical, or irreverent language is rewarded with witty comments worthy of Bob Bates, whose humor is present in the subtle gags more appropriate to award-winning science fiction.

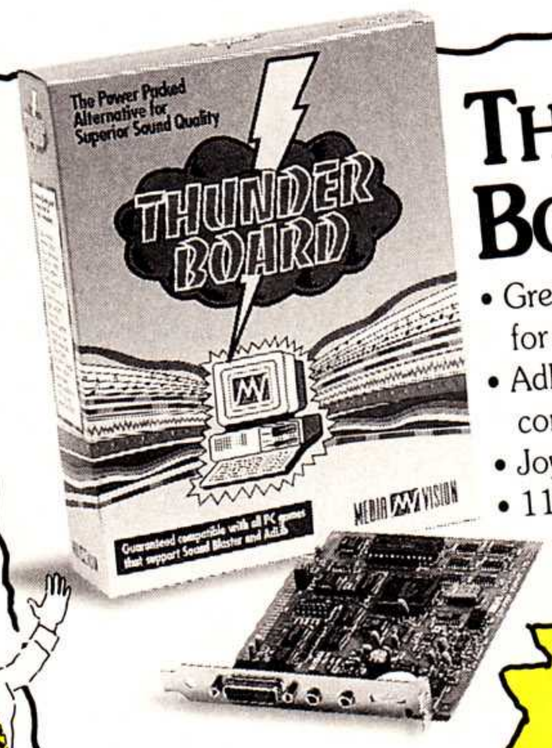
The game contains an only slightly flawed automapping system, which would benefit from the ability to view more than the immediate area and notes. Hot-keys can be used to replace mouse commands, and abbreviations supplement the fully keyboard controlled interface option, which complements, and is simultaneously active with, the excellently functional full mouse input mode.

The novelizations which fill up the long and detailed story show us how interactive fiction can be done, if time and attention are not lacking. If you like graphic adventures or text adventures, and are a Frederick Pohl, **Gateway**, or science fiction fan who has finally decided to get around to the *Heechee Saga*, this product just may be the one that you are looking for in an excellent graphic adventure.

— Alfred C. Giovetti

MEDIA VISION RESOURCE

"BRILLIANT DEALS FROM MEDIA VISION!"



THUNDER BOARD

- Great 8-bit sound card for beginners
- AdLib™ & Sound Blaster™ compatible
- Joystick port
- 11-voice FM synthesizer

Only $59

Fusion CD16E

$399

- An ideal multimedia starter kit
- Award-winning 16-bit PC sound card
- High quality external CD-ROM drive
- Amplified speakers
- 5 exciting software packages

Pro 16 Multimedia System

- The ultimate multimedia upgrade kit
- Award-winning 16-bit sound card
- Double-speed NEC CD-ROM Drive
- Exciting software collection, including Compton's Multimedia Encyclopedia & Carmen Sandiego

$599

Pro AudioSpectrum Plus Sound Card

(SCSI or Sony interfaces)

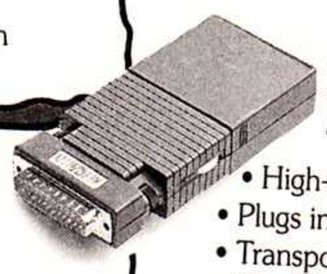
$99

- 8-bit sampling & stereo playback via 20-voice synthesizer
- Highly compatible: Windows 3.1,™ MPC,™ Windows/Multimedia, Thunder Board, AdLib, Sound Blaster
- Easy installation

Thunder & Lightning Audio/Video Adapter

- 1MB sound & videocard with Yamaha synthesizer, joystick port
- Thunder Board, AdLib, Sound Blaster compatible
- 16.8 million colors supported in high resolution
- 24-Bit SuperVGA

$139



AudioPort PC Audio Device

- High-performance portable module for PCs and notebooks
- Plugs into parallel port of any IBM PC/AT, PS/2 or notebook
- Transport Sound™ technology & built-in speakers
- Headphone & external speaker inputs

$69

Call 1-800-684-6699

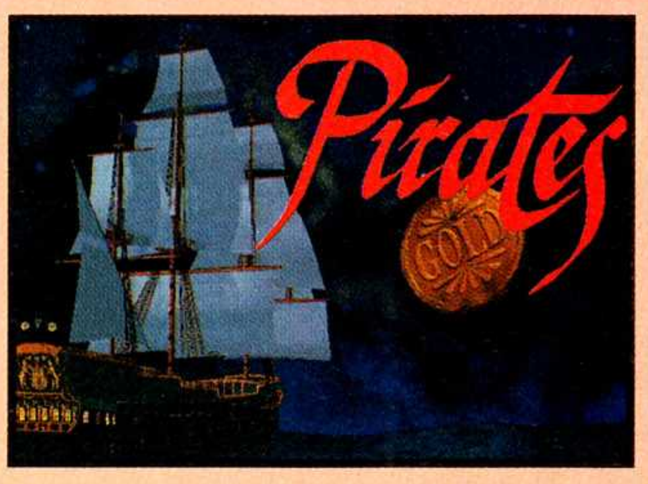
Monday thru Friday 7:00 am to 6 pm PST

© 1993 Media Vision, Inc. 3185 Laurelview Court, Fremont, CA 94538. (510) 770 8600. Thunder Board, Fusion CD 16E, Pro 16 Multimedia System, AudioPort, Thunder & Lightning and Pro AudioSpectrum Plus are all trademarks of Media Vision, Inc. Any other trademarks and registered trademarks are owned by their respective holders. All and any software bundles and prices are subject to change without notice.

VISA MasterCard

MEDIA VISION RESOURCE

SOFTWARE GALLERY



Pirates Gold

PUBLISHER	MicroProse
DESIGNER	Paul Murphy
PLATFORM	MS-DOS
THEME	RPG
REQ. HD SPACE	17.2 Meg
PLAYERS	1
COMPLEXITY	Average
GRAPHICS	86%
SOUND	88%
PLAYABILITY	94%

OVERALL 90%

Swash your buckle to fame and fortune—or the yardarm!

Pirates Gold (**PG**) puts players in command of a sailing ship in the Caribbean during the periods between 1560 and 1700. Early in this era, the Spanish are the dominant presence, but their power wanes as other European nations colonize the Caribbean.

Pirates exploited the shifting power structure by obtaining Letters of Marque from all the nations and playing both sides against the middle. Players may pursue a similar approach, or opt to follow the political agenda of one nation.

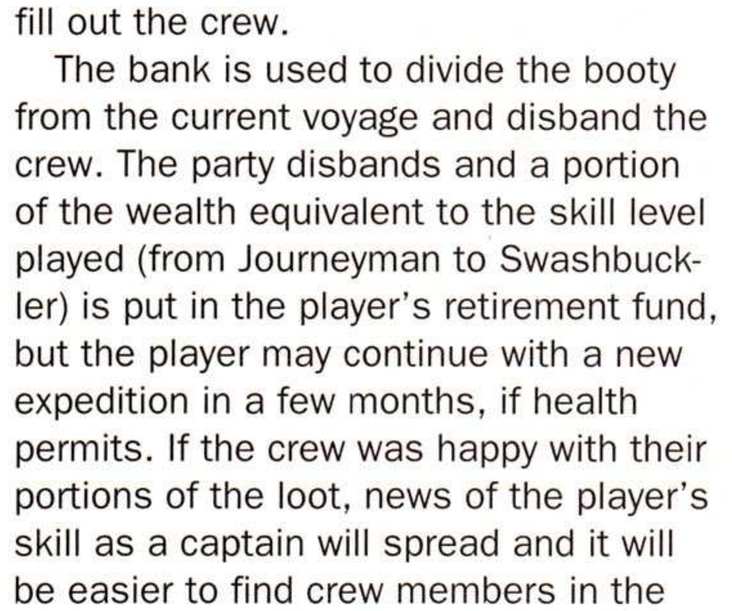
The player assumes a character of English, French, Spanish or Dutch extraction, who also possess one special skill: fencing, gunnery, navigation, medicine or wit and charm. Each acts as a handicap for certain areas of the game. The first three have obvious effects. Medicine allows the player to pursue a longer career, and wit and charm come into play when introduced to the various female NPCs in the game.

The objective of the game is to amass enough fame and fortune to live comfortably in retirement. Land is granted by performing services for the various governors, such as raiding ships and ports of opposing nations, and is conferred in conjunction with a naval title. One's standing with each of the four nations is determined by deeds. Thus it is possible to be an English Admiral, a French Captain and a notorious pirate to the Spanish and Dutch, for example.

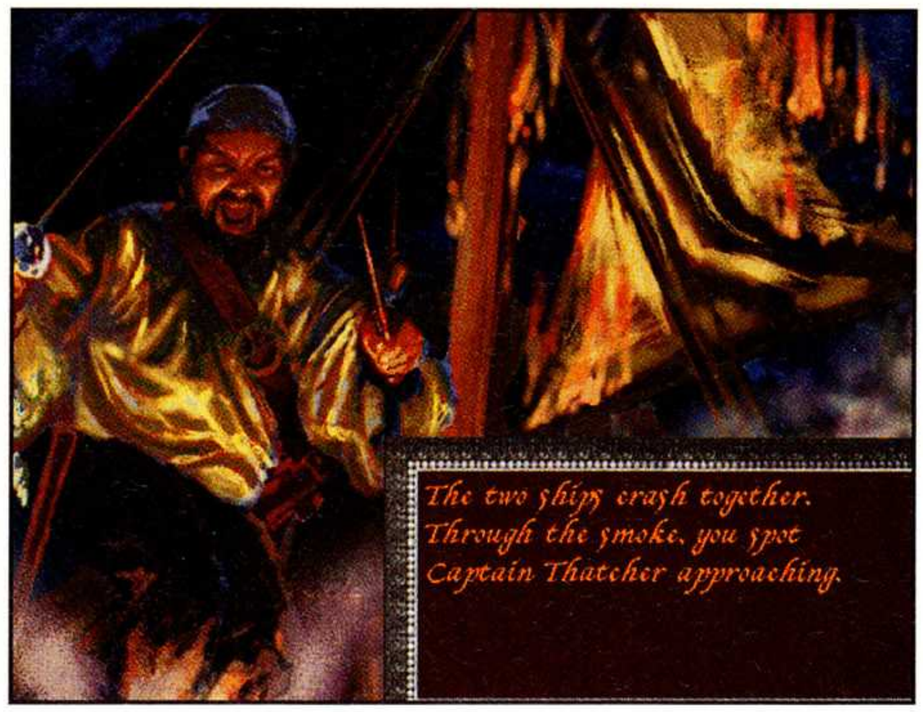
While in port, the player may visit the governor, the merchant, the shipwright, the local tavern or the bank. In hostile ports, one or more of these facilities may be unavailable. The governor's function has already been discussed, and the merchant's and shipwright's are self explanatory. At the tavern, the player may catch up on recent events, purchase maps or information from travellers, or hire on a group of unemployed sailors to fill out the crew.

The bank is used to divide the booty from the current voyage and disband the crew. The party disbands and a portion of the wealth equivalent to the skill level played (from Journeyman to Swashbuckler) is put in the player's retirement fund, but the player may continue with a new expedition in a few months, if health permits. If the crew was happy with their portions of the loot, news of the player's skill as a captain will spread and it will be easier to find crew members in the future.

On leaving port, the player sails across a map of the Caribbean from an overhead view. If sails are spotted on the horizon the player has the option of hailing for news or closing for battle. Ships are defeated either by broadsides, from



The captain's quarters are full of items won from previous encounters at sea.



an overhead combat view similar to the navigation screen, or swordplay, which occurs if the two ships come (or crash) together.

When fencing against opponents (the same display is used to fight the garrison of a town), the characters are shown at the top of the screen. Underneath are the numbers of men for each side and flags which rise and fall to represent morale. The captains are the focus of combat, as good swordplay by players can inspire even a grossly inferior force to victory. Fencing commands are handled via the numeric keypad.

When the enemy is defeated, the player has the option of sending a prize crew to man the ship or simply plundering and sinking her. Goods are transferred using a point-and-click arrow bar and the player may sell them and the captured ship upon return to port.

Plundering a city is the same, but the approach to a city is different. Prior to the sword fight on the battlements, the player must attack the city's defenses. From the sea, the player conducts a cannon battle with the fort and sails the ship until it beaches just below the tower, where the men may storm the battlements. Optionally, one may beach the ship and approach the town overland. This brings up a new map, where the objective is to move unit icons onto the tower to start the sword fight.

PG offers a few more ports than the original **Pirates**, but it is essentially a graphics/sound upgrade. This was needed, however, as newer machines are too fast to play the older game. MicroProse is offering **PG** to registered Pirates at a reduced price and hopes the new version will also attract many new raiders to the Spanish Main.

Opening **Pirates Gold**, players will unearth a classic design which has been hidden for entirely too long, which makes it just as good as finding buried treasure.

— Ed Dille

THE ALLIES' MOST DEADLY STRIKE FIGHTER

TORNADO

Tornado

PUBLISHER	Spectrum Holobyte
DESIGNER	David Marshall
PLATFORM	MS-DOS
THEME	Flight Simulation
REQ. HD SPACE	8.6 Meg
PLAYERS	1 or 2
COMPLEXITY	Hard
GRAPHICS	96%
SOUND	88%
PLAYABILITY	98%

OVERALL 94%

This baby can do more than you'd expect.

When it comes to authenticity among the flight simulation crowd, Spectrum Holobyte has long been recognized as the premiere publisher. The basis of that reputation has been the **Falcon** line, but this latest release will do nothing to detract from their already lofty position.

Tornado places players in the cockpit of the British Aerospace multi-role fighter of the same name. Digital Integration designed the game in conjunction with the manufacturer and a number of combat veteran RAF Tornado pilots to ensure accuracy. The result of their efforts is a nap-of-the-earth, seat-of-the-pants flight simulation that grabs players from the moment it boots up.

Two variants of the airframe may be piloted. The first is the Panavia Tornado GR.4 Interdictor, which is an upgraded version of the IDS currently in service with the RAF, as well as in the German, Italian and Saudi Arabian Air Forces. These aircraft were popularized during the Gulf conflict for their all-weather capability to conduct deep unescorted low level bombing attacks with pinpoint accuracy. The second type is the F.3 Air Defense Variant (ADV) which is primarily an interceptor in lieu of a power projection fighter.

Tornado offers a lot of play options. Newcomers can familiarize themselves in the simulator or on live flight training missions. The latter can prove fatal through in-flight mishaps, but the player doesn't have to worry about being shot at. Individual missions may be played and, though the outcome of one has no effect on the others, the player who completes all of the included missions will be promoted to the rank of Flight Lieutenant (if not held already).

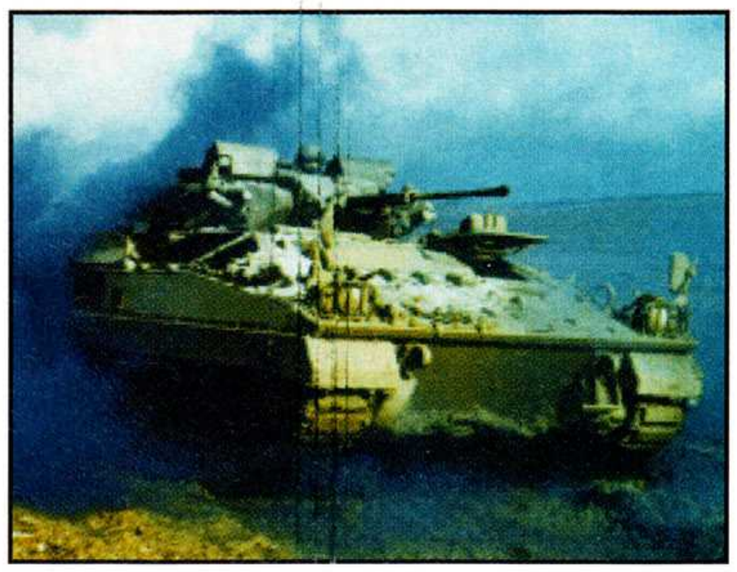
The Campaign selection allows the player to choose a sequence of missions, the outcome of each affecting subsequent efforts. Two levels of campaign exist. In Level One, the player is only responsible for plotting the flight plan of one aircraft. In Level Two, a formation of up to six aircraft may be plotted. Completing the first yields a promotion to Squadron Leader, the second to Wing Commander.

Several items are noteworthy concerning the mission types and flight modeling. First, the training program is well integrated with the manual (which is very detailed but could have benefitted from more liberal use of illustrations). New players will be able to follow the course of instruction and gain acceptable mastery of front and back seat functions in a reasonable amount of time. Sequential missions are paced properly and the learning curve isn't so steep as to turn players away.

Also, the player is not forced to be constantly dodging surface to air missiles (SAMs), as was the case in **Falcon 3.0**, but fighters are still a viable threat.

The Tornado isn't really cut out to dogfight with other aircraft. Its primary survivability comes from its high speed at low altitudes, which reduces the amount of time it must remain within the enemy weapons envelope. Some players may wish that the simulation had focused primarily on the IDS variant, but Spectrum's reasoning to include the ADV was to appeal to the widest audience possible.

When one is forced to deal with enemy interceptors, the best tactic is to wait as long as possible before going active with the radar. As soon as a lock on the enemy is achieved he will fire, even if he is still 20-25 miles out. Wait at least 20 seconds before returning fire and the chances of the SkyFlash connecting are increased, and 10 seconds or so still remain to take evasive measures on his shot.



Your foes consist of armored units from the land as well as bandits in the sky.

Ground detail is excellent though some of it may have to be sacrificed to get an acceptable frame rate if running with less than a 486/33. **Tornado** has no digitized sound, so virtually any current generation card will provide acceptable reproduction of the engine whine, rumble of explosions and other effects.

The nicest new feature is the degree of detail kept in the pilot logs, and players will appreciate the recognition they receive every time they step into the cockpit. Finally, **Falcon 3.0** veterans may balk at the time delays they experience in switching air to ground weapons, or the sluggish responsiveness of the Tornado in certain aerodynamic maneuvers, but these are realistic constraints of the airframe being modeled. Further play will teach these veterans to capitalize on the strengths of the Tornado.

Tornado is a tough combat simulation that has been designed to draw new players into the fray while piquing and maintaining the interest of hardened veterans.

— Ed Dille

SOFTWARE GALLERY

SEAL Team

PUBLISHER	Electronic Arts
DESIGNER	Gagnon, Hays-Ebert, Grace
PLATFORM	MS-DOS
THEME	Action
REQ. HD SPACE	4 Meg
PLAYERS	1
COMPLEXITY	Hard
GRAPHICS	92%
SOUND	94%
PLAYABILITY	97%

OVERALL 95%

Join the elite corps of Navy commandos in Vietnam.

SEAL Team is a unique simulation of unconventional warfare, with the emphasis on the word simulation. Other games have depicted operations in Vietnam using conventional wargame designs. Such an approach is incapable of capturing the flavor of guerrilla warfare. **SEAL Team** places the player on point for a four man squad operating deep in enemy territory, which provides a much more intense personal experience.

Developed in conjunction with the UDT-SEAL Museum, **SEAL Team** depicts Navy SEAL combat operations from 1966-69. Unlike their conventional force counterparts, the SEALs were highly effective against the North Vietnamese. Using the guerrilla's strengths of speed, stealth and surprise, Navy SEALs engage the enemy on his turf, and on his terms.

Players select a tour of duty and attempt to guide their squad through 80 historical missions based on actual combat reports. Mission types include reconnaissance, ambush, rescue, demolition and combinations thereof. Every mission is a real time tactical experience; the player cannot escape the tension through pause buttons or other unrealistic trappings.

Missions begin with a briefing and a review of the patrol orders. The player may alter the weapons load of the four man squad, but has little other input until the mission begins - and then watch out!

Typically, the SEAL squad is escorted by an Assault Boat and Sea Wolf helicopters, which perform insertion and extraction, as well as fire support if called upon. The player cannot station these units as one would in a wargame, rather they perform their missions independently when radioed (provided the radio hasn't been damaged, of course).

Once inserted, the player moves the squad using the arrow keys or the mouse. One increment forward moves them slowly, two puts them in a full run, which is very noisy. Additionally, the squad may crouch or go prone to decrease their detectability. SEAL teams are not designed to conduct frontal assaults on alerted and well prepared enemies. As such, the player will spend most effort attempting to maintain stealth and surprise, starting the firefight only when the tactical advantage has been gained.

The squad is controlled exclusively through hand signals, which is very realistic, and may be deployed in several different formations to suit the tactical approach. Players adopt either a third person view, slightly above the squad, or a first-person view through the eyes of the point man. The latter is necessary to spot and avoid deadly booby traps, but peripheral vision is non-existent.

To alleviate this shortfall, the other squad members are constantly scanning their fields of fire and will alert the player to enemies which appear outside the field of vision. The player must turn to face the enemy to return fire, but other squad members employ weapons in accordance with their orders. They may be directed to fire within their covered area, fire at a specific target, fire at will or cease fire.

Tapping the space bar will bring up the same overhead map used in the briefing, only now the player will see the squad and any detected enemies moving on the map. This screen doubles as the method of contacting the support craft to perform their functions.

Mission accomplishment is vital, but it should not be given greater importance than getting the squad out alive again. Purple Hearts are badges of shame to true warriors, not badges of honor. As such, if things heat up unexpectedly, don't hold ground. Call in the choppers to dust off and get the squad out of Dodge—fast.

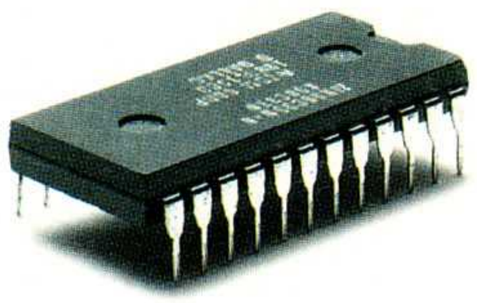
Upon return, a debriefing is given and the player has the opportunity to compare results with the historical after action report. Veterans may show skill increases, KIAs will be replaced by SEALs fresh from training and WIAs may take some time out of the ops cycle to recover in the hospital. Medals and promotions are also possible.

SEAL Team has several difficulty settings, but the realistic ones reflect proper lack of accuracy for automatic weapons fire, as well as appropriate damage for wounds. SEALs, though they fancy themselves invulnerable, bleed like everyone else.

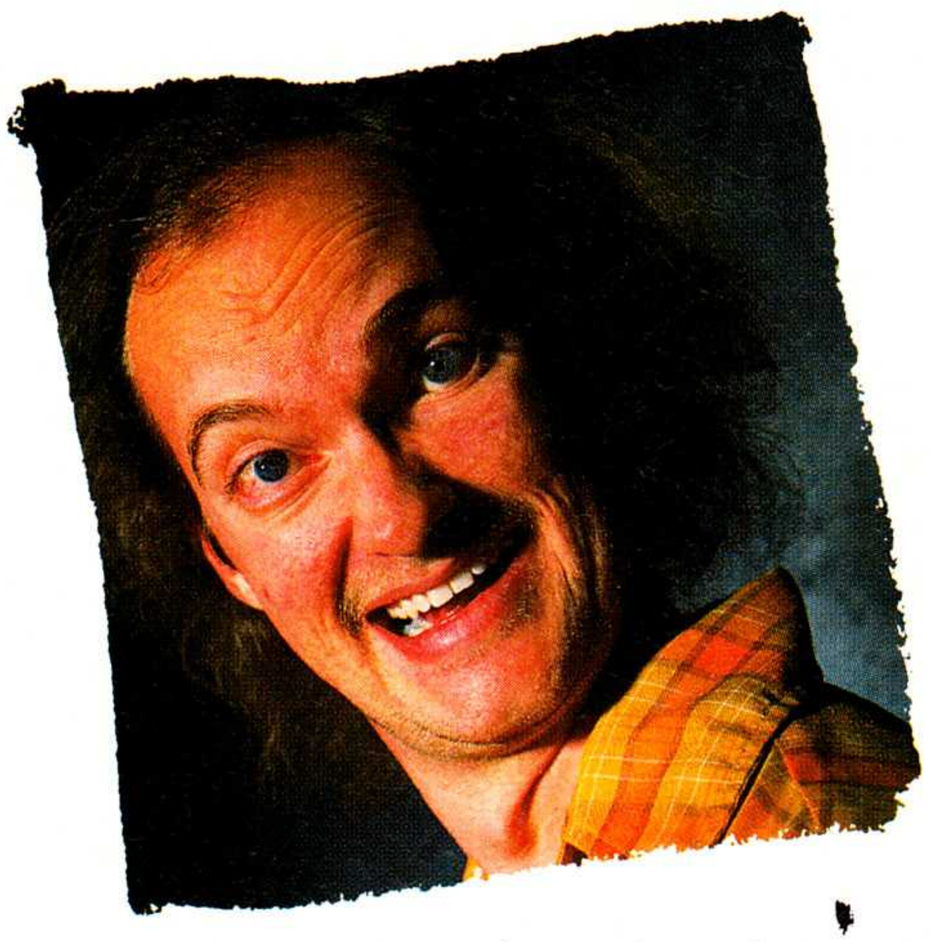
The only hedges to the combat model are greater visibility than one would normally encounter and the simplification of differentiating the bad guys. Civilians wear blue, the Vietcong black. Despite these points, SEAL Team sets new standards for this type of game, far exceeding Accolade's **Gunboat**, which is its closest kin thus far.

Hunting other men is man's deadliest art form. SEALs are masters of the art and this game respects their skills, pays homage to their history and honors their dead.

— Ed Dille



THIS OPPONENT IS PROGRAMMED TO BE CHALLENGING.

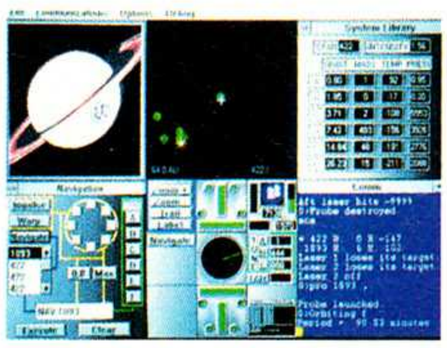


this one wants to rip your lungs out.

If you think you're good at games, then let's have some real fun. When you're online with GEnie® Multi-Player Games, you're playing real people, in real time. Some of the best players around the world. □ Splash a bandit in Air Warrior®, and you've just taken out eight other guys, who'll be back gunning for you. Blast a MechWarrior® in MultiPlayer BattleTech™, and who knows? Could be that jerk from the coast. Could be a mercenary who's looking for a few good friends. □ With GEnie, the possibilities are endless, the people are terrific, and even the prices are competitive. So put some new life into your joystick, and sign on. We'll see just how good you are. □ Sign up now: 1. Set your modem for half duplex (local echo) at 300, 1200 or 2400 baud. 2. Dial toll free — 1-800-638-8369. Upon connection, enter HHH 3. At the U # = prompt, enter XKY95118,REALITY then press RETURN 4. Have a major credit card or your checking account number ready. □ For more information in the U.S. or Canada, call 1-800-638-9636.

AIR WARRIOR®

MULTIPLAYER BATTLETECH™



STELLAR EMPEROR™

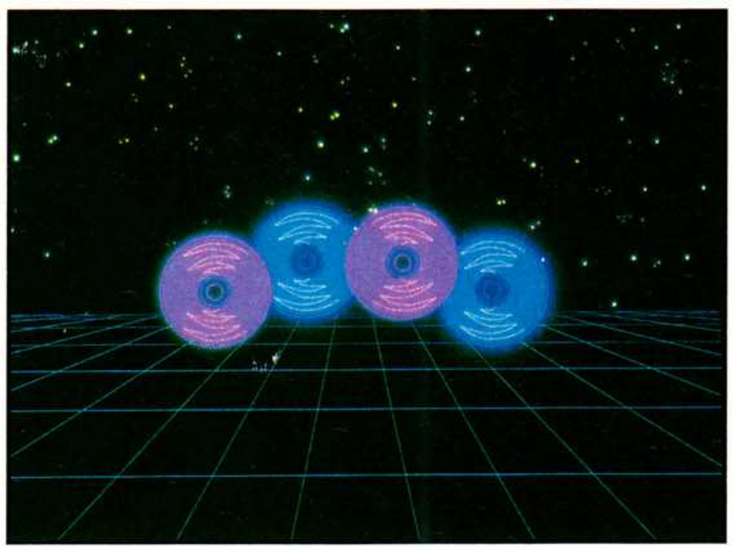
GEnie®

multi-player games

100% ORGANIC OPPONENTS

KESMAI corporation

Air Warrior is a registered trademark and Stellar Emperor is a trademark of Kesmai Corporation. MultiPlayer BattleTech, Mech Warrior and BattleTech are trademarks of FASA Corporation.



CD GALLERY

Lethal Enforcers

PUBLISHER	Konami
SYSTEM	Sega CD
THEME	Arcade
MEGABITS	N/A
PLAYERS	1 or 2
LEVELS	6
COMPLEXITY	Average
GRAPHICS	94%
SOUND	86%
PLAYABILITY	92%

OVERALL 93%

Seriously—don't try to take this game with you on the plane.

Finally, some serious arcade action on the Sega CD!

With the release, in subsequent months, of Tengen's **Robo Aleste** and Konami's killer translation of its coin-op hit **Lethal Enforcers**, gamers can stop glaring accusingly at that multimedia peripheral sitting underneath their Genesis.

Lethal Enforcers is a top-of-the-line target shooter, a sort of **Mad Dog McCree** with a modern police theme. Once play begins, the player's sole device is a large, plastic light gun, dubbed "The Justifier," which plugs into the second controller slot. This weapon, which comes packaged with the game, is fired directly at the screen.

Lethal Enforcers can also be played using the controller pad, and two players can link up Justifiers through a telephone-style wire.

Konami's Justifier is a virtual duplicate of the coin-op edition, a big baby-blue monster that packs the imaginary wallop of a .357 Magnum—with special bullets available as power-ups. This gun looks and works as well as any light weapon ever produced for a home video game and may well become the standard for target-style Genesis software.

The on-screen backgrounds and characters are superbly digitized, and react to hits with immediate and viscerally satisfying choreography. The bad guys are the usual collection of modern generic villains, complete with black masked minions in ninja bodystockings, and cold-blooded button men in their Armani suits and Ray Bans.

The game itself consists of a string of shootouts, including a side-scrolling Hijack scenario in which the player must fire at hard targets riding in a string of bulletproof vehicles. There is also a bank robbery, a drug bust scene, and a climactic shootout at a chemical plant.

The bosses here don't slow down or fool around. Your aim better be really good!

Periodically, the gamer comes up against an enemy in body armor who hurls projectiles of various types at the screen. The player must destroy these objects in the air while still launching enough light-gun lead to terminate their source.

While **Lethal Enforcers** isn't a total clone of its arcade counterpart, Konami has kept it astonishingly close. Most of the differences are pretty small potatoes. Some alterations, however, are curious: no female killers appear during the opening scenario, despite the fact that they feature prominently in the coin-op version. Yet feminine targets *do* show up during the Chinatown bloodbath.

The interface mostly mimics the coin-op, with target range-style bonus rounds and automatic reload by firing at the bottom of the screen at an icon representing the chamber of a revolver. As the player fires the gun, the chamber rotates, depicting the remaining rounds. Periodically, a weapon icon appears on-screen. If the player hits it, their Justifier is transformed into a new weapon. The gamer maintains access to the special ballistics until they take a hit, at which point the revolver icon reappears.

Did we forget to mention that the bad guys fire back?

A hit is indicated by a simulated, blood-rimmed bullet hole in the TV screen. A single shot isn't enough to cost the player a life, but as mentioned above, it does neutralize any power-ups.

Obviously, **Lethal Enforcers** is a violent game, and parents who don't want their children firing at on-screen images representing human beings are advised to give it a pass. As of press time, Konami had not yet decided what the game's rating would be, but a parental advisory of some sort seems likely.

Older gamers, who appreciate a little ultraviolent fantasy, will find **Lethal Enforcers** an absolute thrash, one of the most exciting experiences available in the video game universe.

The only downside? Even a plastic gun gets heavy when held at arm's length and fired repeatedly for nearly an hour. We recommend gamers keep play sessions relatively short and employ the standard two-handed firing procedure used by police in TV and movies.

— Bill Kunkel

Licensed by Sega Enterprises Limited for play on the Sega Genesis

THE ORIGINAL

MicroMachines®

SCALE MINIATURES

The ultimate challenge has arrived

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant"
N-FORCE

"Arguably the best race game ever written"

Neil West, 92%
Mega magazine

U.K. NUMBER ONE BEST SELLER!

16-BIT CARTRIDGE

"Will keep even the most hardcore gamers hooked"

VideoGames magazine

"Edge of your seat, blistering micro car action!"

GamePlayers magazine

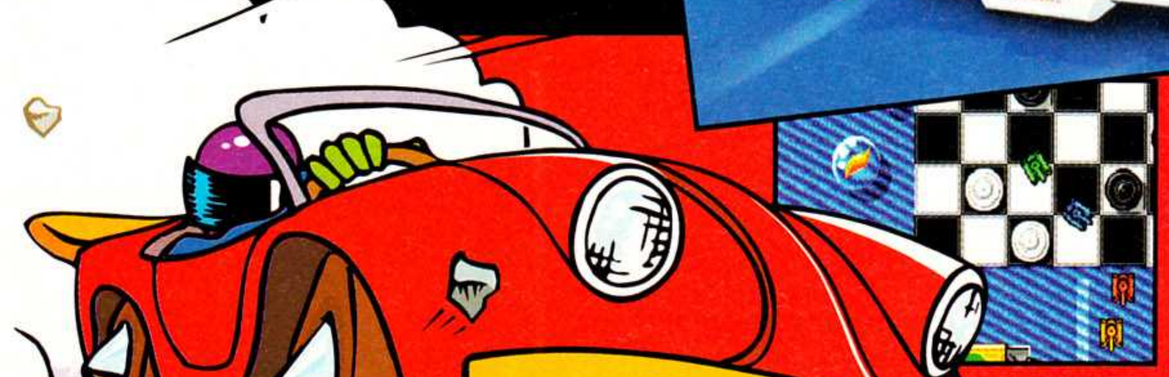
93 PERCENT

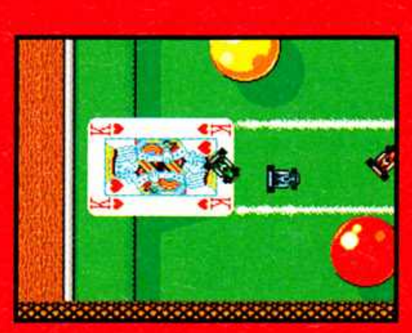
"Probably the most playable game I've ever seen on the [Genesis]"

Games Master magazine

OFFICIAL SEGA SEAL OF QUALITY

IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?



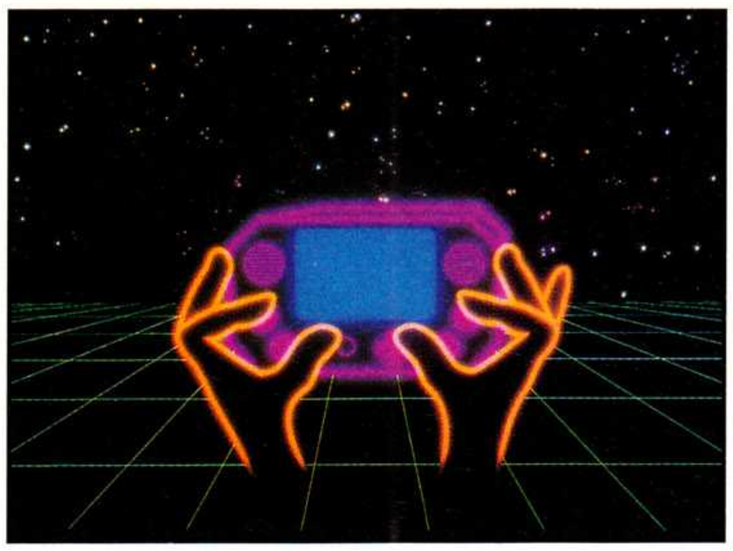


Licensed by Sega Enterprises for play on the Sega Game Gear

Codemasters™

For further information, write to: CODEMASTERS U.S.A., Inc., 16th Floor, 90 Park Avenue, NEW YORK, NY 10016

© 1993 Codemasters Software Company Limited (Codemasters). Licensed by Sega Enterprises Limited for play on the Sega Genesis. Licensed by Sega Enterprises Limited for play on the Sega Game Gear. Sega, Genesis, Game Gear are trademarks of Sega Enterprises Limited. Micro Machines is a registered trademark of Lewis Galoob Toys, Inc. Codemasters is using the trademark pursuant to a license. Codemasters is not affiliated with Lewis Galoob Toys, Inc. Codemasters is a trademark used under license by Codemasters Software Company Limited



PORTABLE PLAYTIME

The Legend of Zelda: Link's Awakening

PUBLISHER	Nintendo
SYSTEM	Game Boy
THEME	Adventure/RPG
MEGABITS	4
PLAYERS	1
LEVELS	8+
COMPLEXITY	Average
GRAPHICS	91%
SOUND	92%
PLAYABILITY	98%

OVERALL 98%

Help Link find his way off of this uncharted desert isle.

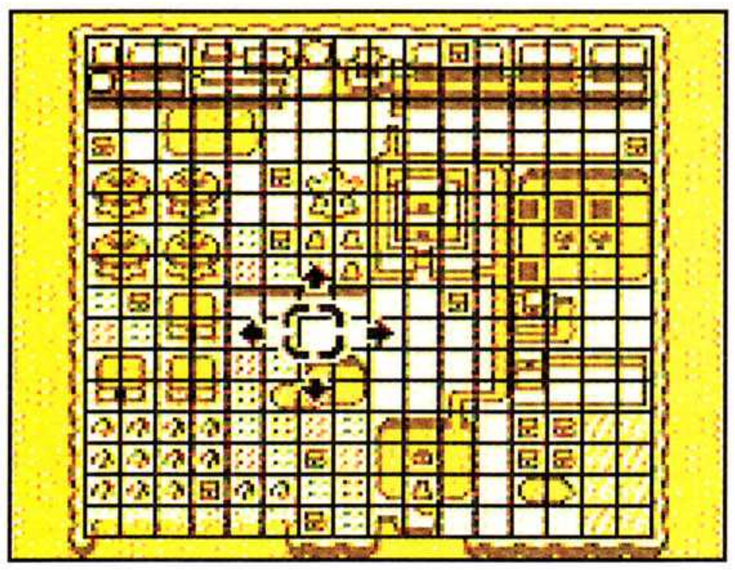
Wow!

I am not a fan of the Game Boy, nor of very many specific Game Boy games. The screen is small, colorless, and hard on my already over-strained eyes. While I can certainly recognize quality in a Game Boy game, it takes an extra effort for one of these games to draw me in so deeply that I am willing to sit down hour upon hour, squinting at the tiny green screen to play a game all the way through.

Link's Awakening, the latest Legend of Zelda game from Nintendo is exactly that sort of game.

Players who have adventured with Link through his various Nintendo and Super Nintendo incarnations will be pleased to know that the only sacrifice made for this version is color.

Everything that has gone into making the **Zelda** series so popular is included in this game. There are tons of different items to find and several mini-adventures to undertake in the overworld, and of course, there are wonderful dungeons to explore in the underworld.



Pressing select will show an overworld map, but only visited areas will appear.

The game itself plays more like the Super Nintendo version of Zelda than the old 8-Bit version; though it still has a personality all its own.

Link's Awakening is a longer, and wholly more difficult, game than the SNES **Zelda** game. While still not being overly advanced or frustrating for younger or novice gamers, the game seems to be more well rounded and not quite so easy to walk through.

Taken from the second 8-Bit **Zelda** game (and from Nintendo's other stand-by property—Mario) is the addition of some side-scrolling scenes. These scenes pop up when Link goes down a set of stairs in a dungeon. Two of the main dungeon bosses (Nightmares) are even fought this way.

The story is simple. Link gets in a shipwreck and ends up on a remote island. A girl named Marin (who he initially thinks is Zelda) finds him and helps convince him that his quest is to go around the island and collect eight magical instruments to play and awaken the sleeping Wind Fish.

Of course, there are plenty of nasties to get in Link's way, all trying to stop him from waking the Wind Fish. They are afraid that when the Wind Fish awakens, the island of Koholint will cease to exist.

Nintendo has gone to great lengths to insure that this game will be a hit this holiday season. A lot of care was put into the development of the story and in making sure that the excellent game play of the previous **Zelda** games found its way onto this smaller format.

The graphics are as good as any done for the Game Boy, and all of the characters are instantly recognizable. Link still looks like Link, even shrunk down with no color. It's kind of strange having a **Zelda** game where Zelda doesn't really have any significance in the game itself. The only real graphic flaw is in the

The Game Boy Zelda plays as well as its cousin on the Super Nintendo.

dungeons where there are multiple levels in a room. It is occasionally difficult to tell whether you are climbing up to a ledge or down to a pit, and that can affect the strategy employed in the given room. Thankfully, this doesn't happen often and really doesn't affect the game. The music is very good, and the old Zelda theme sounds great even out of the tiny Game Boy speaker.

In short, **Link's Awakening** is a must-have for Game Boy owners. This could be the perfect Game Boy game.

— Marc Camron

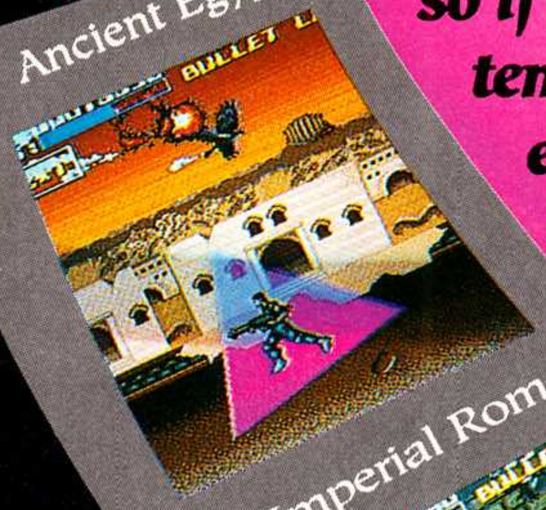
Your Time Will Come.

TIMESLIP™

A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.

Cretaceous

Ancient Egypt



Imperial Rome

Medieval

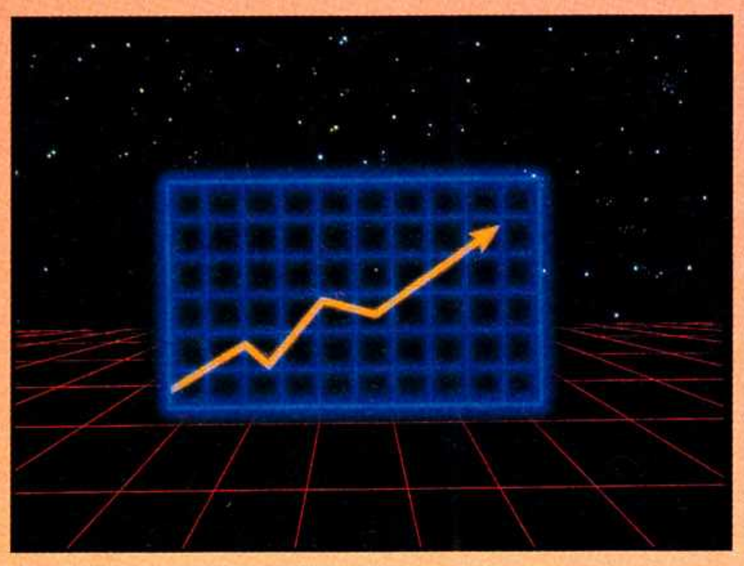
2097 A.D.

VIC TOKAI INC.
22904 Lockness Ave., Torrance CA 90501
Tel. (310) 326-8880

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1993 NINTENDO OF AMERICA © 1993 VIC TOKAI INC.



KUNKEL REPORT

Priorities

by Bill Kunkel

Each month, as I sit down to write this column, one problem I never face is a lack of subject matter. This is certainly the most intellectually invigorating era in the history of interactive entertainment. The technology has finally reached the point where non-programmer artists of all types can express themselves through extremely sophisticated computer tools. As a result, the industry has to face up to some tough issues.

Here is a brief shopping list of subjects which I considered writing about in this issue:

• What's Wrong with 3DO? Developer after developer is beginning to sound the same anxiety-producing sentiments: the 3DO development system just sits in their office while they wait to see how the various platforms settle out—and wonder when 3DO will turn out the long-awaited development tools necessary to create top-notch software.

• Ground Rules for Advertisers. We've seen some questionable and even downright deceptive video game advertisements on TV in recent months. Let's set down some fair play consumer guidelines before things get *really* sticky.

• Why Can't Johnny Interact? The American educational system is doing a disgraceful job of preparing students for the high-tech future. Big business has the factories stoked and ready to turn out the gas guzzlers which will tool along the Digital Superhighway—but where are the schools to produce the workers? If you want to be anything from a truck driver to a movie maker, there are schools out there to show how it's done. But if you want to learn to design, produce, program, or create sound and graphics for the interactive entertainment industry, you're probably better off learning to drive a truck.

Each of the above subjects is deserving of more discussion space than I could ever supply in any one—or any dozen—installments of *Kunkel Report*.

But to judge by the gaming magazines and fanzines I've seen in the past month, there is one subject which dwarfs my proposed topics. Its significance is so great, to hear video gamers tell it, that no other issue should even be addressed until we have come to grips with the question of why Sub-Zero turns his defeated opponents into ice fragments rather than pulping their skulls and removing their spinal columns on the SNES version of **Mortal Kombat**.

To be fair, there is a much larger issue at stake here. Censorship is one of those words that instinctively turns any creator's guts cold with equal parts fear and fury. And obviously, there is a great deal of censorship—self-generated and otherwise—in this field. There is almost no truly adult material generated in the electronic gaming universe. Most of what passes for "adult"is actually better described as sophomoric, if not sophomoronic.

In a recent issue of an industry trade sheet, David Herschman, founder of Interotica, wrote: "As the leading publisher of interactive erotic material on CD-ROM, we are particularly irked by the recent decision of every American CD-ROM pressing plant to not press our adult material. This censorship has been equalled and sometimes surpassed by industry magazines... We are not even allowed to use the word 'erotic' in any of our marketing, or even on the disc itself. In magazine ads, we are not allowed to show any pictures of women's bare shoulders, let alone the upper body."

Pretty scary stuff, eh folks?

This is not to say that video games should be "sanitized" of violence. There is nothing that irks this writer quite so much as the old video game tradition of "disappearing dead people," in which bodies conveniently fade from view once they've been dispatched, rather than cluttering up the landscape.

What I *am* saying is that we must pick our spots. This macho posturing about games being "ruined" by the deletion of some non-interactive scene of grotesque violence is both silly and counterproductive. We need to be more concerned with game content than meaningless frills for the splatter set. And the adults out there need to raise their voices and start demanding entertainment that is not aimed exclusively at 12-year-old males.

A quick look at the early tallies in the EG Reader Poll tells me that many of our readers are female. Many are also in the age 40-and-over demographic bracket. How about games directed at this group of buyers? How about games that have more on their mind than endless side-scrolling or street fighters creatively disemboweling one another?

It's really just a question of priorities.

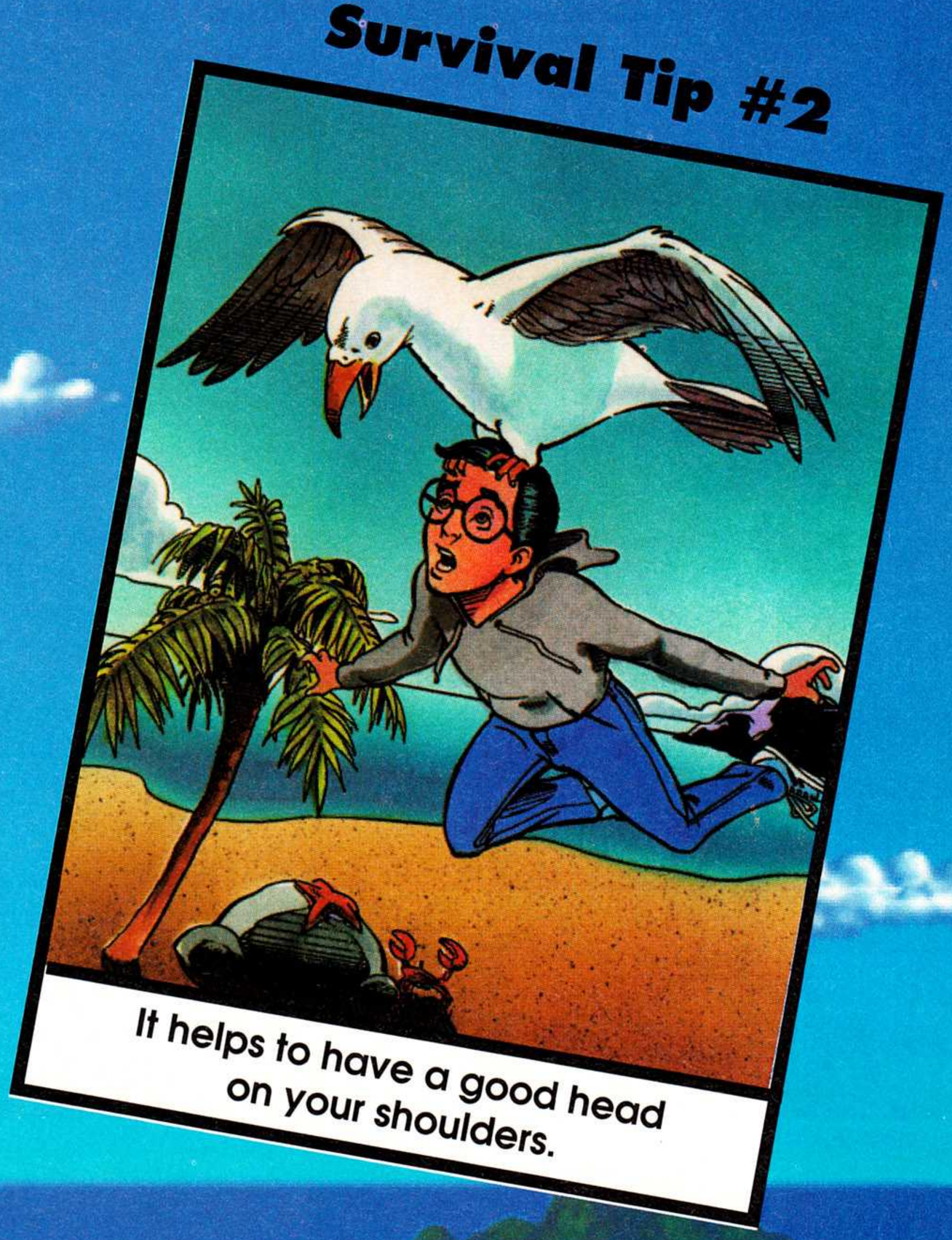
Most of what passes for "adult" in modern electronic gaming is actually better described as sophomoric, if not sophomoronic.

WELCOME TO THE JUNGLE

Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...



Guide Lester wisely and he might just come through in the clutch.

Who wouldn't panic at the sight of a mutant seagull?

FEATURES

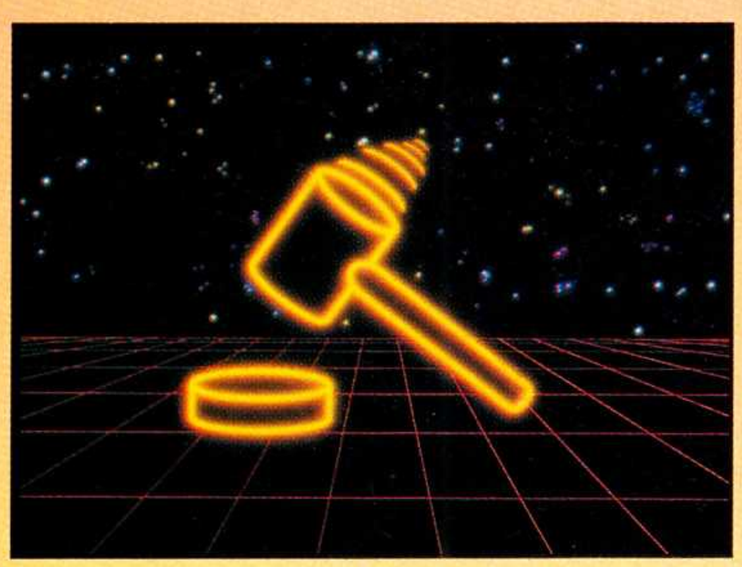
- 8 MEG GAME PAK
- 20+ LEVELS
- ROTOSCOPED ANIMATION
- FALL 1993

Official Nintendo Seal of Quality

Nintendo®

DTMC is a Registered Trademark of DTMC Inc. Reg. U.S. Pat. & T.M. Off.
Lester the Unlikely is a trademark of DTMC. Lester the Unlikely developed by Visual Concepts.
Nintendo®, Super NES™ and Super Nintendo Entertainment System® are trademarks of Nintendo of America. ©1993 Nintendo of America Inc.

DTMC Inc. • 370 Convention Way, Suite 202 • Redwood City, CA 94063



THE JURY

Selecting the top two reviews of **Batman Returns** was nearly as tough as getting through Gotham unscathed, and indeed some fine entries had to step aside at last, in order for us to bring you the following finalists:

Batman Returns

Konami
SNES
1 Player

Winning Review
by Scott Gaskell

Because of its outstanding graphics, sound and brutal violence, **Batman Returns** is one of the best side-scrolling slugfests released all year.

In **Batman Returns**, bleakly detailed backgrounds and the emotional impact of Danny Elfman's film score capture the dark atmosphere for which Batman is famous. More intense than the backgrounds are the digitized cut scenes of the movie between levels. It's almost worth buying the game for these alone.

With the scene set by the graphics and soundtrack, Batman can get to what his game is really about: Maiming mimes and crushing clowns. He accomplishes this noble pursuit with a bone-crunching combo of punches and kicks and his arsenal of Bat-gadgets and jump kicks, but his most satisfying moves are his throws. No other fighting game captures the satisfaction of mashing a mime's face into the pavement, slinging him through a window, or grabbing two of them and grinding their skulls together.

The only problem with **Batman Returns** is the scene in every level where Batman's only weapon is the Batarang. These scenes aren't bad, but they pale in comparison to the main levels.

Despite that one drawback, **Batman Returns** deserves the title of masterpiece.

The scenery in the game reflects the eerie feel of the actual motion picture.

Runner-Up Review
by Alfonso & Tony De Pasquale

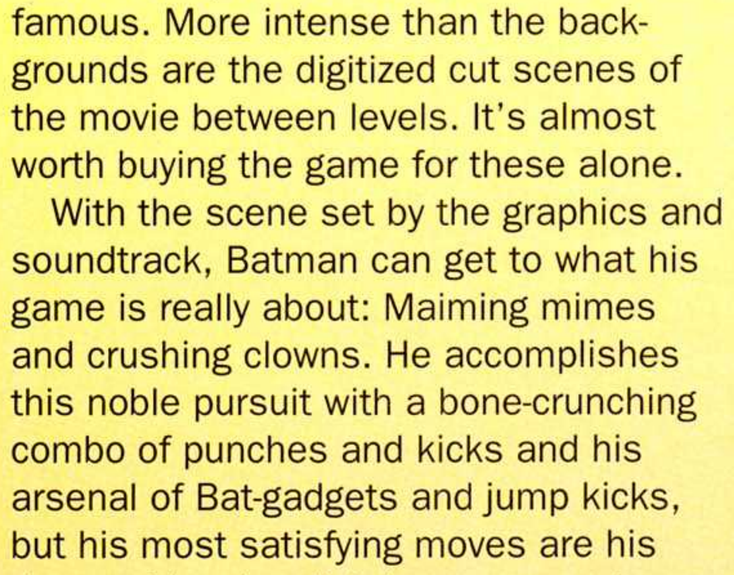
Holy Catnip! Gotham City has fallen into the clutches of that feline temptress Catwoman and the bird-brained, sewer dwelling Penguin. As the Bat-signal lights up the gloomy Gotham night, you must don the cape and cowl and bring some serious pest control to a ravaged city. Batman has truly returned in style.

The straight-forward action cart closely follows the major events of the film. The Dark Knight is armed to the teeth with more "wonderful toys" like batarangs, a spear gun with grappling hook, explosive vials, and cool attack moves like the cape sweep, flying attack, and noggin-knocker. The game also boasts colorful, well-drawn graphics, large sprites and neat CD-quality music straight from Danny Elfman's film score. Cinematic digitized screens between levels advance the plot.

On the minus side, the scrolling fighting sequences become somewhat repetitive simply going from one level to the next. Also, the Mode 7 Batmobile driving stage, while very good, ends abruptly and leaves you wanting more. A Bat Ski-boat level would have been very welcome.

On the whole, Konami's version of **Batman Returns** is the definitive adaptation of the hit movie.

"You don't really think you'll win, do you?"



The Dark Knight lights up SNES screens as he battles the sly Catwoman.

Join the Jury

Review a game 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. Now, our unique monthly contest lets you strut your stuff. We'll pick a video cart each month, and challenge gamers to review it. Then, in *The Jury*, **EG** will print the best ones—and give a free game cart to the winner.

The rules are simple:

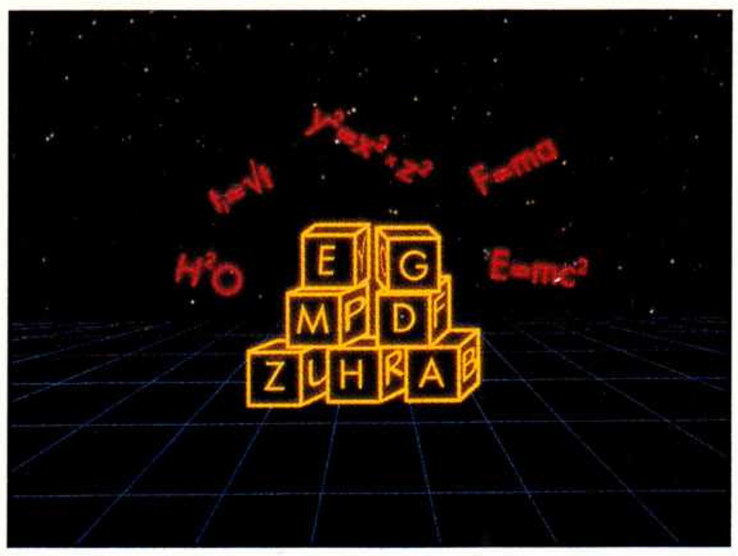
1. All reviews must be of the nominated game.
2. Entrants can submit only **one** review of each game.
3. All submissions become the property of **EG**.
4. Reviews should be 200 words or less, typed double-spaced.
5. The month's best review, as determined by **EG** editors, earns the writer the currently available video game of his or her 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).

Game for Contest #14:
Mutant League Football
EA/Genesis

Deadline for this month's contest:
November 1, 1993

Send entries to:
The Jury (Electronic Games)
330 S. Decatur, Suite 152
Las Vegas, NV 89107

...and don't forget to tell us what video game you'd like if you are the winner!



PLAYING IT SMART

Mario Goes to School

by Joyce Worley

Software Toolworks licensed the most famous video game star of all to be the signature character for its new line of educational games. **The Mario Learning Series** uses the famous brothers to plumb the course through learning programs that provide reward and steady reassurance with the lessons.

Mario's Early Math helps youngsters with many skills, including counting.

The design teams at Software Toolworks aren't strangers to educational materials; the company has a solid history of well-conceived learning programs. Some of the highlights are the fantastic **Mavis Beacon Teaches Typing!**, **The Miracle Keyboard**, outstanding reference works, World and US Atlases, encyclopedias, and first-person experience programs (such as **Space Shuttle**). But the company invested even greater research and effort to determine the best teaching methods for youngsters. The first product, **Mario is Missing**, is already a hit.

Mario's Time Machine (MS-DOS, SNES, NES, Macintosh) is being completed by Radical Entertainment, the same development group that did **Mario Is Missing**. Mario picks objects from a museum to return to their rightful owners in the past, then travels through time to the proper location. The time machine sequence provides a short action sequence, as Mario steers a surf board to gather bonuses and eventually cross through a time portal to the destination year and place. Before he can actually return the object, he has to fill in the blanks in a report about the owner; he gets the information by talking to people and gathering facts. There are fourteen locations built in, with historical data on each, and historical people from sports, arts, science, politics and culture.

The game does require reading, so it's best for kids 7 and up. There are lots of action segments to keep video game lovers interested, and delightful graphics that make the program fun to use.

Remarkable attention was paid to detail while completing the program. Each location visited is historically correct, and even the personalities of the people were carefully created to match the originals.

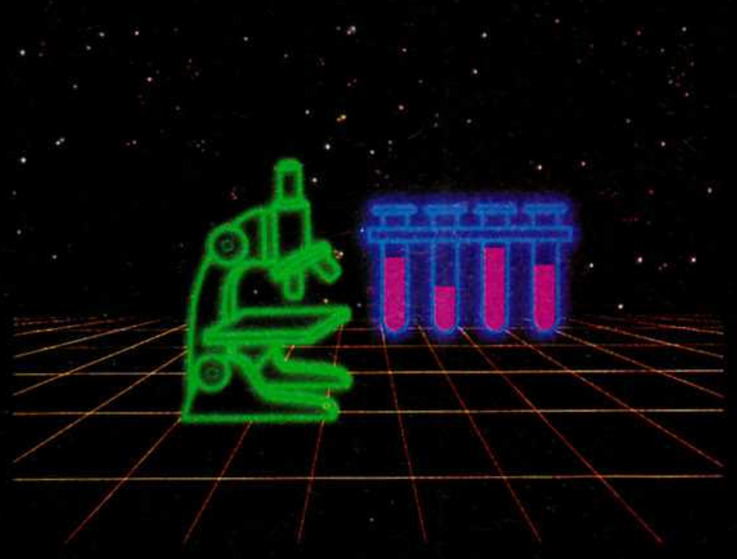
Mario's Pre-School World is an all-discipline pre-reader program that provides fun and education for very young computerists. The program is divided into "worlds": Shape World teaches shape recognition with some fun games building objects from basic geometrics. Colors, counting, patterns and numbers are also the subjects of learning worlds. Kids explore differences, match, categorize and sort things through amusing activities, and even sing-along to preschool songs in Rhythm World.

Mario's Early Reading World is a definite head-start program. It requires no reading skills at all, and gives only positive feedback as the child experiments with sounds and shapes of letters. Mario, Luigi, Yoshi and Bowser provide on-screen companionship as kids find objects whose names start with certain sounds, and eventually work up to creating words. **Mario's Early Math** is similarly easy for youngsters. It teaches

concepts like "less than," "more than," "later" and "first," along with number identification.

All of the programs have just for fun sections designed to hone motor skills and social development. Sing-along segments encourage active participation, and suggest the child mimic the dancing and exercises seen on screen. Children learn to name objects, count, rhyme, name body parts, repeat patterns, tell time, and listen to stories read to them.

Educational authorities tell us children aged three aren't too young to begin home education. A three-year-old will understand the relationship between mouse movement and the on-screen cursor, though may have trouble coordinating the action. By age four, children develop much better hand-eye coordination, and are able to handle on-screen movement much easier. Software Toolworks is working to make that critical period rewarding to young learners, with highly pleasurable computing experiences that are so well designed they are more than just edutainment; they are involving activities that help the child's development. Fortunately, they also have such depth of experiences that they'll continue educating and amusing the child through several years of play and discovery.



TEST LAB

Six Buttons, No Waiting

by Ed Dille

Video game design is a dynamic, interactive process between the producer and consumer. Players demonstrate increased sophistication over time and manufacturers scramble to develop greater challenges to meet the demand.

The latest chapter in this evolving saga concerns the advent of games specifically designed for six-button control. Because of the expanded interface, programmers can now incorporate more complex button combinations and greater depth of play. Some of the first titles to appear in this category are: **Afterburner 3**, **Ranger-X**, **Eternal Champions**, **Street Fighter 2**, **Davis Cup Tennis** and **AWS Pro Moves Soccer**.

In order to take advantage of these new games, players must first purchase a six-button pad or stick. As expected, virtually every major peripheral manufacturer is offering one or more of these types of controller. Herein, Test Lab compares and contrasts several of the new designs to aid potential purchasers in finding the correct stocking stuffer for their favorite player.

Generally, players prefer one type or the other based on the kinds of games they play most often. The first step for gift purchasers is to determine the targeted player's preference and then proceed according to the following guide.

The logical starting point for this evaluation is Sega's **6-Button Arcade Pad**. The new unit is smaller, lighter, and more rounded than the original. The directional pad is also slightly smaller and the start button has been moved to the center of the casing. Retaining the same angle of attack, the button array now consists of two rows of three, one above the other. The lower row is the ABC block, but while the buttons retain familiar functions, they are smaller than on the original. The XYZ row, which is inactive when the controller is used with older games, is smaller still.

Despite the size differential between the buttons, the chief complaint during Test Lab's independent tests was that it was too easy to lose track of which row one was on during play. Another is that many original three-button programs cannot be played on the new design, so don't get rid of the old controllers.

Quickshot Technology's entries into the six-button market are the **Starfighter 3 + 3** pad, priced at $19.99, and the **Maverick 3 + 3** joystick. The Starfighter pad is essentially faithful to the SEGA design, but also offers turbo fire. Both units were unavailable for testing at the time of this writing.

STD Entertainment is offering the **SG ProPad2** for $19.95. Their design is similar to Sega's with regard to the two rows of three, but they also offer SNES-type left and right fire buttons on the forward edge. These buttons are only active if the player selects them in lieu of the AB buttons on the standard array. The **SG ProPad2** also offers selectable auto-fire and slow motion functions, which are displayed on an LCD readout located between the directional pad and button controls when enabled.

Closer to Christmas, players can also expect a slightly more expensive six-button version which doubles as a program pad. This unit is expected to have considerably more pre-programming than their prior release for the SNES,

To take advantage of these new games, players must first purchase a six-button pad or stick. As expected, virtually every major peripheral manufacturer is offering one or more.

including a lot of special moves for **X-Men**, **Cool Spot**, **Sonic the Hedgehog** and **Mortal Kombat**.

Beeshu's **Six Shooter** also features a double-three-button array and programmable index finger buttons. The latter can be used to replicate any of the base 6, however, instead of just the AB buttons. Independent turbo and auto-fire functions are allocated to each button and there is also a two position slow and super slow motion switch. Also, because of a greater angle of attack, the Beeshu double-3 button array poses less of a row differentiation problem than its predecessor. The **Six Shooter** is available for $24.95.

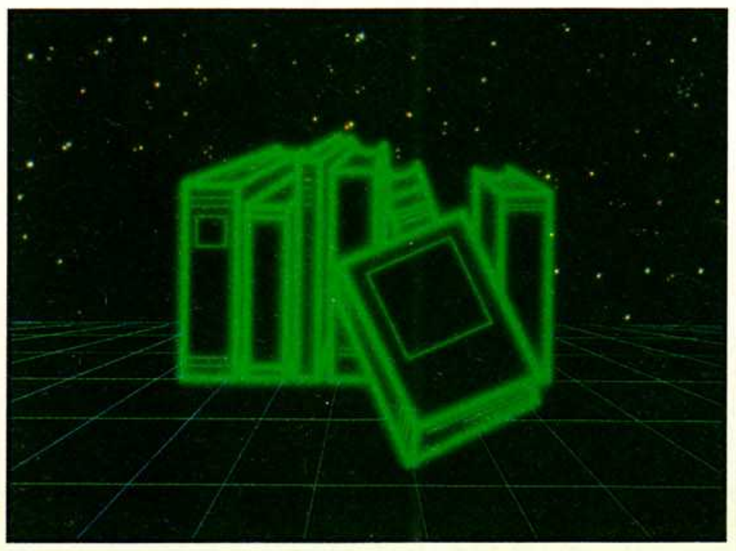
The best entry into the 6-button market thus far, however, is the **AsciiPad SG-6**. Asciiware has a reputation for quality that has allowed it to garner a lion's share of the peripheral market and their latest entry does nothing to detract from that standing. The **SG-6** retains the classic lines of the original **Asciipad** but breaks from the other Sega controllers discussed up to this point by eschewing the double row design. Instead, the **SG-6** incorporates a standard four-two SNES layout. XYAB form the main button diamond, with Z and C controls on the forward face for index finger manipulation. Turbo mode, 24-shot-per-second auto fire and slow motion controls may also be enabled selectively. At $24.95, the unit is a little more expensive than some of its counterparts, but the extra investment is worthwhile unless one simply abhors the SNES layout.

Asciiware will also premiere a six-button joystick reminiscent of its best selling **Power Clutch** later this year.

The **Fighter Stick SG-6** features an extra heavy steel base for table top players, oversize ball and stick, independent turbo control for all six buttons, and adjustable turbo speed. The latter option can be set to a maximum of 32 punches per second and fits the targeted market for this controller—owners of **Streetfighter 2** and other martial arts titles. Hands free auto turbo and slow motion settings are also included. The **Fighter Stick SG-6** is durable and designed to outlast the life of the machine it serves. As it is also slated to retail for $49.95, this makes the unit a definite bargain for players who don't want to buy new controllers every six months.

Not to be left out of anything of importance in the video game market, Naki has developed the **Pro Player Joystick**, which is compatible with either the Sega Genesis or Super Nintendo via a dual port plug and selector switch. The unit is also designed for table top play, with an eight-direction joystick on the left quadrant, the six-button array on the right, and a center column for independent selection of turbo and slow motion functions of each of the buttons. In lieu of a heavy base, Naki's unit uses four suction cups on the base for stability. In play test, these cups proved insufficient to hold the unit down in the heat of the moment. Naki's **Pro Player** is also of generally lighter construction than the **Fighter Stick SG-6**, but it is cheaper as well, with a suggested retail of $34.95. The chief advantage it retains over the competition, however, is that of dual compatibility.

All of the controllers tested were responsive and provided appropriate tactile feedback to players except as noted. EG's test group rated the **Asciipad SG-6** above others largely because the 4-2 array provided superior control in the games tested and the case design of the **SG-6** seemed to decrease hand fatigue during extended play sessions. Cost conscious consumers who also own multiple video game consoles should consider the Naki unit as well, primarily because it will allow them to streamline their purchasing power.



LORE

Compute's Conquering Super NES Games

Jason R. Rich, Compute Books, 275 pages (softbound, $9.95)

This collection contains 33 review/descriptions of what Rich says are the best titles currently available for the SNES, leading off with **StarFox**, **Street Fighter II** and **SF2 Turbo**, **Super Mario Kart**, **Bubsy: CEFK** and **Mortal Kombat**.

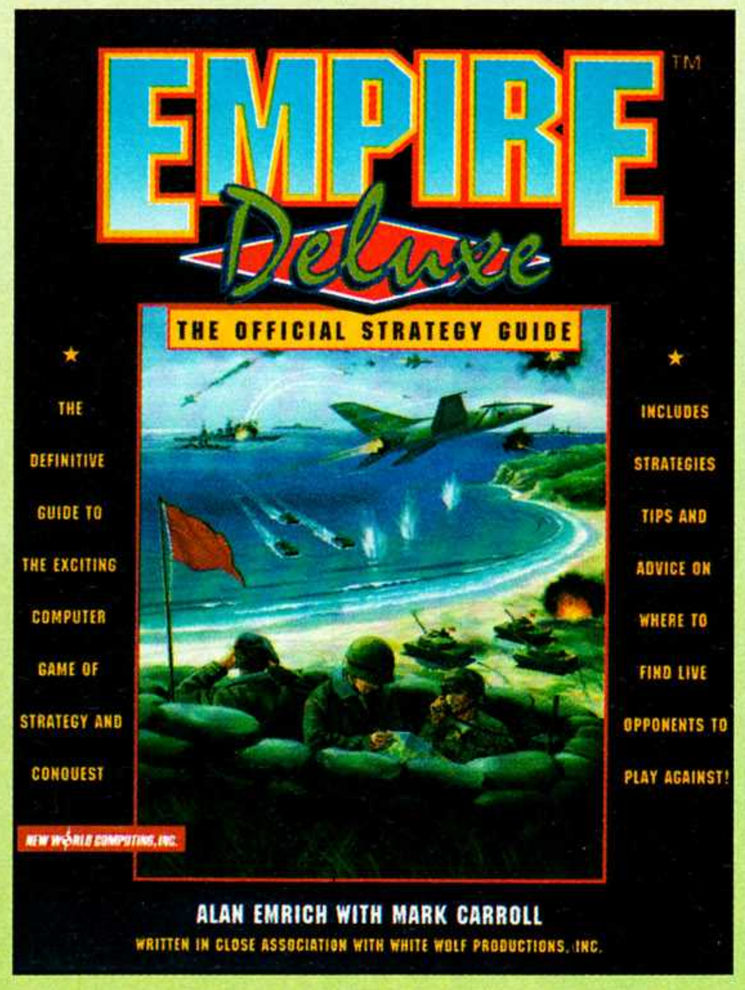
All but the Mario title got across-the-board 5 ratings, meaning "Breathtaking" (as opposed to Pathetic, Passable, Average and Good), in terms of graphics, sound, difficulty and originality, as did a number of the other titles. As might be guessed, few of the games included get an overall rating (the average of the four classifications) much under five, though two—**American Gladiators** and **Harley's Humongous Adventure**—are actually rated under four. Perhaps they were included for balance, though nothing especially negative about either appears in their reviews.

Other titles are **NHLPA Hockey '93** (plus a quick glance at **NHL Hockey '94**), **John Madden Football '93**, **Madden NFL '94**, **Yoshi's Cookie**, **WWF Royal Rumble**, **Taz-Mania**, **Cool Spot**, **Batman Returns**, **TMNTIV: Turtles in Time**, **Final Fight II**, **Super Mario All-Stars**, **Super Strike Eagle**, **Goof Troop**, **Super Widget**, **Alien 3**, **Sim Ant**, **Sim Earth**, **Legend of Zelda: A Link to the Past**, **Super High Impact**, **Super Star Wars**, **Super Empire Strikes Back**, **NCAA Basketball**, **Aero the Acro-Bat**, and **Out of this World**.

The coverage of each game is clear, concise and frequently witty. Strategies and play tips abound, plus special, highlighted Gamer's Tips that usually deal with some special element in the game, such as the not-so-funny "joke" on **SF2** players programmed into **SF2 Turbo**. There is also a chapter on accessories for the SNES, and one offering answers to questions frequently asked of Nintendo Game Counselors. While not illustrated as profusely as some tip books, there are occasional spot illustrations that usually clarify or highlight some point about a game.

In general, this is a highly up-to-date compilation of game tips, perhaps aimed less at the long-time gamer than at a newcomer to the SNES.

— Ross Chamberlain



Get the inside tips on Empire Deluxe with this book by Emrich and Carrol.

Empire Deluxe: The Official Strategy Guide

Alan Emrich with Mark Carrol, Prima Publishing, 345 pages (softbound, $19.95)

Empire Deluxe is an abstract wargame of world conquest involving up to six players. There is no victory short of total victory, yet the game evokes Parker Bros.' **Risk** and Avalon Hill's **Diplomacy**, in that players use temporary alliance as a means of choosing the time and place of the eventual conflict. The dynamics of the original **Empire**, like this sequel, are such that tremendous followings have developed on the online and play by mail circuits. Lacking human opponents, players are still challenged by their silicon counterparts. *Empire Deluxe: The Official Strategy Guide* recognizes the many forms in which this venerable strategy game is played and caters to the needs of all players equally.

Because the game supports random worlds, each providing fresh tactical problems to consider, the authors chose to illustrate their points via multiple scenario walk-throughs in the first half of the text. The reader is caught up in the action of the game and treated to multiple approaches to problems. Each scenario explores progressively more advanced concepts, reinforcing earlier lessons, avoiding the need to absorb too much subject matter all at once.

The book cannot be considered a serious study of military tactics—the game is not of that ilk—but the authors do respect the axioms of warfare. They can even incorporate a relevant historical quote without being heavy handed. Chapter Eight distills the broad and fine points of strategic planning to their essentials, in terms laymen will appreciate.

The latter half of the book contains dedicated chapters on modem and play by mail techniques, as well as a wonderfully written essay on multi-player diplomacy and communication skills. Another chapter guides would-be world builders through the intricacies of scenario design, including some succinct tips on how to achieve play balance.

A chapter on Artificial Intelligence is worthy of study: it reveals the computer opponent's initial build strategies, production concepts, and methods of exploration and conquest. Appendices disclose the developmental history of the system, including all the generations of the AI opponent, and a number of reference tables for quick access. A special section on designing specifically for modem play is also included.

Prospective despots would be wise to employ this tome as their portable military advisor, ever ready for the conquest of new worlds.

— Ed Dille

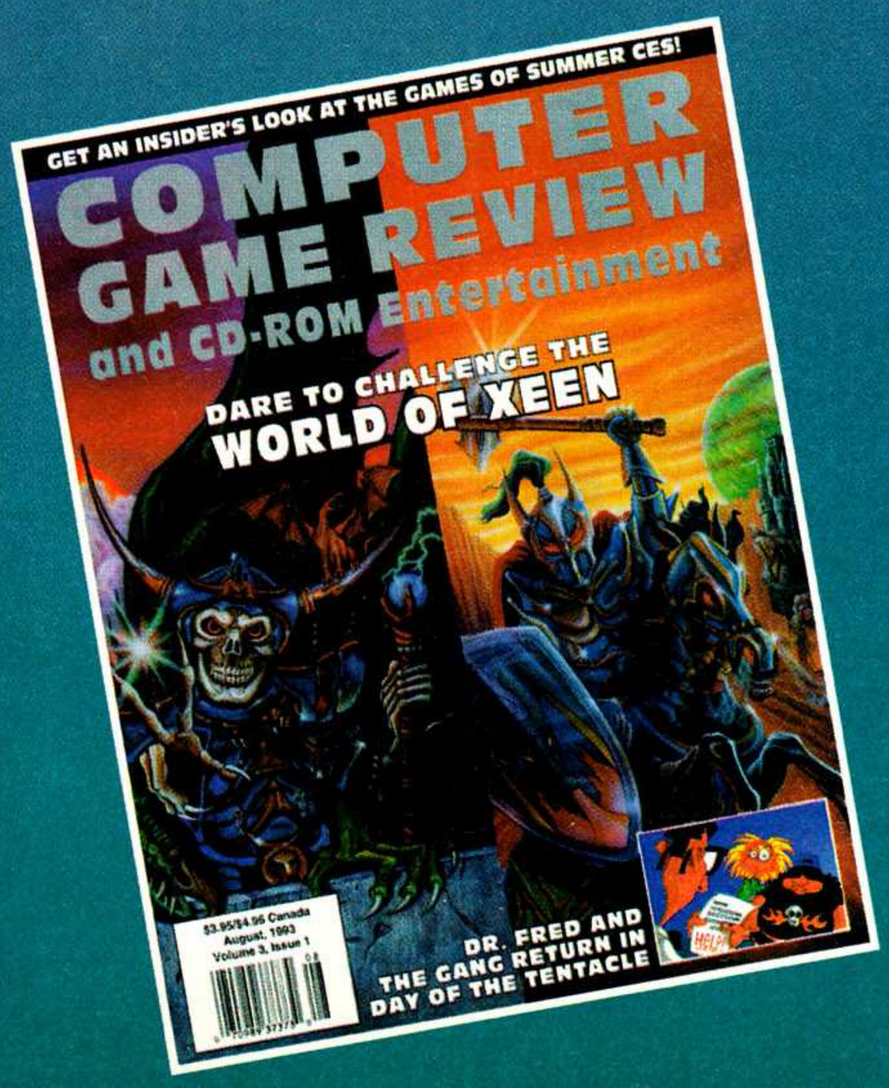
COMPUTER GAME REVIEW
and CD-ROM Entertainment

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.
All foreign orders must be prepaid.

HEGL8

Coming Attractions...

In the December Edition of Electronic Games

3DO: Scoping out the Software

Now that EG has taken apart the hardware, it's time to get down to the real meat – the first generation of games! Are they a gaming feast or field ration?

Censored! Is There Freedom of Play?

Should electronic game content be regulated? It's this year's hottest debate! We go where other gaming magazines fear to tread to cover all aspects of this vital gaming issue. Read the facts, hear the arguments, and make up your mind.

The Players' Guide to Electronic Gaming Systems

Our editors survey the gaming platforms, from portables to multimedia and virtual reality. Find out which are worth a try, and which you should just pass on by.

And Be Sure to Look For the Very Latest in High-End Gaming, Including:

- Power On!
- Feedback
- A Look to the East
- Insert Coin
- The Game Doctor
- Fandom Central
- Kunkel Report
- Test Lab
- Video Game Gallery
- Software Gallery
- CD Gallery
- Portable Playtime
- The Jury
- Playing It Smart
- Gaming On-LIne
- Lore

and don't forget all the latest news and previews in **EG's Hotline!**

Look For All This and Much More At Newsstands November 23, 1993!

LET EG KNOW WHAT YOUR FAVORITE GAMES ARE!

We want to know what you're playing, and to receive your vote for the most popular game programs each month. Fill out 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.

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._____

AT LAST... USER-FRIENDLY FOOTBALL!

FOOTBALL FURY™

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

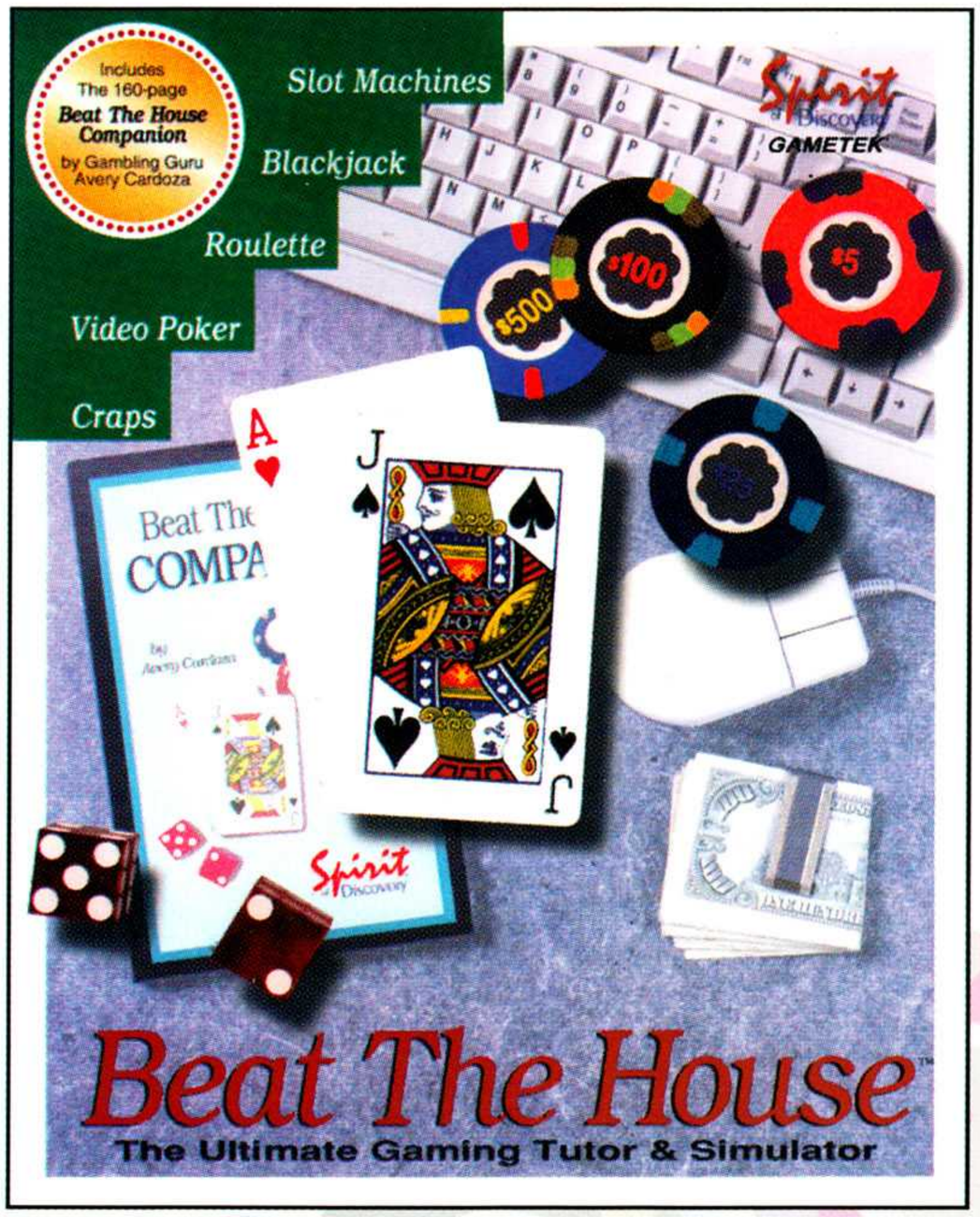
Sammy

American Sammy Corporation
901 Cambridge Drive, Elk Grove Village, IL 60007
Phone (708) 364-9787 • Fax (708) 364-9831

TM & © 1992 American Sammy Corporation. Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc.

Here's a football game with a difference: it's easy to learn! If you're tired of wading through long, complicated manuals and frustrated by complex controls, how about a game you can just sit down and *play?* FOOTBALL FURY puts you right into the action, with all the great strategy and play options of the real thing. Whether you're a rookie or a seasoned pro, if you like your football fast and furious... FOOTBALL FURY is your game!

Some play for fun...



Others play to win!

Blackjack
Learn to count cards and win!

Beat The House makes learning fun!

Intimidated by casino gaming because you're unfamiliar with the rules? Ever wondered why the word "seven" is met with glares at a craps table? Is the guy next to you at blackjack just lucky, or is he on to something that you don't know?

Slot Machines
Multiple payout or progressive!

Video Poker
Learn what to hold or when to draw!

Learn to Count Cards and more

Beat The House is the ultimate gaming tutor and simulator for your PC. With a 160-page study guide by gambling guru Avery Cardoza and an on-line "pop-up" tutor to make recommendations and offer suggestions, you'll be shooting the die and slinging the lingo like a pro in no time.

Craps
Learn to maximize your odds!

Roulette
Learn money management!

Feel like part of the action

Dazzling VGA graphics and realistic sound put you right on the casino floor where the chips are flying and the competition is fierce. Play against your friends or let the computer fill the empty seats– watch out...*they play to win!*

Don't gamble on the other guys.

Learn how to Beat The House!

Spirit of Discovery™
GAMETEK®
A publishing partnership.

Order today by calling: 800-722-8988

Visa or Mastercard accepted.

Spirit of Discovery 5421 Avenida Encinas Carlsbad, CA 92008

Trump Castle is a registered trademark of Trump's Castle Associates. Capstone and Casinos of the World is a registered trademark of IntraCorp Inc. Casino Master is a registered trademark of Centron Software Inc. Caesars Palace is a registered trademark of Caesars World Inc. Virgin Mastronic is a registered trademark of Virgin Mastronic International Inc.