1995 SPORTS BLOWOUT • COMPARING THE NETWORKS • KING'S QUEST RETURNS

ELECTRONIC GAMES

THE MAGAZINE OF INTERACTIVE EXPERIENCES

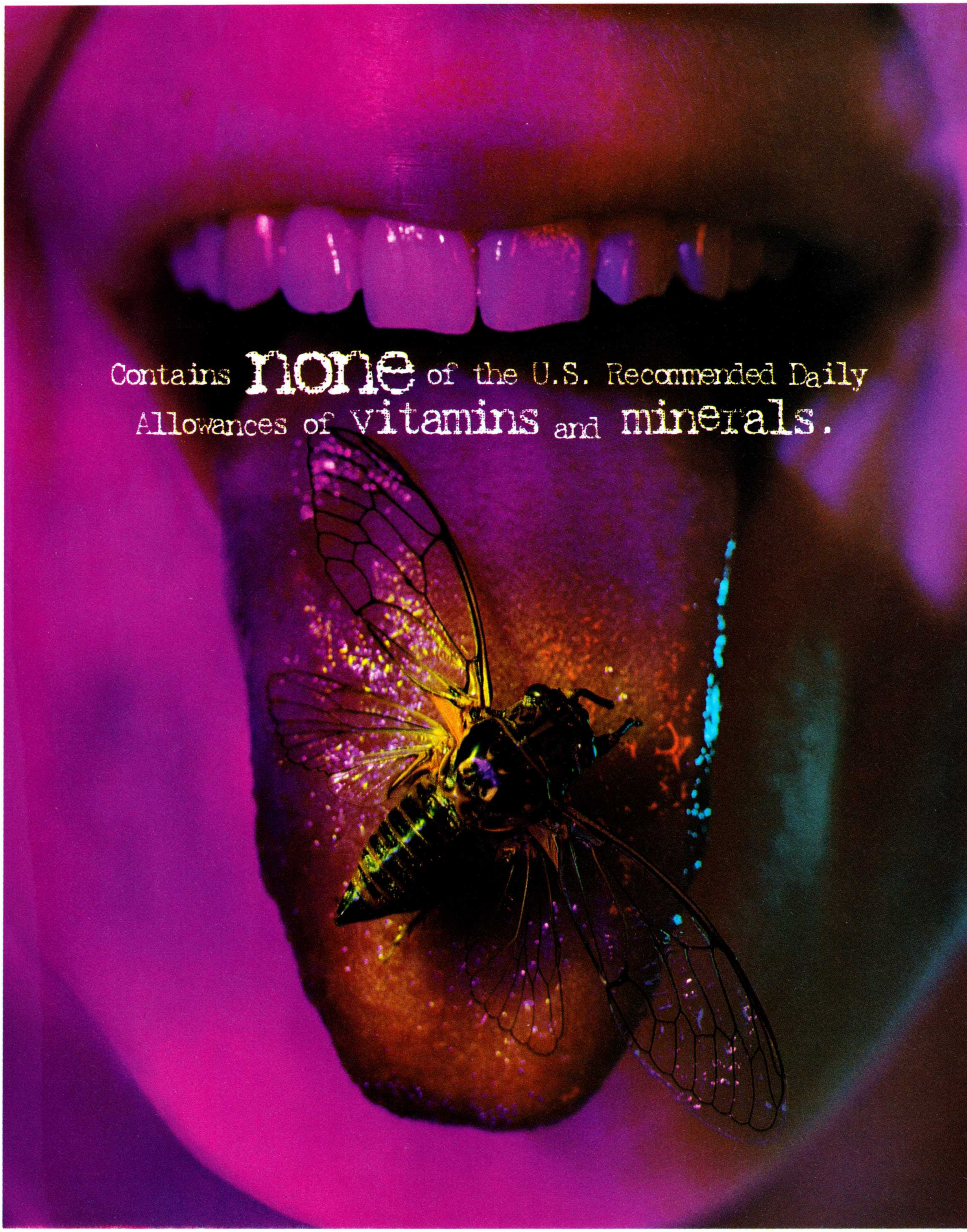
VOLUME 3, ISSUE 2

VIRTUAL SEX

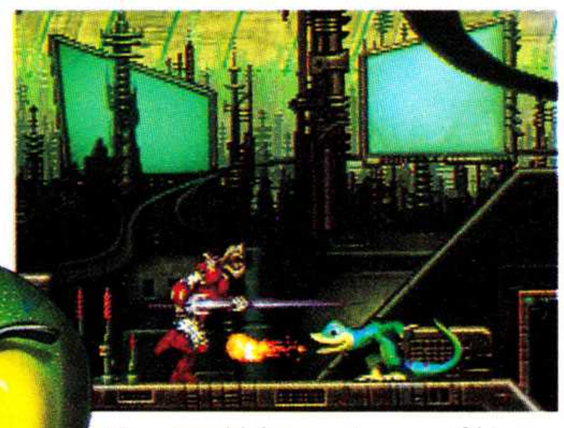
THE NEW REVOLUTION

$4.99/$6.50 Canada/£3.00
November, 1994

0 70989 37374 7 11


Contains none of the U.S. Recommended Daily
Allowances of vitamins and minerals.

Whether the FDA approves or not, your eating habits are about to change. Meet GEX™, your tongue-snapping, smart-ass alter ego. With this gecko's gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling wicked one-liners and fireballs. It's one brain-frying, TV-land trip, where dining out means crunchy dragonflies, juicy grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug guts to munch for power, you're roadkill, baby. Oh, you'll bust a few of Miss Manners' rules in this 32-bit battle. But hey, only wussies worry about good taste, right?



Dana Gould, hyperactive star of his own HBO® cable comedy special, lends tons of digitized voice and attitude to GEX.

3D gecko action, 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.

Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Rojer Rabbit. *(Legal weasels require we be vague.)*

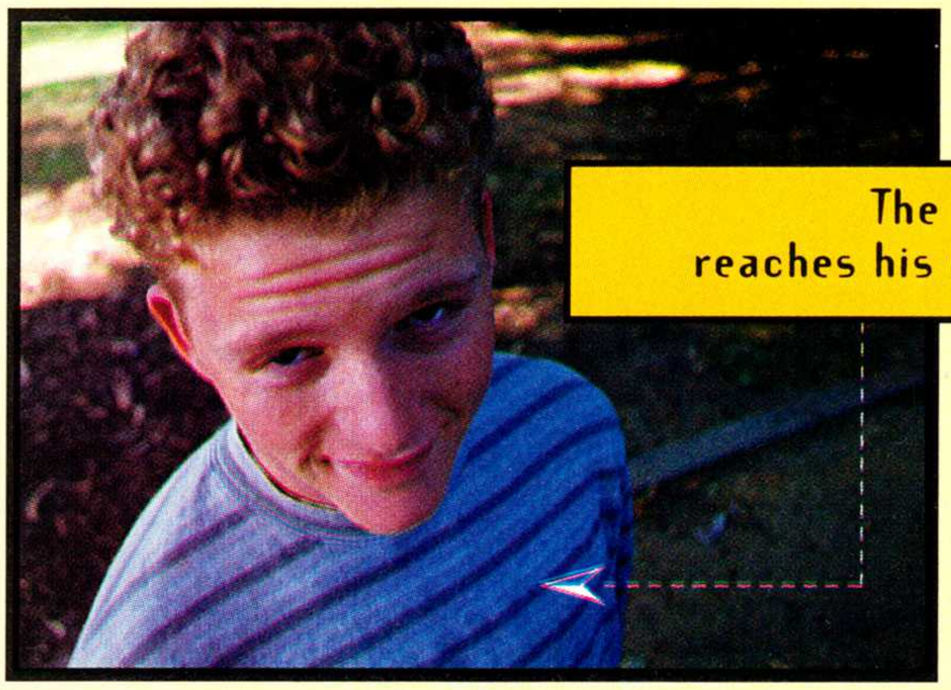
Call 1-900-737-4767

to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost ya' a few coins or so. But you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

3DO

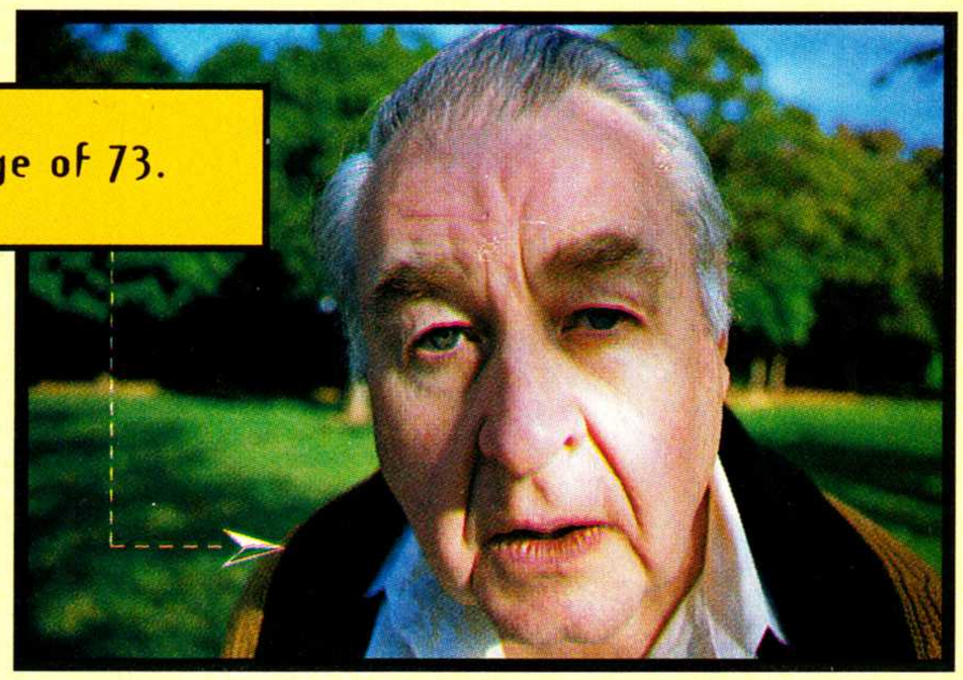
CRYSTAL DYNAMICS™

Crystal Dynamics and GEX are trademarks of Crystal Dynamics Inc. 3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company. ©1994 Crystal Dynamics Inc. All rights reserved.

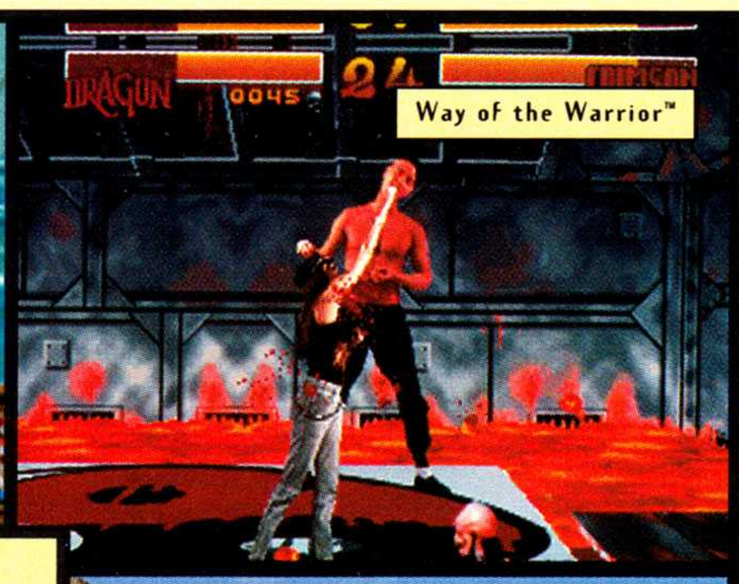


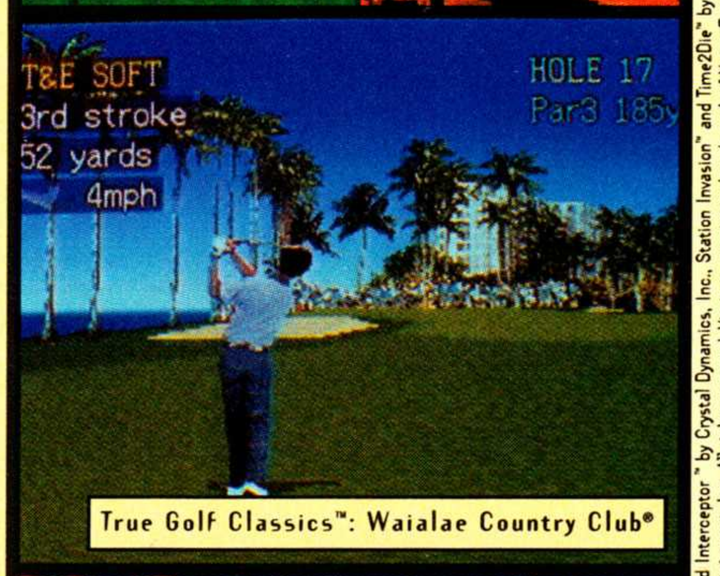
The average male
reaches his sexual peak at age 17.

And lives to the age of 73.



So what do you do with the 56 years in-between?





3DO

Presenting 3DO.

The fastest, most technologically warped game machine on the planet.

Full-screen, full color video.

Killer CD sound. In-your-face 3D graphics.

If the 3DO™ system were any more realistic, you'd be picking alien brain matter out of your ground down teeth.

So if you're over 17, or just looking for an alternative endorphin release, check it out.

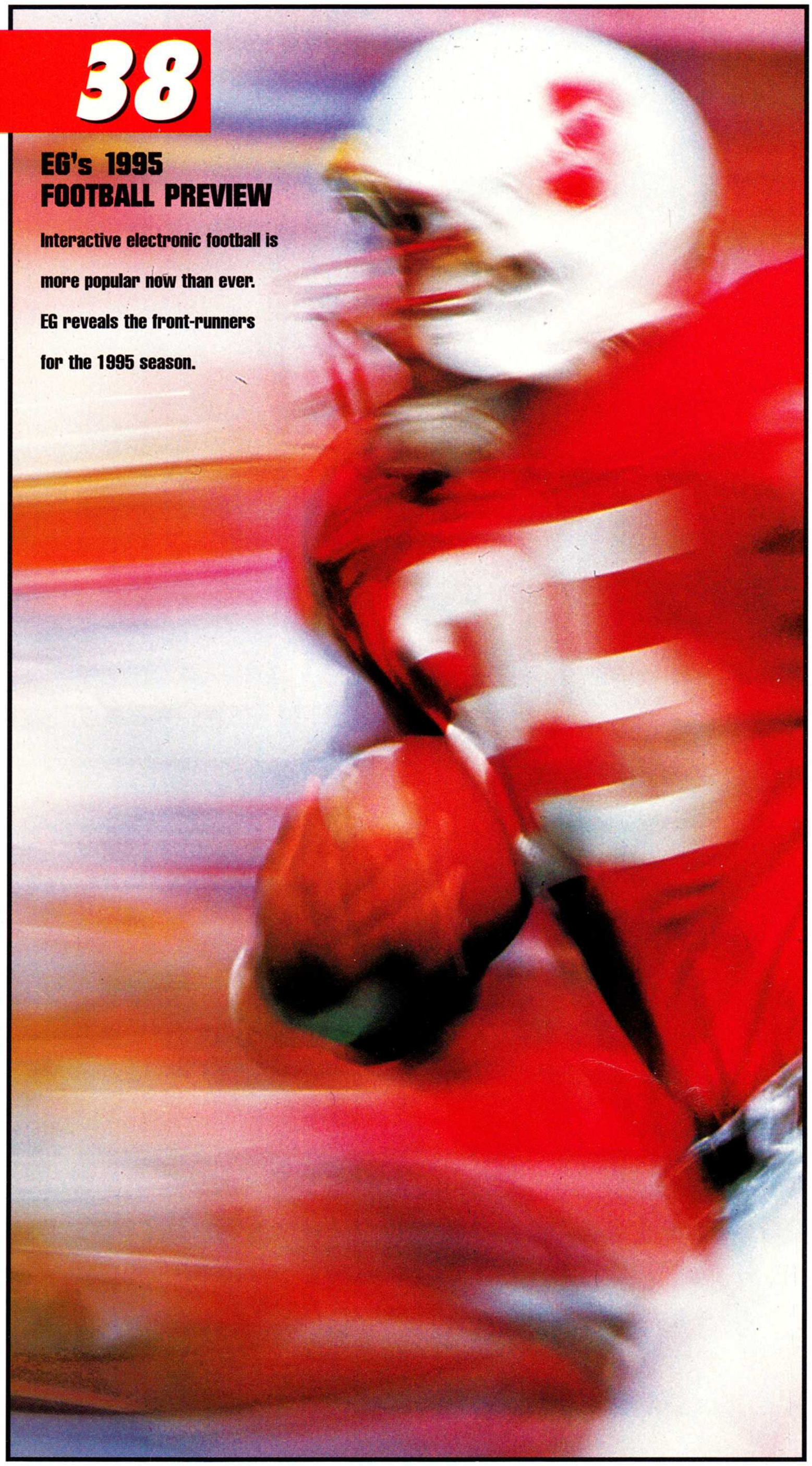
Otherwise, heat the milk to 150°, pour over toast, and call mommy.

Peace.

Way of the Warrior™ by Universal Interactive Studios, GEX™ and Off-World Interceptor™ by Crystal Dynamics, Inc., Station Invasion™ and Time2Die™ by Studio 3DO, True Golf Classics™: Waialae Country Club® and Super Street Fighter II™ Turbo by Panasonic Software Company, Road Rash™ and Shock Wave™ by Electronic Arts, PaTaank™ by PF. Magic, Gridders™ by Tetragon. Demolition Man™ and © Warner Bros. 1993. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. 3DO and the 3DO Logos are trademarks of The 3DO Company. All other brands or product names are trademarks of their respective owners. © 1994 The 3DO Company. All rights reserved.

For a 3DO dealer, call 1-800-REAL-3DO ext 999. If you can't find these products, call 1-800-336-3506 to order them directly from 3DO.

CONTENTS



38

EG's 1995 FOOTBALL PREVIEW

Interactive electronic football is more popular now than ever. EG reveals the front-runners for the 1995 season.

NEWS

PAGE 18 **Hotline**
E³ vs. CES Interactive ... AT&T Loses its edge ... AD&D License War ... Hit charts...

DEPARTMENTS

PAGE 8 **Power On!**
Time to give thanks and look to the new year.

PAGE 12 **Feedback**
The image of females in electronic games.

PAGE 30 **Game Doctor**
The 32X debate, ordering Japanese cartridges.

PAGE 100 **Test Lab**
Behold! Ultimate piano teacher from Gravis.

PAGE 104 **The Net**
Multiple-User Dialog examined and analyzed.

PAGE 166 **CyberWatch**
The latest news straight from cyberspace.

PAGE 168 **The Heimlich Maneuver**
A hassle-free sound card? Is it even possible?

PAGE 170 **Deals**
The battle of the on-line services still active.

PAGE 172 **Relics**
Recalling forgotten games of the early '80s.

PAGE 177 **The Kunkel Report**
The Sega Skeeter Scandal moves the industry.

FEATURES

PAGE 38 **EG's Sports Extravaganza**
In-depth reports on the hottest sports games.

PAGE 78 **Virtual Sex**
The new popularity of adult interactive games has set new standards of quality for the genre.

PAGE 90 **King's Quest VII**
Roberta William's newest King's Quest series.

PAGE 94 **Comparing the Networks**
An analysis of major Net services and fees.

PAGE 98 **Blown Away**
A look into this exciting new action game!

REVIEWS

PAGE 110 **Cartridge**
The huge hit of the summer, **The Lion King.**

PAGE 130 **Disk**
Explore the dark passageways of **Corridor 7**.

PAGE 142 **CD-ROM**
A unique pinball point of view in **Pataank**.

PAGE 158 **Edutainment**
Scavenger Hunt Africa and **Magic Theater**.

PAGE 162 **Print**
The Hacker Crackdown. Outpost strategy.

SPECIAL INSERT

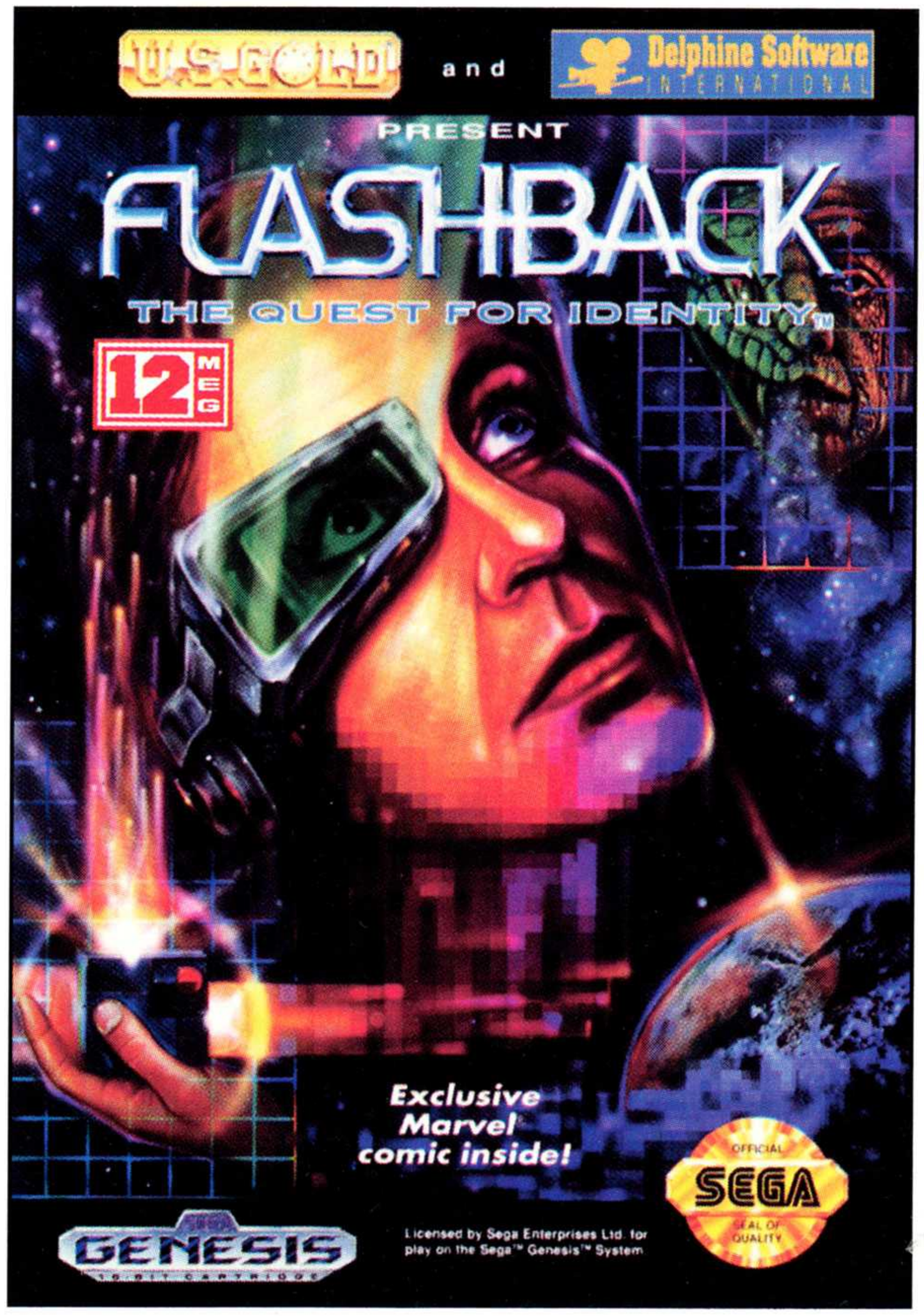
EG's Introduction To Home Theater
Now is your chance to delve into the realm of Home Theater as presented through the eyes of a game player. **EG** shows you the way.

BEST ACTION ADVENTURE

RGP GAME OF THE YEAR
SEGA

EDITOR'S CHOICE
THREE CONTINUOUS MONTHS
ELECTRONIC GAMING MONTHLY

GAME OF THE YEAR
GAME INFORMER



BEST OF SHOW WINTER CES

NINTENDO POWER

ACTION ADVENTURE OF THE YEAR
GAME PRO

EDITOR'S CHOICE
GOLD AWARD
ELECTRONIC GAMING MONTHLY

NOW IT TAKES LESS THAN EVER TO LOSE YOUR MIND

According to experts, Flashback may be the best action/adventure game ever. You discover an alien conspiracy, so they capture you and erase your memory. Now, you must retrieve your memory and battle through 7 levels of aliens, robot cops, replicants and traps. Flashback features the most lifelike animation ever created for a video game. In fact, it's so good, the only way to improve it was to lower the price.

$39.95

Genesis version.
Also available for Super Nintendo Entertainment System®. Prices may vary by format and retail outlet.

Flashback - The Quest for Identity ©1993 Delphine Software and U.S. Gold Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Nintendo, Super Nintendo Entertainment System and the Official seals are registered trademarks of Nintendo of America, Inc.©1991 Nintendo of America, Inc.

"This magazine will never stop changing as long as the world of interactive electronic entertainment continues to mutate."

POWER ON!

No Escape from This Manor

For most of his life, my father made envelopes. He helped my Uncle Abe build a large business on the axiom that every greeting card comes with an envelope, and its corollary: those envelopes have to come from *some*where.

One odd thing about his job was the seasonality shift. All Brooklyn might be following the National League pennant race (this was back when baseball players finished seasons), but Dad would be hip-deep in Christmas. When New Yorkers were ringing in the New Year in Times Square, his mind was fixed on an endless river of Easter Seal envelopes.

I was reminded of my heritage as I helped prepare this November issue of **EG**. Despite the production wizardry routinely worked by Marc Camron and Dean Hager, Thanksgiving is still a couple of months away as I write, but I'm definitely in a mood to give thanks.

This is the largest issue of **Electronic Games** since Decker started publishing it in October 1992. It has more editorial pages and more advertising than ever before, just about the best of all possible worlds for a game nut/magazine guy like me. Setting this record in our *Second Anniversary Issue* makes it doubly sweet.

I'd have to reprint the Masthead to properly thank everyone who has contributed to today's **Electronic Games**. Then there'd be yet one more "thank you" due: to you, the readers. You're the ones who waded through the newsstand clutter to find **EG** and backed our transformation into the first magazine that doesn't treat game lovers like kids.

This magazine will never stop changing as long as the world of interactive electronic entertainment continues to mutate. I hope you'll stick with us as we continue to explore the possibilities of the hobby we all love so much.

Loath as I am to mar this warm moment with a discordant note, there are two individuals I am not going to thank. Not now, not ever. Not even a polite nod.

Their names are Len L. Schwab and R.J. Mical. The former is a master programmer, while the latter is a 3DO executive and, say the credits for **Escape from Monster Manor** (Electronic Arts), "Chief Zombie."

This gruesome twosome has haunted my days and worse, my nights, when I would otherwise be dreaming Halloweenish dreams of Elvira. (I dedicate the entire month of October to dreaming about Elvira; the other 11 are devoted to Julia Parton.)

The funny thing is, I had always thought of R.J. as a friend. I've enjoyed his irrepressible good humor and incisive analysis for many, many years, and I was truly surprised when I checked the credits and found that he is associated with **Escape from Monster Manor**.

Perhaps R.J. didn't know what he was doing, didn't realize how this seemingly innocuous recreation would come to obsess me. I wouldn't want to be hasty and condemn R.J. Mical on what might've been a fleeting association. On the other hand, "Chief Zombie" certainly implies a measure of culpability. Let's just say I will be keeping my eye on R.J. Mical.

The case against Len Schwab is clearer. His first-person arcade adventure (who whispered "chopped-down **Doom** clone"?) has gobbled up innumerable hours of my free time for the last month. My wife is getting sick of the dying wails of ghosts at 3 a.m.

Truthfully, I'm a little tired of them myself. But the ghosts just keep coming, and what's a poor gamer to do? I keep firing—and collecting the white stars to power the weapon and the red crosses that spell r-e-l-i-e-f.

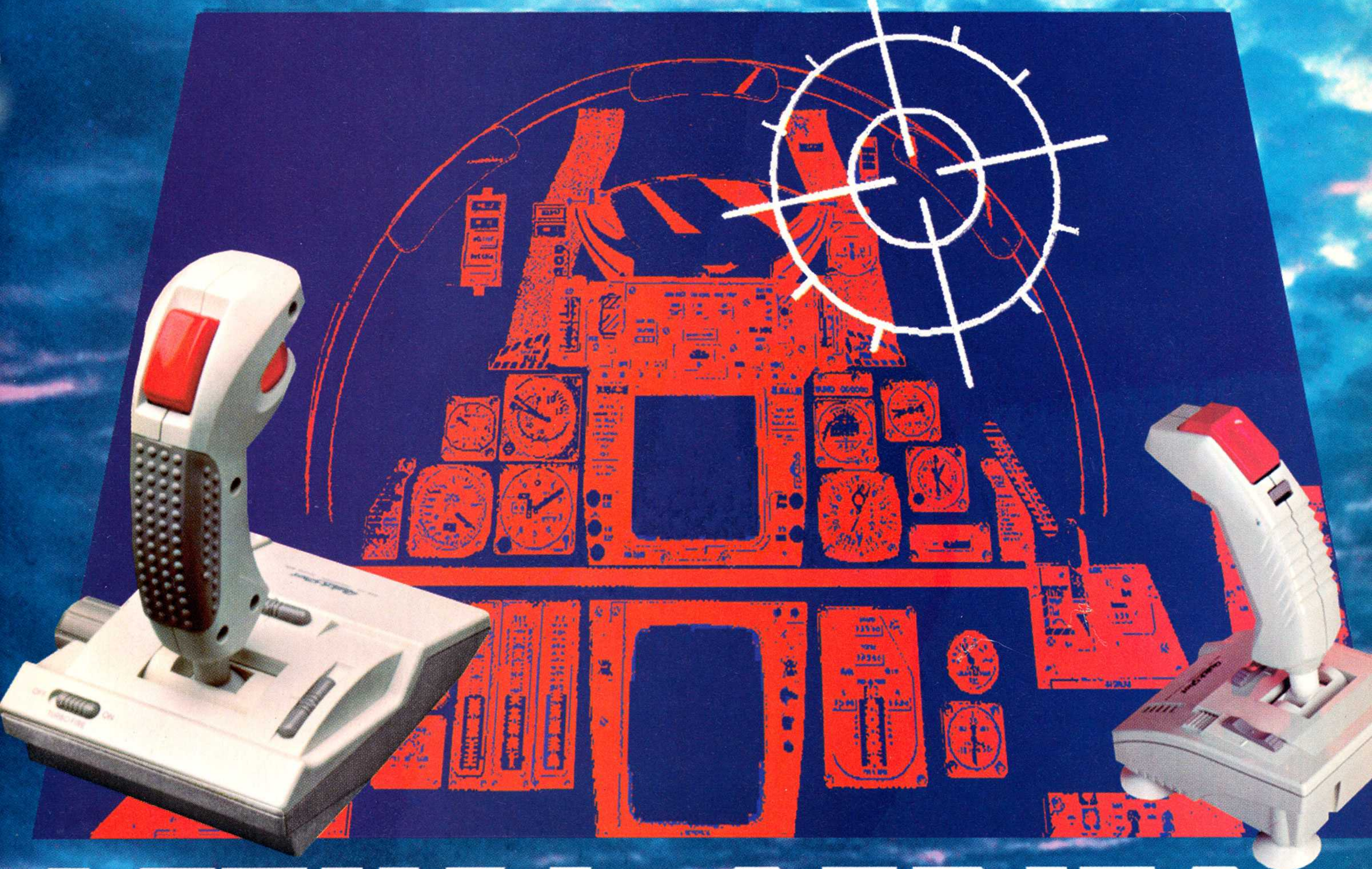
My colleagues have tried to shatter Len L. Schwab's iron grip on me. They hide the disk. I find it. They entice me from those dingy halls by slipping **Shockwave** or **Road Rash** (which the critic in me reluctantly acknowledges are vastly better games) into the 3DO, but sooner or later the Manor is back and I am fighting those big stupid skulls and trying to shoot spiders that can stand safely at my feet because the damned gun doesn't move up and down.

So though I malign Len L. Schwab in this editorial, as I will someday point out the design flaws in his creation, I'm thankful for **Escape from Monster Manor**. It is good to know, in the midst of **EG**'s success that I am still, at heart, the same frenzied gamer who lost 10,000 rounds of **Air-Sea Battle** to Bill Kunkel 20 years ago.

Yes, my motto remains: The Play's the Thing.

by Arnie Katz

THE



LETHAL SERIES

Are you frustrated with your joystick cause it's just not meeting the demands of your favorite PC games? Does it lack that extra thrust you need to overtake the enemy? Is it missing that pinpoint accuracy and superior control? Well, don't get mad. Get LETHAL!

The Lethal Series by QuickShot is a new line of quality game controllers for the IBM and compatible PC. With features like built-in throttle control, positive response fire buttons, and high-speed turbo-fire capability, the Lethal Series will meet your need for speed, accuracy, and control. So experience the difference with the Lethal Series. * Shown above: QS201 Super Warrior (left) and QS203 Avenger (right) *

QuickShot®

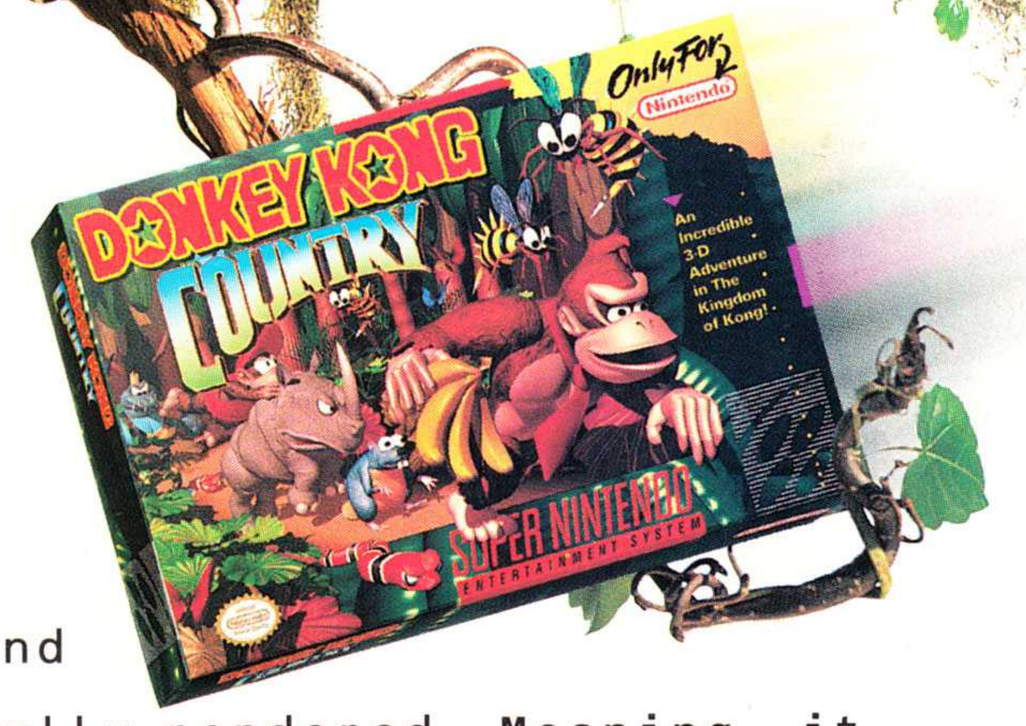
Donkey Kong Country.
You won't believe it either.

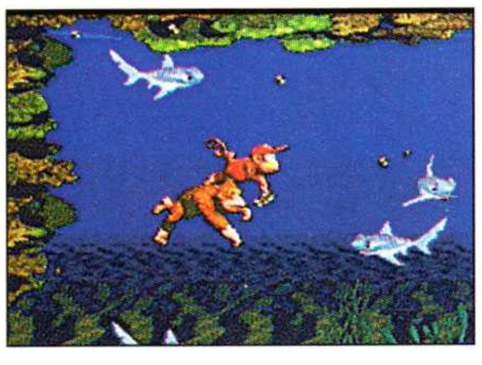
*Advanced Computer Modeling. Donkey Kong Country™ © 1994 Nintendo. Game by Rare. Jurassic Park ™ & © 1992 Universal City Studio, Inc. & Amblin Entertainment, Inc.

Hold on to your banana. This is gonna put hair on your chest...and maybe even your back.

It's **Donkey Kong Country.®** The first home video game entirely created on the supercomputers of SGI (the same ones used for that Jurassic Park™ flick.)

This **32 MEG monster** is gonna have you scratching yourself all over. A juiced-up jungle packed with over 100 chest-pounding levels.





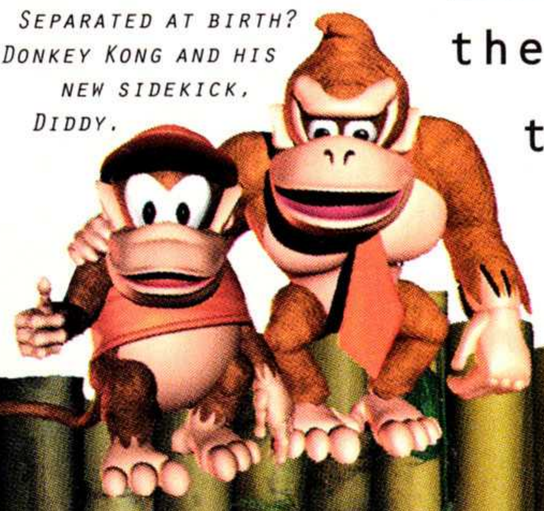
A 16-BIT GAME THAT LOOKS LIKE 32-BIT? SURE, WHEN MONKEYS SWIM...

Blinding snowstorms, exploding barrels, crazy monkeys riding on the backs of fish ... it's all here in Nintendo's biggest game ever.

And with **ACM* technology,** the action is totally realistic and fully rendered. Meaning, it looks really cool. Heck, it even sounds 3-D!

But the best part is you get all this on a Super NES. And you don't have to go out and blow your wad on some extra piece of hardware to get it — unlike some other systems we know. (Hint: rhymes with "Schmega".)

So grab a vine and start yelling **"OOH OOH!"** The beast is back. And he's second banana to no one.



SEPARATED AT BIRTH? DONKEY KONG AND HIS NEW SIDEKICK, DIDDY.

Only For Nintendo SUPER NINTENDO ENTERTAINMENT SYSTEM

PLAY IT LOUD℠

FEEDBACK

THE GENDER GAME REVISITED

"Who but another hedgehog cares whether Sonic is male or female?... Sonic could be female and Tails could be male, or vice versa."

Regarding your article on Women and Video Games (**EG**, August 1994), video game producers might heed advice given to a local volunteer group with aging staff who wanted to attract young blood: "To attract young adults, act as though they are already there. Schedule meetings outside work hours, arrange for babysitting."

So, act as though women and girls are already half your market. Change your obnoxiously male-oriented commercials where girls are decorative or missing entirely. Show *both* girls and boys (and adults!). Use a gender-free style—the rapid pace and wild, loud attitude doesn't attract many girls or adults, nor even all the boys. Drop the "boy rescues girl" plot. Stop drawing female characters *Playboy*-style. Drop the Minnie Mouse approach: drawing long eyelashes, eye shadow, and lipstick on male cartoons, adding a frilly dress and uncomfortable shoes.

Consider ambiguity about gender. Who but another hedgehog cares whether Sonic is male or female? Write instructions without male or female pronouns (hire me if you can't). If you must have gender, mix more. Sonic could be female and Tails could be male, or vice versa. *Please* don't make them lovers! As a woman in an overwhelmingly male field (physics), I can testify that equal opportunity is hindered by assuming friendship between men and women has to lead to romance. Don't perpetuate the myth, please.

• **SONIC THE HEDGEHOG**

If you want girls to aim toward science and engineering, stop teaching them that their life's goal is to "look pretty" and "attract a man." It's sad that games like **Dream Date** are targeted at 8-year-olds. The developers may say that girls want such directed fantasy. But if your kids want to jump off a cliff, do you help them do it? How many boys would become scientists and engineers if their childhoods were wasted mooning over "dream dates"?

P.S. Take this from one who has a B.S. in Chemistry, M.A. in Physics, Ph.D. in Chemical Physics, and entirely too much experience playing video games...

Cathy Flick
Richmond, IN

• **STREET FIGHTER II TURBO**

Points taken. We're not sure we're comfortable with equating early dating with jumping off a cliff, Cathy, though those with daughters might better appreciate the analogy. Some of us mooned a lot over an occasional classmate of the opposite gender without the help of video games, and possibly at a little later age level, but there were other influences at work, both commercial and social, regardless. As to Sonic, we think it's a bit late to try to bend his gender (or Tails'), and you may not have caught his Saturday morning cartoon show if you think all video game heroines are hopeless damsels in distress. Princess Sally (yeah, okay, she's a princess) evidently works out, and has exchanged Minnie's crinoline and high-heeled shoes for lycra tights and jogging shoes. True, this may appeal to boy gamers (and Sonic), but it's the outfit of choice for many of today's women at all levels of consciousness. And by the way, have you checked out ***Street Fighters'*** *Chun Li lately? Yes, it's conceivable that* Playboy *might feature her, but probably not as a girl-next-door Playmate.*

Your pointed letter wins you your choice of STD controllers this month. You should be hearing from them very soon.

Letter Contest

Win an STD controller! Each month ***EG*** *selects one letter and the writer gets a choice of one of STD's fine line of controllers for SNES, Genesis, and computers.*

Are Games Too Complex?

I rarely have time for video games now. However, memories of the Atari 2600, ColecoVision, and Intellivision are as vivid in my mind as the first day I played them. **Intellivision Baseball**, with its low-res graphics and blips and bleeps for sound is still the best sports game of all time. I could reminisce for hours about games of the '80s, but today's gamers would not understand. Like Woodstock, you had to be there.

It seems to me that today's games are too graphic intensive and too complex for the mass population to adhere to. Whatever happened to electronic games that had a single premise matched with creative game play—i.e., fun games? Since when have there been games as popular as **Pac-Man**, **Galaga,** or **Donkey Kong**? Certainly not the popular **Mortal Kombat**, which owes its triumph exclusively to its mass advertising brainwashing campaign. Video game makers

STRAP IN. DRINK FUEL. EAT ASPHALT. BELCH FIRE.

WHO SAYS YOU HAVE TO SPEND THE REST OF YOUR LIFE DOING TIME IN THE FAMILY SEDAN?

MICHAEL ANDRETTI'S INDY CAR CHALLENGE™

Michael Andretti's Indy Car Challenge will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're right in the thick of things with **hot Mode-7 graphics** and **realistic play control**. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.

Hold on for the ride of your life in the one-player mode!

Challenge a friend for head-to-head racing in the split-screen two-player mode.

Custom replay option lets *YOU* set the camera angles.

16 tracks of hot Indy Car action, featuring actual Indy Car track shapes—high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver **Michael Andretti's actual voice**. You even get a **customizable instant replay** so you can relive every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

"A cylinder melting Indy Car masterpiece... one of the best video driving experiences ever!"
Nintendo Power, Sept. 1994

Speed down to your local retailer and get Michael Andretti's Indy Car Challenge. Just remember: the race begins after you get home.

"Whether you're driving solo or going head-to-head, this game has the action, speed and intensity to take you all the way to victory lane. It's white knuckle driving all the way."

Michael Andretti

Bullet-Proof Software
8337 154th Avenue N.E., Redmond, WA 98052

©1994 Bullet-Proof Software, Inc. All rights reserved. Indy Car™ used under license from IMS Properties, Inc. "Michael Andretti" used under license from Andretti International, Inc.
Bullet-Proof Software is a registered trademark of Bullet-Proof Software, Inc. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

STOP PLAYING GAMES. GET

Panasonic presents the R·E·A·L™ 3DO™ Interactive Multiplayer™. More powerful, more colorful, more versatile than ordinary systems.

A 3DO EXPERIENCE™

Warning. You may experience motion sickness. Be advised. Your heart rate may exceed normal levels. Caution. Play at your own risk. Hey, we're talking the R·E·A·L 3DO system, baby. The most intense, realistic system currently known to man. We're talking up to 50 times more power than ordinary PCs and video game systems. Photo realistic picture quality with up to 16 million colors. Custom multimedia architecture that takes interactivity to a whole new dimension. The R·E·A·L 3DO system even plays audio CDs, photo CDs and soon video CDs.* This is the one system that makes it all feel real.

Dozens of mind-blowing titles and more are on their way.

Don't believe us? Pop in one of dozens of 3DO titles. Like Road Rash™. Whoa! What's this! Suddenly, you're on a high-tech motorcycle. As you speed through the squalor of decaying cities, you spot him. Too late. Instantly, some bozo is in your face. Bang! He nails you. You're sliding down the street and finally your rash-covered body comes to a halt. You dust yourself off, get back on your bike, and the nightmare continues. If this game was any more real, you'd have motorcycle tracks on your back.

So stop playing games. Start playing for real. To connect with the dealer nearest you, call: **1-800-REAL-3DO EXT. 123.**

3DO

* With optional adapter.

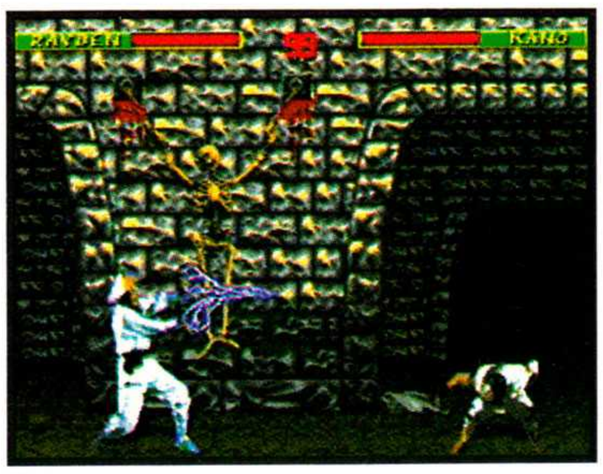
R·E·A·L™
3DO INTERACTIVE MULTIPLAYER™

Panasonic®
just slightly ahead of our time.®

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

"My advice is to save your money, and instead of buying every new game console that comes out and shelving your old one, buy a computer instead."

must realize that the majority of people in the U.S. do not play video games, and in order to get some of these people on the bandwagon, the games must hold their attention with simple, creative gaming, not the amuse-to-the-point-of-confuse genre of today's games. Don't get me wrong, I know there are still some games worthy of praise out there.



• **MORTAL KOMBAT**

Secondly, I don't understand the trend toward digitized game characters. Cartoon and graphics generated characters do much more for the imagination. (Japanese cartoon characters have always intrigued me, maybe due to being exposed to the *original Speed Racer* cartoons as a kid.) Some of the digitized characters in computer games hardly even resemble the likeness of the character they're supposed to be portraying. Who wants some ancient king or hero looking like the local grocery store clerk?

There. My two cents are in after all these years. I feel better.

Charles A. Miltenberger
Valencia, CA

Perhaps the old conflict between the "more is better"and "less is more" philosophies is weighted a bit by the fact that many players would now feel cheated if all they got for their money was a repetitive play mechanic in which continuing the game was made difficult by speeding up the action. Yes, Charles, there was more to ***Pac-Man*** *and* ***Donkey Kong*** *than that (though remember,* ***Space Invaders*** *was big in its time!). But players buying game carts costing $50 to $80 or more expect to get something with more depth. What's needed, and provided on today's better games, is a satisfying amalgam of complexity and play mechanic; it's the ones that only amuse to confuse that fail in the long run.*

Some people actually prefer "live action" to animation, especially for some types of storytelling, and digitized characters are one way to aim for that. No, they're not as flexible, nor as lovable, but perhaps they're easier to identify with when one is playing a mystery, horror, or some types of action game, where emulation of reality is preferable to fantasy.

Consolidating One's Game Life

Although I own an 8-Bit and 16-Bit Nintendo and a 16-Bit Genesis, this rush to bigger, bigger, better, better has left me cold. Nor does the trend to fighting games ad nauseam. Don't get me wrong; I still have a few favorites for the above systems, and will more than likely keep them for the foreseeable future. I won't be upgrading to anything. In fact, I'm downsizing my games to just the ones I play a lot, and selling the rest.

In fact, [my] only [new] gaming machine, if you can call it that, is my 486, double-spin CD-ROM drive computer, which not only plays some killer games like **The 7th Guest**, it also balances my checkbook, lets me talk on-line with anybody, anywhere, runs my business, and a hundred other things. My advice is to save your money, and instead of buying every new game console that comes out and shelving your old one, buy a computer instead. With the prices dropping as fast as they are, you can get one for a lot less than the combined cost of all those consoles *and* get a lot more bang for your buck.

• **THE 7TH GUEST**

Nancy W. Donnell
Round Mountain, NV

Well, Nancy, that's good advice right up to the point that one discovers one really wants to play a game that is only going to show up on the 3DO or Philips' CD-i or the like. True, there's a 3DO card for the PC that you (or anyone with a CD-ROM drive) could add if you want to, but that would depend on whether the games were worth it to you. Indeed, that's what it all boils down to, isn't it? People who want to play the games available on the systems sufficiently to invest in the system will do so. And that's a lot of what ***EG****'s all about too—helping players decide what's worth investing in.*

Words From an EG Fan

I have gotten every issue of *Electronic Games* since the first issue, October 1992. I assume that most of your readers are older, but I am only 16. I like this magazine because it's nothing like any of the other ones. I really enjoy the articles you do [including the ones] that steer just a tad away from gaming (on Chicago and the Internet). One thing I think you should do more of is talk about classic games. Since I'm only 16, I have really no idea what the video game scene was like back in the '70s and early '80s. Maybe you shouldn't just limit it to video games. How about classic computer games? I wish you would talk more about the on-line services. I just joined America OnLine in April and since then, all I hear about is the Information Superhighway and the boom of on-line services. Any chance that you'll expand *Game Doctor* and *Feedback* to a couple of pages?

Scott McCall (Cap Scott)
capscott@aol.com [or] scott.mccall@suntv.com

Well, Scott, here you are on the second page of Feedback, *at least. By now you'll have seen our new* Net *and* Relics *departments, and as you look through this issue and the ones to come, no doubt you'll find we will fulfill all your hopes. We hope, and expect, that we will continue to justify your appreciation and loyalty.*

And that goes for all our readers. Let's hear your plaudits—and your gripes. Write to us at:

Feedback, % Electronic Games
330 S. Decatur, Suite 152
Las Vegas, NV 89107
E-Mail address: elecgames@aol.com

ROCKET SCIENCE

>>C-OME(IN(XX D-OOYOUOREA-D...TULLY!...IS THAT YOUX?.))))DO YOU R.EAD-ME...TU-LLY?...I'M(GONNA))..)FRY
YOUR AS*S±THIS IZ X.ROCKET.))))SCI-ENCE...GAME.1...LOAD-STAR.DO((()))U RE-AD.)E.. THIS I(…) ROCK

LOADSTAR THE LEGEND OF TULLY BODINE™ AVAILABLE ON SEGA-CD AND PC CD-ROM. THIS IS ROCKET SCIENCE.

MAKE CONTACT CALL **1-800-98-ROCKET** EXT **30** OR GO ONLINE **www.rocketsci.com** TO ORDER YOUR GAME OR DEMO VIDEO

©1996 ROCKET SCIENCE GAMES, INC. ROCKET SCIENCE, ROCKET SCIENCE GAMES, THE ROCKET SCIENCE LOGO, AND LOADSTAR THE LEGEND OF TULLY BODINE ARE TRADEMARKS OF ROCKET SCIENCE GAMES, INC. ALL OTHER TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS. ANOTHER DOLPHIN-SAFE PRODUCT.

E³ vs. CES Interactive

The E³-CES War for the industry rages on as new ground is won and lost as big players take their sides.

There's a battle raging, and its outcome could shape the future of the interactive entertainment industry.

For years, the Consumer Electronics Shows provided a meeting place for the gaming industry. Ostensibly, CES was designed for manufacturers to show their wares to retailers. But, the shows also provided common ground for every developer, design house, manufacturer, and distributor to come together to wheel and deal.

That's all changing. The Electronic Industries Assn. announced that the summer show in 1995 would be renamed CES Interactive '95, to be held in Philadelphia. According to EIA spokesmen, 68 percent of the Summer CES exhibitors are in the field of multimedia, electronic gaming, software, and interactive technologies. EIA therefore proposed the new event, to focus on all interactive technologies, May 11-13, 1995.

In July, IDG Communications announced that a new gathering, E³ (pronounced E-Cubed), The Electronic Entertainment EXPO, will convene in the L.A. Convention Center, also on May 11-13, and invited the interactive entertainment industry to meet there.

As of the middle of September, CES Interactive claimed signed contracts and cash deposits from 50-55 companies. Among the CES participants are Microsoft and Nintendo. At the same time, E³ listed about 90 companies, saying they'd all booked space in the Los Angeles convention. Among them are Sega, Sony, 3DO, and Atari.

However, there are duplications that raise questions about the two lists of company names. One official said he had a single conversation with the rep from E³ and was surprised to find his company's name listed among their "definites." Another company executive told us that he'd signed up with both of them, and would make up his mind later which to actually support.

Both sides say that both gatherings will take place, and the industry will be divided into two shows, making a logistical mess for retailers, buyers, and the press, and ending the biannual reunion of the industry that provided the arena for exchange of ideas.

Why The Conflict?

IDG Communications' Pat Ferrell, president of Infotainment World, says his group originally set the date for the show early in April.

"We started talking up the proposal of having a convention in Atlanta, and CES, in response to the replies we were getting, decided to change horses and start CES Interactive."

Asked if there was any connection with a previous attempted show called Times which never did take place, Ferrell explained: "It was to be put on by an invest-

> *"...Once a large group of exhibitors picks a show, the rest of the group will follow..."*

ment group that was very trade oriented, but definitely a publisher and trade show operator. My partner was once involved with that group.

"When IDSA was formed, we gave a presentation to them, and at that presentation they said the April dates were too early. We said, gee, we questioned everybody about the dates, and this was what they wanted. They said, yes, that was true before the Sega soiree, but they found that doesn't give enough preparatory time to get the software ready to show. They asked for mid to late May. They also complained that they wanted a show where everyone was under the same roof, with no tents or port-a-potties." (This was referring to Winter CES, which had the gaming industry spread through several canvas 'pavilions' because of lack of space.)

"There were several dates open, but L. A. was the best location, and the dates virtually overlapped within a day or two. We didn't shy away from the fact that the dates were identical. We might have pushed it back earlier in the week, but we still would have had two days overlapping, because there are shows on both sides of us. But, we believe very strongly that there is only going to be one show that services the industry. There should not be two, even if they were different dates. So we figured let the best product win."

Ferrell seemed to express a good amount of confidence that his convention would be the winner when all the smoke from the battle has cleared. "One of the things about this industry is, they travel like caribou. They move in a herd, and there are a lot of good reasons for that ... Once a large group of exhibitors has selected a show, the remainder of the group will follow."

Rumors of Impropriety

Ferrell denied any conflict of interest between running a show and publishing a magazine. "If you look at the biggest trade show operators in the world, they are publishers. Look at Reed International, Ziff ... in some ways it is a nice fold-in. We can make sure the show is done right in its entirety since the entire group are our clients."

He also spoke about the rumors of financial kickbacks to supporting companies, and specifically to Sega. "That's an out and out fraudulent lie. We went in with a very above-the-board offer; IDSA's negotiated rate per square foot went to everyone. The only thing we said to Sega was, take out your CES invoice and whatever you paid, you will not pay more."

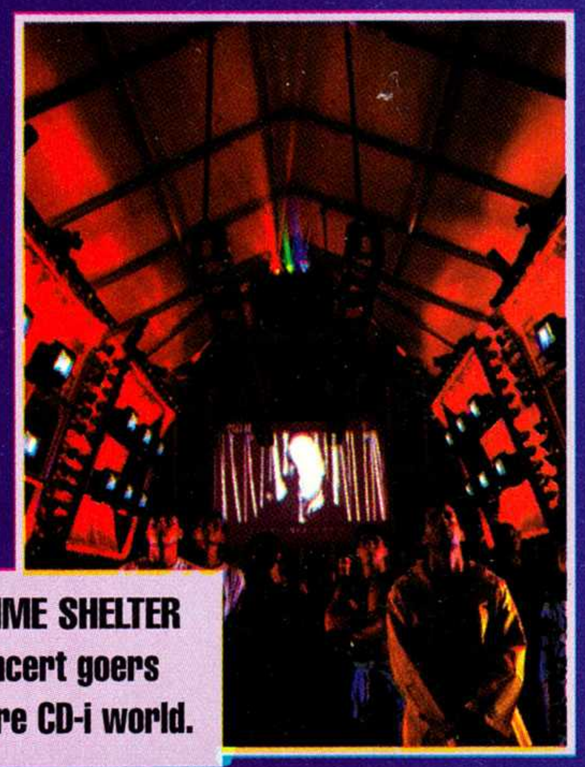
Ferrell explained that they did give back some money to IDSA to put into the Interactive Digital Ratings Board. "That money went to IDSA for their endorsement. But Sony, Sega, Nintendo ... they all have the same rate. It's not necessary [to kick back money]. Everything we did was with a board, the members of IDSA, and everything we discussed was discussed in front of everyone.

"I believe that for our industry, the interactive entertainment industry, there needs to be just one venue. I believe at this time the bulk of the industry has voted for E^3. If we had not received the backing, we were ready to fold our tent and just say for the good of the industry there should be only one venue. But we got the vote, and we won fair and square after a good battle, and quite frankly we feel it was David and Goliath." *by Joyce Worley*

PHILIPS VISITS WOODSTOCK

Philips Media Games built a 200,000 square foot Multimedia Village at Woodstock '94, to give rockers a chance for hands-on play. There were 64 game kiosks, plus 16 kiosks showing movies and 16 running music videos. The Multimedia Village also featured Todd Rundgren performing five live shows daily, and a multimedia show. Freebees included CDs, T-shirts, and souvenir "backstage passes."

70,000 to 80,000 people visited, entering the area by passing under a dinosaur. Air conditioning added to the spot's popularity during the first hot day; after the heavy rains started, the tent provided shelter for the game players as they sampled CD-i gaming.



GIMME SHELTER
Concert goers explore CD-i world.

WHISPERS FROM CYBERSPACE

J Barrel**—he's everywhere! He desktops by night and speaks the truths others dare not utter. JJ puts his private eyes and inside spies into every corner of electronic gaming. And now, direct from a sensory deprivation chamber somewhere in the Himalayas ...* ***JJ Barrel!

Commiserations to star racqueteer Pete Sampras, latest victim of the sports game licensing curse. Like Buster Douglas and Riddick Bowe, Sampras lost (in the U. S. Open) right after the release of his game. Unlike the other two, Sampras remains a top-seeded player, likely to win many more tournaments (and possibly reap game royalties, too)...

The sports sims themselves are having trouble meeting deadlines. Among them: **Electronic Bloodbowl** and **FPS Baseball...**

Intel wants the Pentium to be inside every home. The company will spend $50 million on ads this holiday season...

TecMagik is starting a new label, LiveWire Entertainment, for PC. Their first title is a combo with **Project X** and a fixed-up version of **Body Blows**...

The fat lady hasn't sung, but E^3 has the momentum in its battle with CES Interactive to become *the* spring event. Sega's Tom Kalinske will keynote, and it looks like he'll speak to a full house...

I'm printing this, and I still don't believe it: Software producer Rob Alvey confided to industry friends that if his first child had been a boy, his name would've been "Coleco." Questions: Did Mrs. Alvey know of this plan? Who says Coleco isn't a good name for a girl? I'm taking bids for the right to name my next kid...

SOA claims "phenomenal" results on its Sega Channel. If sales of the 32X are also good, expect the Sega Channel to upgrade its hardware to include 32X and Genesis capability.

HOTLINE

Complied by Joyce Worley & Ross Chamberlain

STAR POWER

Jonathan Winters is working with Time Warner Interactive and Wharfside Productions on **The Incredible Adventures of Aristotle McGuffin.** Winters will provide the voices for all three main characters, when the bumbling inventor Aristotle time travels back to the 15th century, where he must find the materials to build a new time machine before evil Basil and his sidekick Edmund find him. The learning game debuts in March for CD-ROM.

Joe Piscopo, Morgan Fairchild, and Jonathan Frakes are the computer opponents in **Multimedia Celebrity Poker**, coming from New World. The card game will feature lots of banter with the stars.

Meanwhile, Aerosmith concluded the shoot in Belgium for the game based on virtual music. **Quest For Fame,**

featuring the ever popular and always entertaining rock band **Aerosmith** (Ahead/ CD-ROM) is slated for pre-Christmas release.

SOFTWARE ETC., BABBAGES LINK

Software Etc. Stores Inc. and Babbage's Inc. agreed to merge so that their combined clout can position them to be more competitive.

The new concern, which will probably total $500 million in annual revenues, will continue to operate all of their established stores under their existing names.

THE AD&D LICENSE WAR

For several years Strategic Simulations, Inc. had an exclusive license to create computer games based on the AD&D game worlds created by TSR, Inc. Then TSR decided to open up the field. Instead of starting a battle for an exclusive license, TSR opted to let different companies develop individual projects.

Interplay will produce AD&D games based on two of the TSR product lines. *Forgotten Realms* and *Planescape.* The company has a license to develop computer, home video, coin-op, and on-line games set in those worlds, and the first products will be released in late 1995.

SSI, with its long history of AD&D games, definitely hasn't moved away from the TSR fantasy worlds. They will do some sequels to their *Ravenloft* titles. Company spokesmen expect they'll continue to develop one or two games per year set in this world. They are finishing work on **Menzoberranzan**, their last title set in *Forgotten Realms*, for PC and CD-ROM.

Asked what other companies might work on TSR products, TSR's Tom McLaughlin told **EG**, "We also have something brewing with America OnLine."

Willard Martens, Chief Operating Officer of TSR provided some details. "We're going into AoL as an information service. We'll provide information about products. Our plan is to get sample art and sample products on-line, to exchange views and ideas. We'll have chat lines, and occasionally we'll put the designers on-line to answer questions."

Martens was candid in his explanation of why TSR doesn't just use their own in-house programmers to create the games: "It's something we thought about, but frankly we don't look at this as our area of expertise. We're good at creating worlds, creating intellectual properties, at telling stories. We're better served to work closely with software companies and developers rather than doing it ourselves."

As to why TSR didn't continue in the exclusive license arrangement with SSI, Martens said, "SSI put out some great products and we were very happy with them; we are still working with them. What we decided, and it was a mutual decision between SSI and us, is that one company simply cannot support all the worlds and try to do everything that we want.

"We look at the worlds that we create under AD&D ... each of them we view as an intellectual property that can be exploited in its own right."

NOVALINK SETS SPEED RECORD

NovaLink Interactive Network debuted the challenging new game **Cyber Corps**, a multi-player battle said to be the fastest game on-line. "You have to be pretty fast to play this game," boasted one of the proud game masters. **Cyber Corps**, designed by Ichiro Lamb, can wage up to ten simultaneous battles, with ten players in each. The goal is to capture the orbs, as you fight computer-generated monsters and aliens, overcome terrain obstacles (water, walls, etc.), and battle other players traveling through the maze.

The NovaLink network is part of Inner Circle Technologies, and was designed especially for entertainment, chat, e-mail, and Internet access. Subscriptions are $9.95 per month, with five free hours of use, and $3.60 an hour after that. Information on this service is available by calling 800-274-2814.

LET THE DEALS ROLL ON...

Acclaim pays plenty for Voyager, VR systems based on Pixelflow.

Maxis made a deal with Austin-James, Inc., the designer of Gift Maker, and Artistic Greetings, specialists in personalized items. They'll design, create, and provide fulfillment services for Gift Maker products... Acclaim paid $65 Million for Voyager Communications, the publishers of Valiant Comics. They've already got a Valiant character game in the works: Turok: Dinosaur Hunter is being created for the Ultra 64... Creative Minds licensed the name and likeness of Donald Trump for their multimedia real estate game... Sony named Caligari's trueSpace for Windows as the authorized 3-D modeling software for the PlayStation... Hewlett Packard took a leap into Virtual Reality, making an alliance with Division to create VR systems based on PixelFlow technology from the University of North Carolina; and immersive VR systems on HP workstations using Division's accelerator hardware. The company also made grants to UNC and Georgia Institute of Technology for research in VR...

Distri-Deals

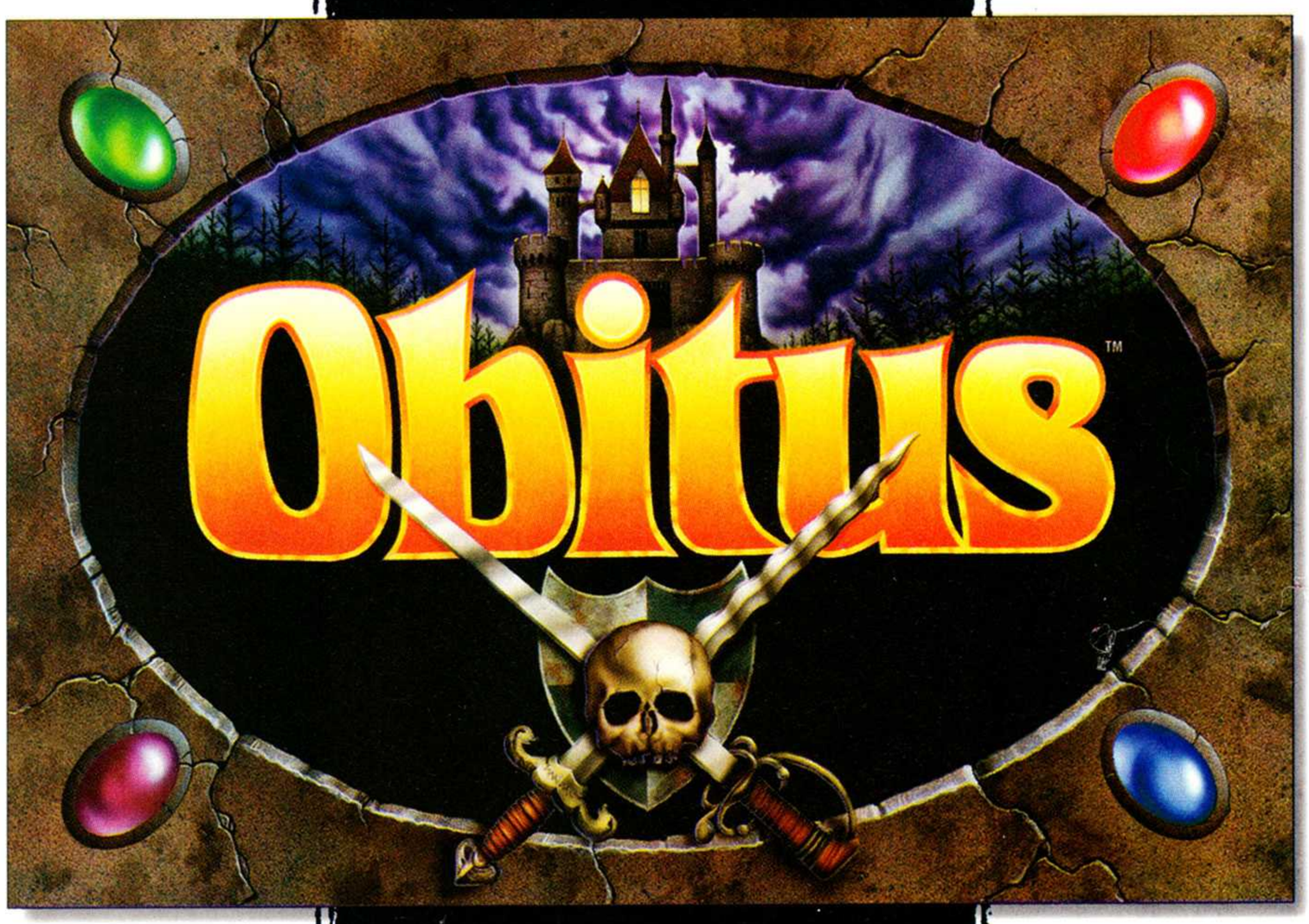
Turbo Zone Direct hired the TTI game counselors to work with them. The store now sells all TTI products, including the Super CD titles, and provides technical support. Call 800-477-9583 to get on their mailing list... Pizza Hut is testing a new ordering concept called the PizzaNet on Internet, so hungry netters can order pies on the Highway. It's only in Santa Clara so far, but expect it to eventually go worldwide.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Discover the secrets of the Dark Tower.

A once peaceful land has gone stark raving mad.

The precious Gems of Tranquillity have fallen into evil hands. Now darkness and chaos rule the kingdom of Obitus. Your challenge is to find the four lost gems and return them to the Dark Tower, restoring light and harmony to the crippled kingdom.



- Dozens of weapons and magical items.
- Battery backed to save your progress.
- Hoards of brutish beasts to battle!

Chaos rules and survival is up to you.

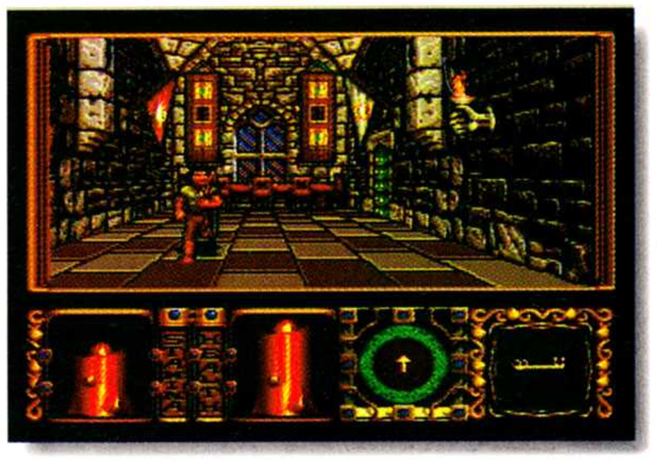
In forests, castles, dungeons and catacombs, you'll find clues that will lead you to the gems while deranged creatures stand ready to put a gruesome end to your quest. The unequipped adventurer won't get far however. So, stay alert and search every nook and cranny for the items that will assist you in your quest.

Unleash the power of a legend.

Bullet-Proof Software, Inc.
8337 154th Ave. NE, Redmond, WA 98052

Step into a world of dark mystery.

Awesome first person perspective view lets you experience this perilous adventure first hand. And 3-D action view screens will show you what's really going on! Make sure you know who your friends are—not everyone is who (or what!) they seem.



- First-Person and 3-D action view stages.
- More than 12 adventurous areas, including forests, dungeons, castles and catacombs.

Detailed maps and strategies included.

Take the challenge.

Find the gems and you'll be a hero. Make one too many mistakes and well... nice to know you.

The kingdom of Obitus is depending on you. Is the adventurer inside you ready?

Obitus™ published under license from Psygnosis Limited ©1989, 1990, 1991 Psygnosis Limited. Psygnosis and Obitus are trademarks of Psygnosis Limited and are used with permission. All rights reserved. Bullet-Proof Software and BPS logo are registered trademarks of Bullet-Proof Software, Inc. Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. ©1991 Nintendo of America Inc.

THE BATTLE BEGINS

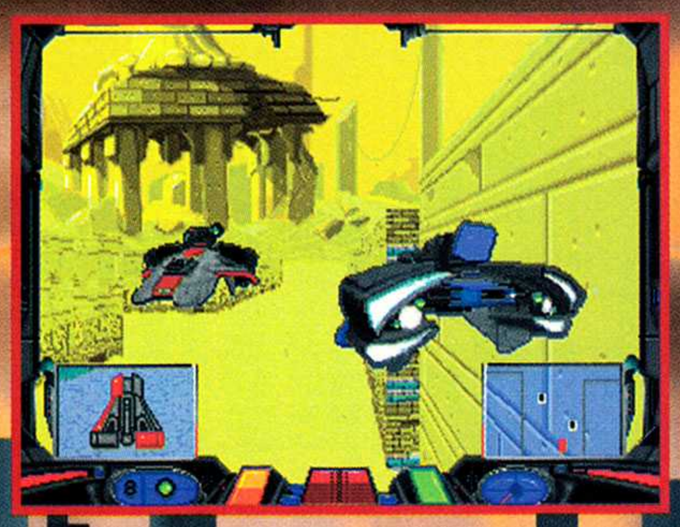
Exclusively on

CD-ROM

ZEPHYR™

Available at your local software retailer or order direct from New World Computing at 1-800-325-8898
(818-889-5650 outside the US), or by mail: P.O. Box 4302 Hollywood, CA 90078-4302.

NOW!



- 3-D RENDERED GRAPHICS
- MODEM AND NETWORK SUPPORT
- DOZENS OF ALIEN LANDSCAPES
- EASY TO USE KEYBOARD, MOUSE, OR JOYSTICK INTERFACE
- POUNDING ROCK-N-ROLL SOUND TRACK
- WEALTH AND FAME AWAIT THE VICTOR, THE REST JUST GET VAPORIZED

NEW WORLD COMPUTING, INC®

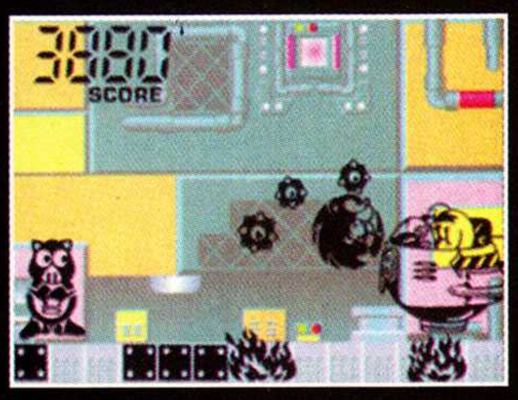
P.O. Box 4302, Hollywood, CA 90078

© 1994 New World Computing, Inc. Zephyr is a trademark of New World Computing. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc.
All rights reserved. IBM screens shown. Actual screens may vary.

HOTLINE

DID YOU KNOW...

The unique and outrageous rock band White Zombie provided the music in Universal's 3DO fighting action game, **Way of the Warrior** ... IBM's PS/1 brand will be replaced with the **Aptiva**, a new line of PCs for home use ... Time Warner Interactive now has a forum on America On Line. Look for the **TWi Forum**, in the Games or Multimedia departments, or by keyword TWi ... Acclaim has a free **Mortal Kombat II** newsletter; send your name, address, age, and hardware system owned to The Pit II, P.O. Box 9005, Dept PR, Oyster Bay, NY 11771 ... Sony Corp. is developing entertainment/retailing stores for electronics products. The first one, in NYC, has merchandise, a coffee shop, and interactive games ... Richard Wolffers Auctions, the world's largest auctioneer of sports memorabilia, is going on-line on **U. S. Avenue**, currently being tested in Omaha. Other participants are Ford, FTD, Hallmark, JCPenney, Nordstrom, and Virgin Records ... *The Shield of Shadow Khan*, the feature-length animated **Double Dragon** video, contains a trailer with game tips for



Double Dragon V ... If you purchase two **Sonic The Hedgehog** videos, you will receive a free Sonic The Hedgehog Wrist Game ... Advanced Gravis will be introducing a low-priced wave table sound card this winter. Its working title is the Sound Buddy, but that moniker is likely to change in the future.

AT&T DUMPS ITS EDGE

AT&T backed away from its plans to develop The Edge, the modem designed to connect Sega Genesis players via the phone lines. But Sega's plans for its network game service won't change, due to Catapult's game modem.

AT&T dropped The Edge from its marketing plans, and executives said that instead the company will focus its financial investments on smart phones. Earlier in the year, AT&T also announced it wouldn't build a 3DO machine.

Asked if these moves indicated a cooling of interest in entertainment, Mike Jacobs, spokesman for AT&T, explained the company's reasoning: "This decision had a lot to do with one division, AT&T Consumer Products. That business unit has decided that entertainment products are not strategic for it at the moment." He adds, "There are other parts of AT&T, in the networking and transmissions areas, which are still pursuing those areas."

DATA EAST PINS SOLD TO SEGA

Sega Enterprises Ltd. of Tokyo announced that Sega Enterprises, the U. S. amusement sales division of the company, has agreed to purchase Data East Pinball, Inc. According to Sega spokesmen, the sale will strengthen Sega's position in the pinball market.

Tetsuo Fukuda, President of Data East, Inc. of Tokyo, said, "The sale of Data East Pinball to Sega gives us a stronger position in the industry by allowing us to concentrate on video game development, for consumer and coin-op sectors, as well as redemption game manufacturing."

X-MEN ASSAULT ARCADES

Capcom's **X-Men** coin-op is due for December release. The 12 **X-Men** characters face player-controlled bosses, using the character abilities from the comics.

SEGA, NINTENDO TO CATAPULT

GET READY FOR NET COMPETITION

Within days of the AT&T announcement, Sega licensed Catapult's XBand video game modem for the Genesis, available in five cities before Christmas. The modem is also being built for Nintendo; the SNES version will be ready early in 1995. Catapult and Nintendo are now in license negotiations.

Catapult's network gaming service will find gamers who own the same carts, match them up for real-time on-line play and chat, provide tips, keep scores and rankings, run competitions, and give e-mail access over Internet.

FACELESS FOES
Clash via the Network with Sega.

Genesis owners playing against each other on-line, Catapult's Tiffany Fuller explained that it would be a function of software. However, the possibilities inherent in this kind of link-up are being discussed by software developers.

Paul Rioux, Sega's chief operating officer, was excited about the gaming horizons of modem play: "Multi-user games and networked access to a stable of players brings an edgy, unpredictability to video game play."

T*HQ will handle the marketing and distribution. The $69 Sega modem will be available in New York, San Francisco, L. A., Dallas, and Atlanta. Players will pay a fee of about $8 per month for base service on the network, where all transactions are made by local phone calls.

MODEM MAYHEM
Coming soon for SNES?

Nintendo and Sega owners will be able to talk with each other via modem using e-mail. Asked about the possibility of SNES and

JOINT VENTURE

Diverse Firms form RealTime Sports

Bertelsmann Music Group, Nederlander Communications, and Pixel Multimedia started a joint venture to form RealTime Sports, hoping to have 10 CD-ROM sports games by the end of 1995.

"We are entering the CD-ROM business at a time of great opportunity," said Robert Nederlander, Jr., "and have the strategic partners, sports licenses, and ability to build the entertainment markets needed to ensure our success." Mr. Nederlander will be the CEO of the new venture, which has already made agreements with most of the major leagues, including NFL, NHL, and MLB.

The company plans a line of interactive yearbooks, as well as commemorative sports programs.

RENEGADE

BATTLE FOR JACOB'S STAR™

On CD-ROM
for IBM &
Compatibles

SO INTENSE YOU'LL HAVE TO CHANGE YOUR FLIGHT SUIT AFTER EVERY MISSION!

This is space combat at its very best — as only CD-ROM can deliver! FASA'S RENEGADE LEGION® INTERCEPTOR® game system comes alive with spectacular Super-VGA graphics, cinematics, digitized voices, music and sound effects. Just how hot does it look? The awesome artwork you see here is composed from actual game graphics! Once you dogfight in space *Renegade*-style, you'll know what it's like to really sweat bullets!

SSI®

©1994 Strategic Simulations, Inc. All rights reserved.

HOTLINE

Video Games August 1994

This list of top-selling video games was compiled by Software Etc.

Top SNES Games

1. *Breath of Fire*, Square Soft
2. *Super SF2*, Capcom
3. *Secret of Mana*, Square Soft

Square Soft squared off against the world, to capture two of the top three slots.

Top Genesis Games

1. *Bill Walsh College Football 95*, EA
2. *Incredible Hulk*, US Gold
3. *Super Street Fighter II*, Capcom

Was it the baseball strike or the fall weather? Whichever, it's football season on the Genesis.

ZELAZNY GOES INTERACTIVE

Capstone signed a contract with Roger Zelazny, well-known science-fiction and fantasy author, for an original interactive novel. Roger will participate in every aspect of the creation of the entertainment software, including working with the graphic artists and programmers, making public appearances, and fine-tuning the story to fit the media.

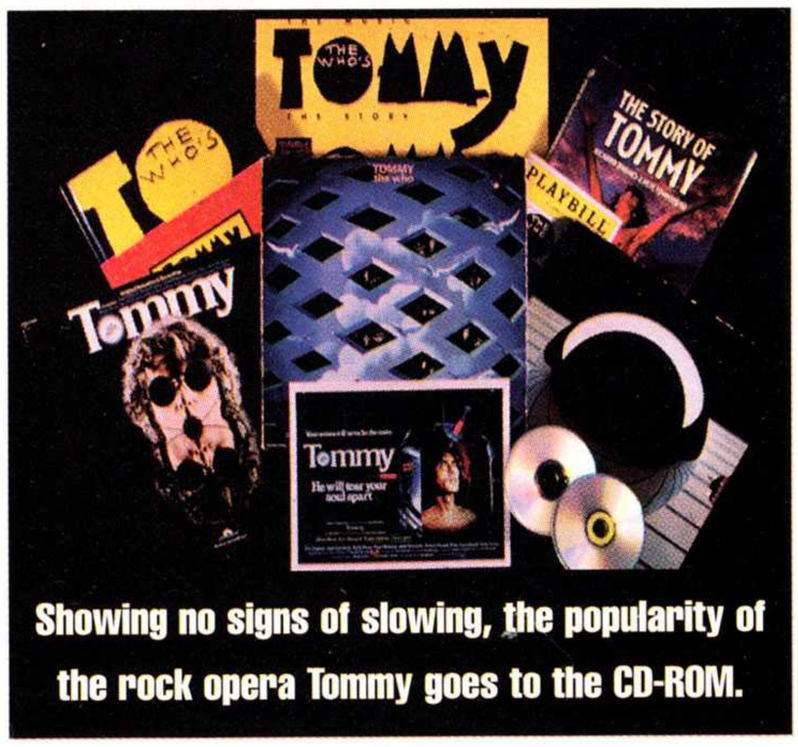
Zelazny, with over 150 short stories and articles, and over 50 novels published, has won every award in the sci-fi field, including six Hugos and three Nebulas. He was Guest of Honor at the 1974 World Science Fiction Convention, the 1993 World Fantasy Convention, and dozens of smaller conventions, such as Ozarkon, Lunacon, WesterCon and many others.

Among his most famous works are **This Immortal**, **Lord of Light, The Amber Series, The Doors of His Face The Lamps of His Mouth,** and **Damnation Alley**.

R&B PLAYS CD ROM

And the beat goes on—all the way to CD-ROM. Among the interactive disks now in preparation or ready for market by Compton's New Media are two titles based on an agreement with Rhino Records. **Soul Exploration: The 1960s** features such artists as Otis Redding, Aretha Franklin, Percy Sledge, Wilson Picket, and others. **Rock Exploration: The 1960s** includes Sonny & Cher, Iron Butterfly, Vanilla Fudge, The Turtles, and The Monkees, among others. Both include, in addition to performances, discographies with album covers and lists of hits, biographies, and song information.

The company already shipped the interactive game based on Prince that turns the music scene into an adventure. **Heart:20 Years of Rock and Roll** databases music, interviews, video clips, and photographs, presenting the history of Heart, to be ready before Christmas. There's more rock planned for 1995: **John Lennon: Imagine** explores the artist's life and works; and **The Who's Tommy** has both the Broadway and original cast scores and scripts, video, photos, and interviews.



Showing no signs of slowing, the popularity of the rock opera Tommy goes to the CD-ROM.

Steven Marder, Compton's Director of Licensing, Affiliates & Strategic Partnerships for Music & Entertainment, talked to **EG** about Compton's plans.

"Compton is moving rapidly into the music and entertainment areas. We see this as the growth area for the '90s, as well as leading into the 21st century. While many at this point believe that the potential growth may be hype, we're firmly entrenched in this area and we're committed to it.

"There's a lot of crossover between the music, entertainment and encyclopedia reference area because there's such a wealth of information. You can put out compelling products based on entertainment subject matter. That's one approach. We also believe that game elements, such as in the Prince Interactive product, are something we want to continue. There's so much room on a CD-ROM that, why not throw in game elements; it keeps it exciting for users of all ages."

Marder said that they are talking to major record labels and strong, cutting-edge independent labels. "We're also in serious discussions with major film and television studios. We're finding creative ways to work with them, on both old classic films and contemporary releases."

INDUSTRY SPOTLIGHT

Westwood's Desultory Mr. Gush

Rick Gush, known to friends and co-workers at Westwood Studios as "Coco," is one of those fascinating fellows who seem to have done everything in their lives at one point or another. Armed with a sheepskin in Horticultural Pathology (we kid you not), he has worked as a uranium miner, sensuality counselor, writer of musical comedy, and rodeo cowboy, and his botanical work, *Gardening for the Criminally Negligent,* has sold well for years.

He sees software creation, however, as "the new stage: the perfect medium for the modern playwright." His rep as the best speller in the Westwood organization is only one of the many storytelling virtues he brings to his work, which includes Kyrandia, K2: The Hand of Fate, and the forthcoming Kyrandia 3.

"It strikes me that there are a lot of people, even people who should know better, who think that game design is easy. It isn't—it's extremely difficult. Only in the rear view mirror is it any fun."

Coco has briefly forayed into the video game world with some work on Westwood's SNES game, Young Merlin ("I probably spent a total of 40 hours with Louis [Castle, veep of creative development at Westwood], talking about pieces of it, but we ended up pulling all the dialogue, except the word 'meanwhile.' So I guess I wrote all the text for Young Merlin."). He also wrote the text on Dune II—which was, thankfully, retained.

"When I was doing musical comedies, I worked on a 99-to-1 ratio, which meant that I would write 100 pages and throw 99 of them away. I think the ratio is actually higher, whether for my game designs or for a musical thing."

Fortunately, he can always fertilize his roses with what's left over.

Rick "Coco" Gush is one of the industry's genuine characters—and among the most talented. ***(Bill Kunkel)***

HE'S BACK. HE'S BAD. HE'S MAD.

The Monster Of Fighting Games!

Now Available For Your SUPER CD!

GODZILLA®

© 1993 TOHO CO., LTD. © 1993 HUDSON SOFT
GODZILLA is a registered trademark of Toho Co., Ltd.

TURBO ZONE DIRECT

EVERY TTI RELEASE • JAPANESE IMPORTS

ORDER NUMBER **1-800-DUO-THIS**

In Canada call 1.800.477.9583
For questions call 310.574.3300

TURBO ZONE DIRECT

NOT AFFILIATED WITH TURBO TECHNOLOGIES

TURBO DUO

TURBO GRAFX 16

HOTLINE

MULTIMEDIA BOOM SEEN

Everybody's doing it ... taking polls, that is, and they are all coming up roses. According to a recent Gallup poll of 500 video game players ages 8-20, 88 percent play against friends and 65 percent compete with family members. The poll also asked the gamers to rate their own skills; not too surprisingly, gamers think highly of themselves: 45 percent of the group rated themselves at eight, nine or 10, in a ranking of one to 10, and 51 percent consider themselves better players than their friends.

Frost & Sullivan took a poll that predicts the market for multimedia equipment will quadruple during the balance of the decade. A study from SIMBA estimated the number of multimedia-capable pcs will reach 17.1 million by 1995.

STOCK WATCH

Share prices of interactive electronics companies surged upward in August, with our overall index up 18.5 percent over the end of July. Investors closed the book on the 1994 summer doldrums (**Super Street Fighter 2** was the only noteworthy major electronic game release), and opted to anticipate strong sales in the fall. Higher prices also stemmed from a larger general rally in technology stocks.

The retail segment led the charge during August, rising almost 24 percent as investors responded favorably to the news that Babbages and Software Etc. intended to merge. Cartridge publishers saw a 17.5 percent increase in share prices, as investors shrugged off concerns about the 16-Bit segment and looked ahead with renewed interest inspired by **Mortal Kombat 2**. Leading the overall average were PC stocks, which were up almost 15 percent and have led the group all summer.

Individual standouts included Alias Systems, up 40 percent in the month on stronger-than-anticipated quarterly earnings and anticipation of new product releases (tool kits for Nintendo's Ultra 64 platform). Shares of 3DO rallied 33 percent on news of system upgrades and lower prices, with price moves exaggerated by margin calls (dubbed a "short squeeze") on hedge funds holding short positions. The biggest loser during the month was Creative Technology (down 13.5 percent) on concern about a slowing upgrade cycle for sound cards and multimedia kits.

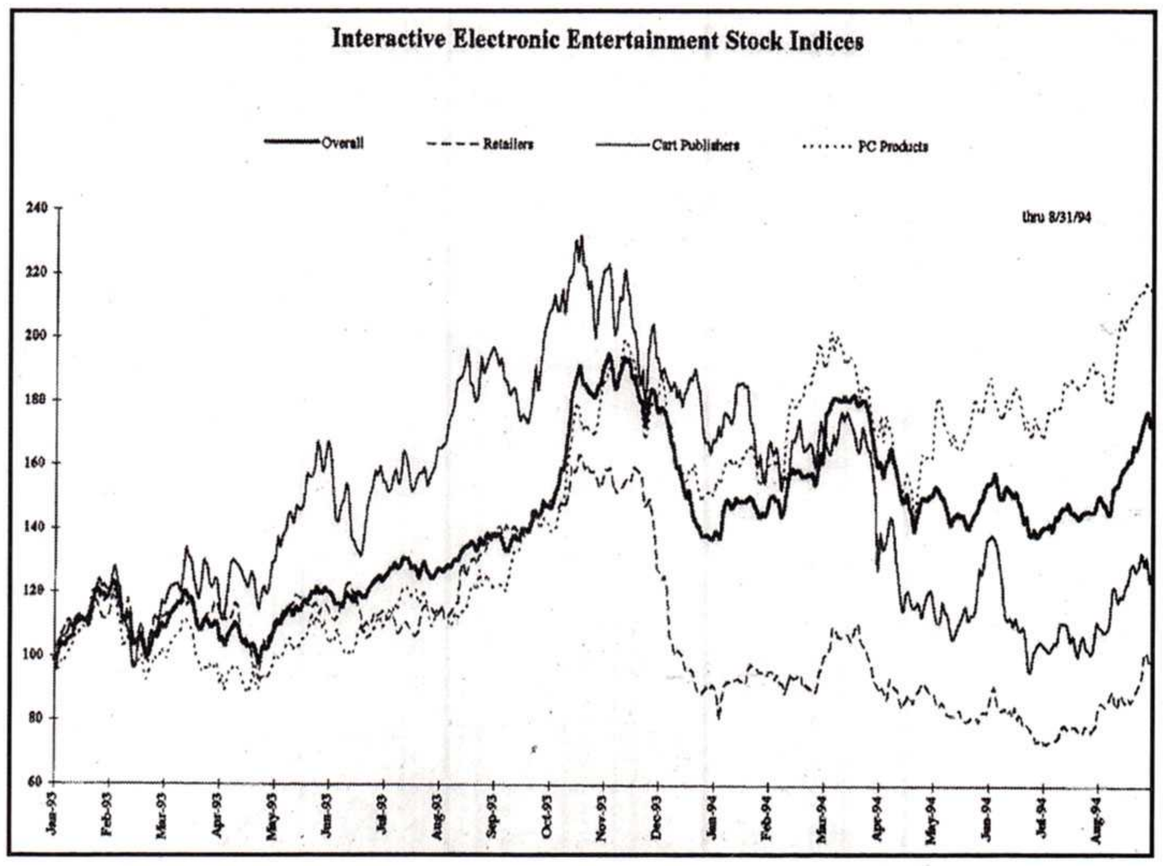
The key investment events during September should include:

1) Sales velocity of **Mortal Kombat 2** and what it reflects about the 16-Bit market.

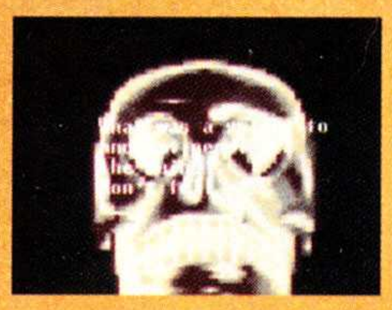
2) The ability of electronic game publishers to successfully meet expected delivery dates for major titles.

by John Taylor

John Taylor is an interactive entertainment industry analyst with L.H. Alton & Company, a San Francisco-based investment banking firm.



THEY'RE RUTHLESS. THEY'RE BRUTAL. THEY'RE DEADLY. AND THEY'RE THE ONLY WELCOMING COMMITTEE YOU'RE GONNA GET. If you've battled your way through Legend of Zelda® or the Secret of Mana™ then you're in for a whole new world of adventure. The Illusion of Gaia™ is no simple role playing game. It's hand to hand, mind vs. mind action against the greatest warriors the world has ever seen...And some the world hasn't. ✠ As if Incan warriors,



INDUSTRY SPOTLIGHT

Jim Walls: Wambaugh in Cyberspace

Just as Joseph Wambaugh went from cop to crime novelist, Jim Walls spent 15 years with the California Highway Patrol (CHiPs) before turning to the exciting world of game design, where he brought the art of criminal science to computer game software with games like Police Quest I, II, and III and Codename: Iceman for Sierra, and Blue Force: The Next of Kin for Tsunami.

Walls has continued integrating his various past experiences into games since moving to Tachyon, Inc. His current projects include a game about a SWAT team officer confronting terrorists in a hostage drama, while another concerns a homicide detective dealing with the seamy side of life in the big city.

OFFICER WALLS

The jump from cop to game designer.

However, one of Jim's greatest thrills is receiving letters from game enthusiasts after a product ships. "I get letters from kids, 15 or 16 years old, who say that after they play the game they want to start a career in police work. When I get those, I know I've done a good job."

Walls broke into the industry in an out-of-the-ordinary, round-about way. While waiting for the police medical evaluation board to release him after an injury, he was playing a lot of racquetball. "I met Ken Williams, and he invited me to play a [set]. He was interested in doing a police adventure game. So he said 'Hey, do you think you could write a story?' and I gave it my best shot. That's how the first Police Quest got started."

Jim has a bit of sound advice for people interested in a career in game design. "It's important for a person to have the ability to communicate well on paper; but you have to live the story you're writing about so that you put your soul into it and get other people to feel what you're feeling." (*Laurie Yates*)

FUJI DEVELOPS SUPER FLOPPY

Fuji Photo Film Co. proudly announced a new and revolutionary form of 3.5 in. floppy disk that can store over 50 times more information than the current industry standard, and transfer data over 30 times faster than the significantly slower floppy disks in use today. Since it can store 100-Meg, it begins to be comparable to the CD disk.

Based on ATOMM (Advanced super Thin-layer and high-Output Metal Media) technology, the disk is coated with a thin layer of metal particles, over a non-magnetic layer of titanium compound. Fuji first developed the system for videotape. Although the disk prices run from $15 to $20 per disk, the price per Meg stored is just about half that of hard drive space.

The new disks will require a special drive, and Fuji is currently talking to equipment and drive manufacturers.

Chinese archers, and broadsword toting knights weren't tough enough, try going one on one against evil spirits, vampires and the beautiful, but purely evil Mummy Queen. ✠ Luckily for you, your Gaia Game Pak comes with a free enemy profile poster, a wall map and a full color 84-page Explorer's Handbook. ✠ So get ready for the fiercest fight of your life. Because if you can't survive the dangers of the past, there is no hope for the future.

OnlyFor2 Nintendo®

Secret of Mana ™ and ©1993 Square Co.,Ltd. Illusion of Gaia ©1993,1994 Enix/Quintet. Licensed exclusively to Nintendo of America Inc. ™ and ® are trademarks of Nintendo of America Inc. ©1994 Nintendo of America Inc.

GAME DOCTOR

32X and What Do You Get?

Lots of 32X questions again this month, but at least we're better prepared to actually answer them. So let's get down to cases:

Q: What, exactly, are the improvements offered by the 32X over the Genesis? What games will be available for it? How much will it cost? Will any game be packed in with it? What's the story on video-out? Since it improves the Sega CD, will there be separate games for Sega CD and 32X Sega CD?

I know these are a lot of questions, but I'm dying to get a 32X this Christmas and if I want to convince my wife to go along with me, I'm going to need all the information you can give me, Doc.

Thanks, I know you're with me on this.

Van Shemanik
Oakland, CA

A: *Ah, yes, it can be tough to convince a non-gamer of the overwhelming importance of the eternal upgrade. Here are the specs on the system: twin 32-Bit RISC processors running at 23mHz and 40 MIPS; and 68000, Z80, VDP, and 32X VDP co-processors. It can run 32,768 colors simultaneously, and possesses 4mbit RAM. The 32X is 40 times faster than the Genesis and can render 50,000 polygons a second. This enhanced technology delivers some impressive texture mapping and improved rotation and scaling effects. The list price will be $160, but street prices will certainly drop below that point.*

Unfortunately, the direct-video feature that Sega promised at the Gamer's Day press event has been eliminated. Fortunately, companies like Freetron International in south San Francisco (415-952-6285) make adapters; they even dug one up for the Doc's old Model 1 Genesis. They picked up the slack with a number of adapters that will allow users to run their hardware directly through the TV, rather than through that grungy RF interface.

As to whether or not software would be included, gamers will not receive a game with the 32X; they will instead receive half a dozen $10 discount coupons—one for each of the six titles which will be initially available for the system.

Finally, Sega had to decide how many—and which—games it could produce in time for the 32X roll out. The 32X is a demon at handling polygons, so a new version of ***Virtua Racer*** *and a home edition of* ***Star Wars Arcade*** *were no-brainers. Yet despite howls of protest from the faithful, Sega's hot new token-eater,* ***Virtua Fighters,*** *has pointedly not been included in the lists of forthcoming 32X software, and seems*

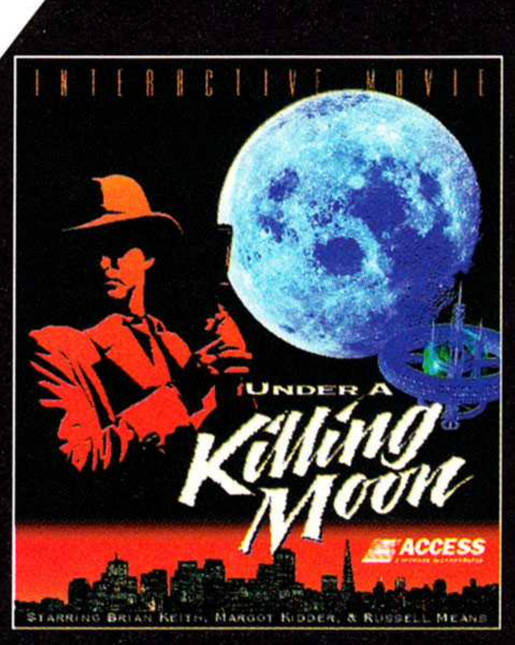
ACCESS Brings You a Virtual World Interactive Movie!

What Reviewers Are Saying:

"Lots of games push the envelope—Under a Killing Moon blows it to smithereens!"
—William Trotter, PC Entertainment

"A ground breaking CD adventure!"
—Joyce Worley, Electronic Games

"Under a Killing Moon combines the best elements of movies and computer games... It literally pulls you into the screen."
—Denny Atkin, Entertainment Editor, Compute Magazine



This category-creating Interactive Movie from ACCESS Software goes light years beyond any other product labeled "interactive." *Under a Killing Moon* takes you to the streets of post World War III San Francisco and casts you into the role of Tex Murphy, Private Investigator, who first appeared in *Mean Streets*, then *Martian Memorandum*. *Under a Killing Moon* is a Virtual World full of people and places so richly detailed, you'll feel like you're actually there.

*destined to arrive first on the Saturn. A fighting game, of course, was an absolute must. However, since **Virtua Fighters** won't be making the 32X scene in the early rounds, a sufficiently violent benchwarmer, **Cosmic Carnage**, is being sent up to pinch hit.*

*A **Doom**-style contest was another requirement, but since Sega had **Doom** itself, this was a pretty minor problem. Speaking of which, much of the enthusiasm surrounding the 32X version included the promise of modem play via the AT&T Edge. Unfortunately, the Edge was recently shelved; fortunately, it will probably be replaced by the Catapult or another technology.*

*A pair of sports entries finish off the initial releases: **Motocross Champion** is a rugged simulation of the real-world version of **Road Rash**, while the turf on a realistic **Golf** game is also being laid down and watered.*

Sega is also promising that the 32X will continue to be the arcade action-oriented dream machine for the teen members of Generation Y. The Saturn, which will wind up selling in the $400-500 range, is being touted as a more adult, sophisticated machine.

*Since the 32X offers enhanced performance, when running through the 32X, Sega CD software will hereafter be released in two flavors: standard and 32X. The 32X Sega CD games will run better on a 32X-enhanced system, but both versions (Sega CD and 32X CD) will be included in the same package. The first 32X-enhanced Sega CD release is scheduled to be **Midnight Raiders,** a souped-up **Tomcat Alley** buttressed with FMV ground combat footage.*

Q: [The Atari video game system] was first called the VCS (Video Computer System), and now it's known as the 2600. My question is, how did Atari come about selecting that number as a model number for its classic gaming system? Since the 5200 = 2600 x 2, and the 7800 = 5200 + 2600, was there a 1300 system that the 2600 got its number from? Though I did not own one, was the Pong system from Atari the 1300?

James Catalano
Chicago, IL

A: *James, would a Game Doctor Prize Packet satisfy you? That may be the best question I've gotten in years, and I know it's a good one because I'm not sure of the answer. It may well have simply been a catalog number, but I am already attempting to contact the one or two people still alive who remember the launch of the VCS and can help me out. Stay tuned, and we'll have an answer next issue!*

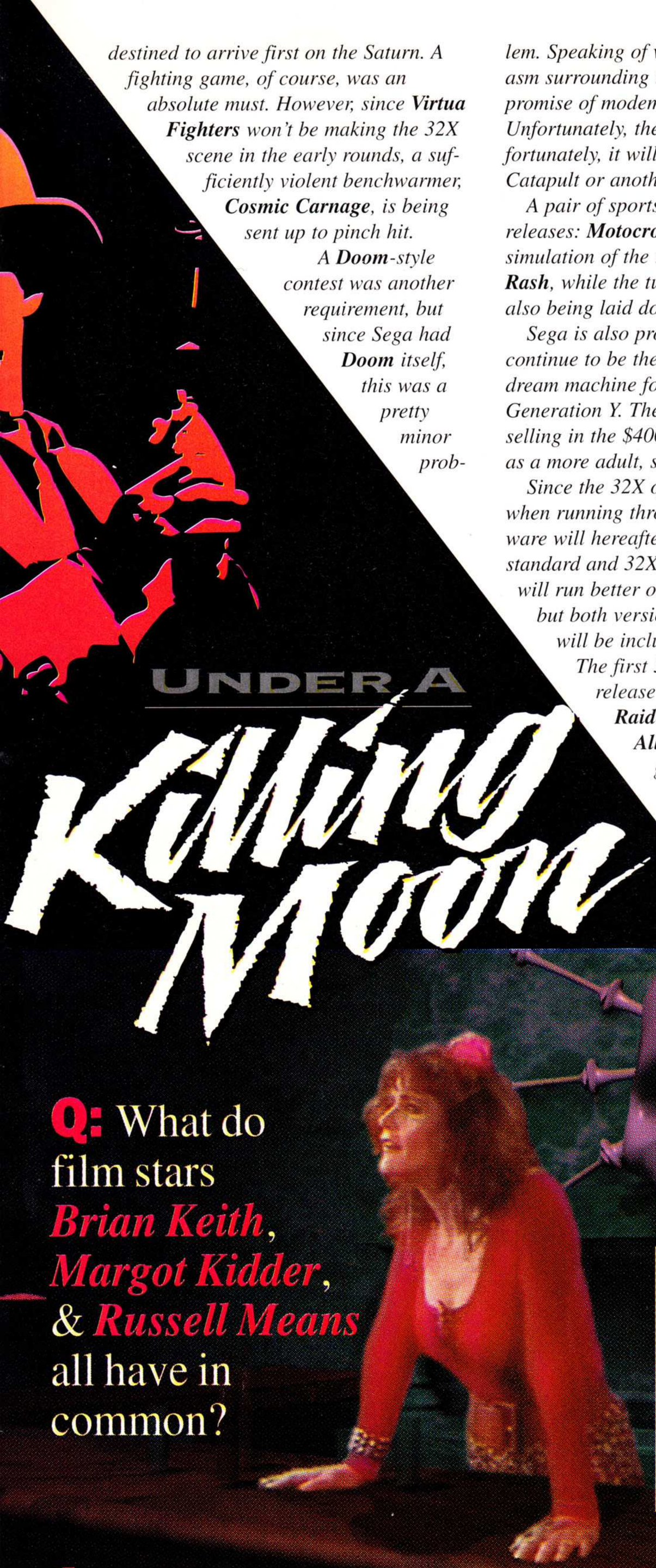
Q: I'm preparing to order some Japanese carts for my Genesis on import. The language barrier is no problem—it's the international software blocking codes that have got me worried. I've got a Pro Action Replay, and I know it acts as a physical adapter for foreign-shaped carts, but I'm assuming that it won't automatically act as a bypass for the international blocks. Do I need to buy a Universal Adapter Cart from Datel to allow me to play new Japanese carts on my Genesis, or can I just put a code in the PAR to fool my system into being international? If the latter, do you think I could write Datel and ask them for a Japanese-to-U.S. code? Wait—why would a U.K. company know those? Wouldn't they just make codes to play U.S. or Japanese carts on U.K. Megadrives? Or, for that matter, does Datel Universal Adapter work the same way?

I'm totally stuck, aren't I?

Ted Duffy
Westerville, OH

A: *Don't sweat it, Ted; get yourself a little widget called a MegaKey, which contains dipswitches that allow just about any combination of game translation. You can find them in game specialty shops and they'll take all that worry from your troubled brow.*

That's about it for now. Remember to send those questions, comments, and corrections to: The Game Doctor (**EG**); 330 South Decatur, Suite 152; Las Vegas, NV 89107. Aloha.



EG SPORTS SPECIAL

The Kick Off

1995 Football Preview

EG SPORTS SPECIAL

Scouting the Electronic Super Bowl

The Interactive Pro and College Electronic Football Guide

by Arnie Katz

This year, everything's coming up pigskin. The baseball strike removed competition for pre- and early-season games, so spectator interest got off to a flying start. FOX's telecasts pumped new life into broadcast coverage, and the NFL's 75th anniversary celebration crowned it all with the golden glow of nostalgia. (Nothing fills a football fan's heart with joy more than a picture of a guy in a leather helmet.)

Although the following pages describe quite a few new and forthcoming electronic football titles, the real room in interactive grid sims will come *next* year. That's when the products inspired by the sudden increase in pro football's popularity will challenge current leaders **John Madden Football**/all platforms) and **Front Page Football Pro** (Sierra On-Line-Dynamix/MS-DOS).

College Football is also on the upgrade. The amalgamation of major teams into super-conferences promises to generate more national interest in this version of the sport. Rooting interest is so localized that software publishers stayed away from the collegiate game, fearing that they couldn't put together an assortment of teams to please a big enough buyer base.

Most observers don't expect a true breakthrough until the NCAA installs something akin to its basketball tournament. Until the number one school is decided on the field rather than in a poll, fans will be denied the appropriate culmination of a year of Saturday allegiance. The traditional bowls are fine, but college football lacks an ultimate event like the World Series or Stanley Cup.

The real sport's loss is the interactive entertainment publisher's gain. One motivation for buying a college football simulation like **Bill Walsh** (Electronic Arts/most platforms) is that they permit users to create their own showdown tournaments.

The Digital Huddle

Professional football has an inexplicable bias against new technology like helmet-mounted radio receivers, but football gamers have a similar prejudice about enlisting the power of cutting-edge technology.

Several of this year's entries are equipped for modem play, and it's likely that more will follow. Solitaire sessions are less satisfying for football than baseball, but no sport outshines football in head-to-head competition. The duel of wits between the offense and defense signal callers is a peak gaming experience.

Widespread modem play of statistically-based simulations will foster leagues, which should be a big factor by the 1996-1997 season. **MicroLeague Football**, due out in fall 1995, is a 100 percent stat simulation that could prove ideal for tele-leagues.

Confessions of a Football Game Designer

Some insights into the state of interactive electronic football

Each team sport poses unique challenges for the prospective game designer. Developers have successfully overcome a couple of tough ones, but a third has proven more stubborn. This accounts for the fact that no football program simulates the sport as accurately as the best baseball titles reproduce the national pastime.

Existing programs have largely overcome the problems associated with the view of the field and the user-friendliness of the play-selection interface. Still awaiting solution is the big one: unraveling the complex interlocked factors that combine to form a play-result.

Early games had little trouble depicting all the players without undue overlapping or ambiguity. That's because they only put three to five men on each team. Once technology allowed full squads, angled-side perspective no longer did the job. Players clumped up at the line of scrimmage, so coaches couldn't readily separate friends from foes. Improved scrolling routines enabled the endzone view familiar to **Madden** and **Walsh** players, which is currently gamers' favorite perspective.

The ill-starred **World's Greatest Football Game** (Epyx/several platforms) took longer to formulate players for one series of downs than **ESPN Football** takes to run a team through an entire quarter!

In baseball, each play is a series of discreet encounters. First the batter and pitcher have their duel, a fielder has a chance to make a play, and there may be a further interaction with one or more runners.

At every stage, the number of variables is relatively limited. Whether a runner takes an extra base on a hit, for instance, is largely determined by the player's speed, the strength of the fielder's arm, and the location of the ball relative to the runner's destination base.

In football, 22 people are totally involved in every snap of the ball. It's hard to isolate the performance of any one gridder from that of the 10 other guys in the same uniforms. A lot of the components that go into the resolution of a play in football are simply not quantified. No one keeps statistics on the blocking effectiveness of left guards on outside running plays or the percentage of times the left safety properly covers a receiver.

Instead of grappling with these imponderables, the designer simplifies the model. Rather than simulating each component of play-formation, the goal becomes simulation of team and player performance.

That's fine for games that lock rosters into stock teams. Break up those real-world combinations into custom-drafted clubs, however, and the game is still fun to play, but the model is not accurate.

Consider a hypothetical star running back: he rushes 200 times for 1,000 yards, a five-yards-per-carry average. As long as RB Powers (that's his name) is surrounded by his real-life Cincinnati Bengals teammates, he'll gain an average of five yards a try, if he's used approximately the same way as he was in the actual season.

If RB Powers goes into a simulation league draft, his five-yards-per-carry average may no longer describe the probable results if he actually played with the other members of this imaginary team. Emmett Smith wouldn't produce nearly as well without that superb Dallas Cowboys line, and there are probably many potential 1,000-yard rushers whose abilities are clouded by sub-par blocking protection.

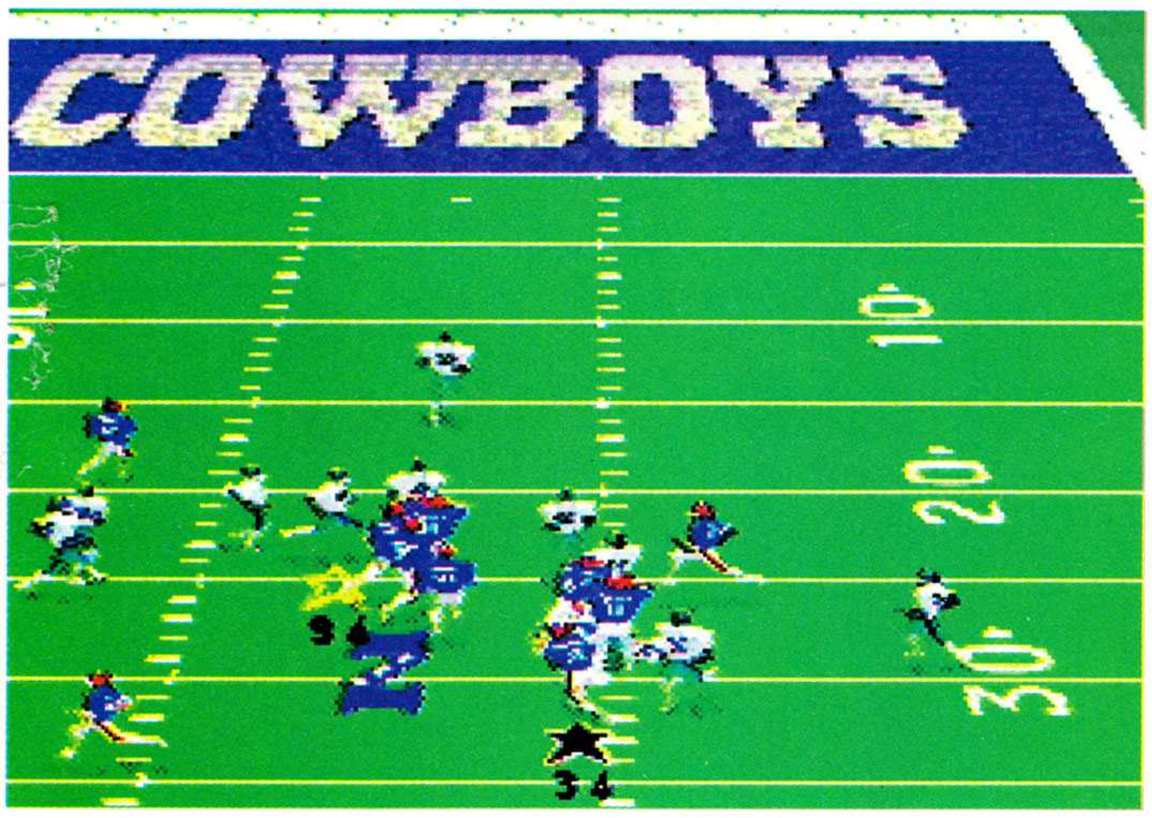
Next-generation electronic football designs should confront this problem. Increased memory allows more accurate duplication of single-player performance, but the quality of team simulation will stay superior to individual player simulation for some years to come.

Scrimmage on the SNES

Three New Grid Sims Hit the Field

by Bill Kunkel

The software sports scene often serves as an interesting metaphor for the actual games they simulate. For example, just as fall arrives and the NFL begins to flex its muscles and strap on the pads, sports software publishers also prepare for the holiday retail super bowl by getting together the strongest possible simulations.



The SNES Squad

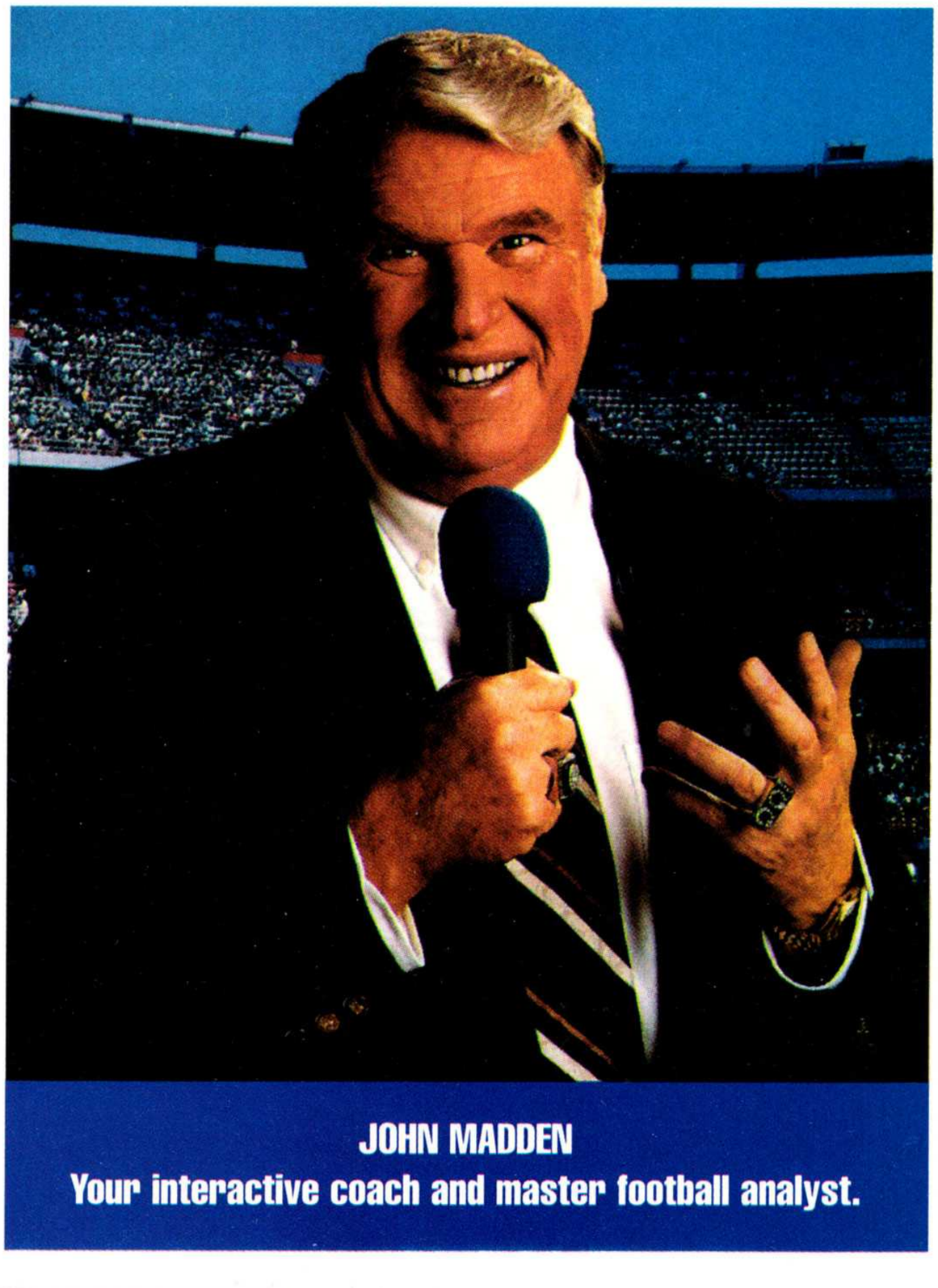
On the SNES scene, the scrimmage will include a trio of strong, new titles with major licenses.

One game, of course, has dominated the video game gridiron throughout this decade —EA Sports' **John Madden Football** and its annual reincarnations. New editions of popular sports games with NFL—and, especially, NFLPA—licenses need to have new versions every year in order to give gamers access to the previous season's players and stats. But EA Sports, under the direction of sports game guru Scott Orr, the most consistently successful sports game designers in the history of the field, has never settled for simply rereleasing last year's engine with this year's statistics.

Spitting in the eye of the old maxim about not fixing what isn't broken, EA Sports has consistently reinvented its own enormously popular game, adding new features, enhancing graphics, and fine tuning the interface.

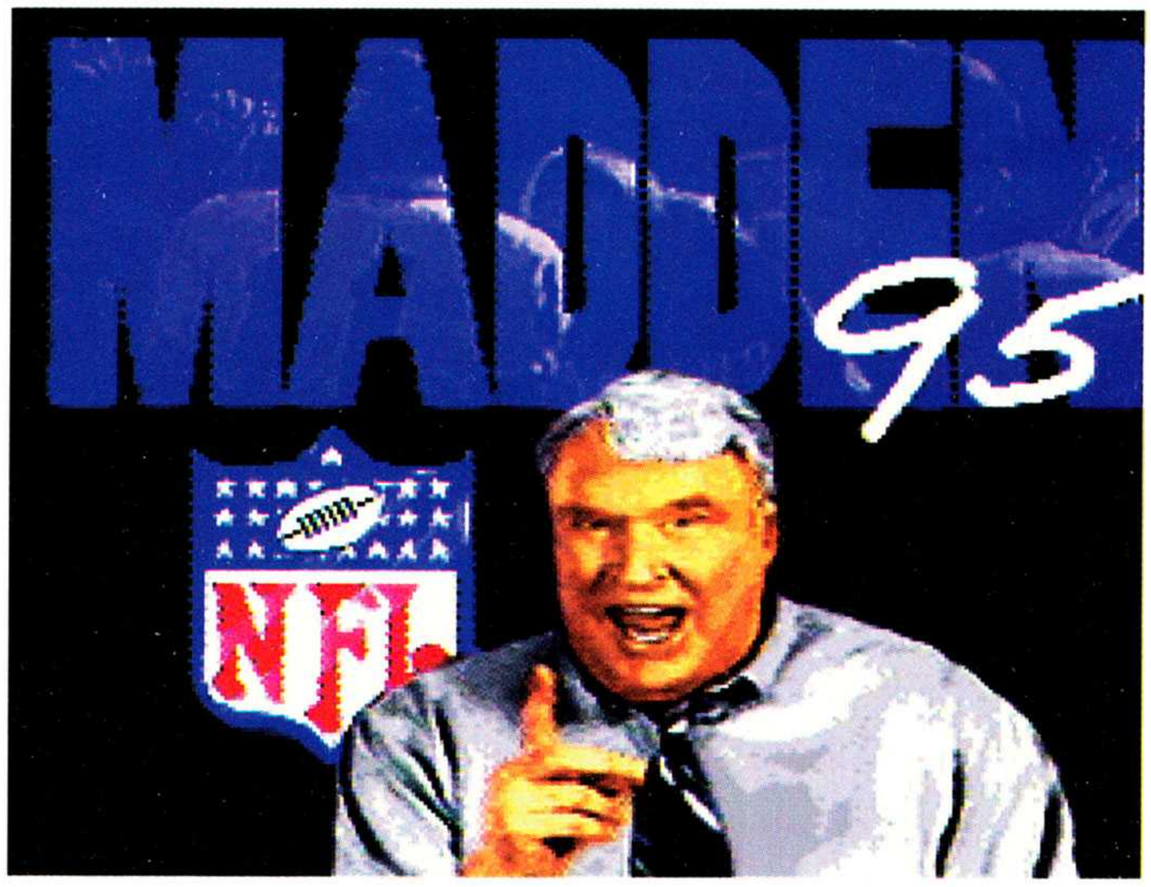
This Year's Model

Madden NFL '95 offers gamers the usual 48-man rosters for all 28 NFL teams (as well as the '94 All-Madden squad), with extensive stats and ratings for all players and teams. Gamers can play a single game, an entire season, playoffs, and even simulate their own Super Bowl.



There are injuries, a totally new defensive playbook, onscreen ratings, all '94-'95 rules (including two-point conversions), new commentary by Madden, several new play options, a major redesign, and even TD dances.

The new moves include high stepping (used by ball carriers to tiptoe through the arms of ground-based defenders), stiff arms (ball carrier extends an arm out stiffly in front of them to fend off tacklers), lay-out tackles (killer stops), one-handed catches, and QB slides (when a QB is forced to run with the ball, he may wish to slide rather than force the opposition to actually tackle him).



The changes bound to draw the most interest, however, are those to the game's basic engine, especially the use of a deeper field display. The new edition features a widened view of the field, but at the cost of one of **Madden**'s most beloved features.

Ch-ch-changes

Scott Orr acknowledged that the three receiver windows which appeared at the top of the screen were very popular, making life much easier for armchair quarterbacks. On the other hand, those windows created a problem for more skilled players in that they obscured the entire top of the screen.

In a sense it had become a Catch-22; the presence of the windows forced gamers to rely exclusively on those windows, rather than

ABANDON ALL HOPE
YE WHO ENTER HERE

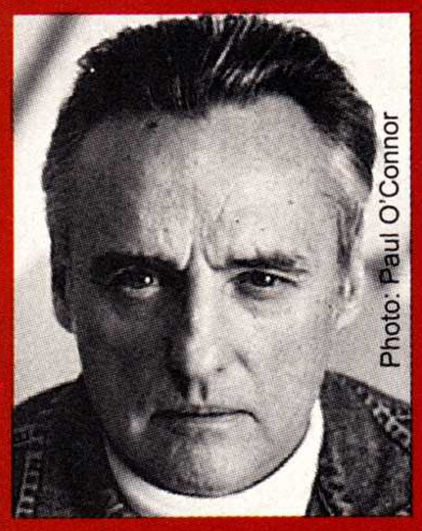
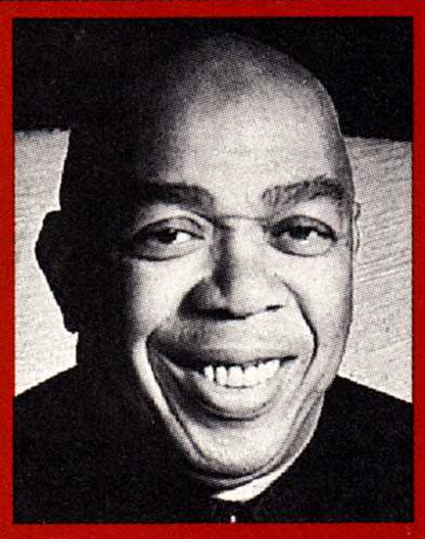


Photo: Paul O'Connor

Dennis Hopper

Stephanie Seymour

Grace Jones



Geoffrey Holder

SINNED

Available in IBM PC CD-ROM and Mac CD ROM. ©1994 Take 2 Interactive Software, Inc.

HELL

A CYBERPUNK THRILLER

LATELY?

TAKE 2
INTERACTIVE SOFTWARE

DISTRIBUTED BY
GAMETEK

GameTek is a registered trademark of I.J.E. Inc. All rights reserved. Hell: A Cyberpunk Thriller and Take 2 are trademarks of Take 2 Interactive Software, Inc. * Actual screen shot.

watching the play develop and observing which receiver best executes his pattern—because the position of those windows overlaid the downfield area to which the QB was throwing.

So, EA Sports' design group, Visual Concepts, swallowed hard and opened up the field. Certainly **Madden** veterans will welcome the change, having long-ago mastered the game's play mechanics. Fans who are used to watching football will also have no problem following receivers as they run their pre-ordained routes.

But newcomers will almost certainly miss the no-brainer appeal of button-driven receiver windows showing close-up images of the wide receivers, tight ends, and running backs called to take a pass.

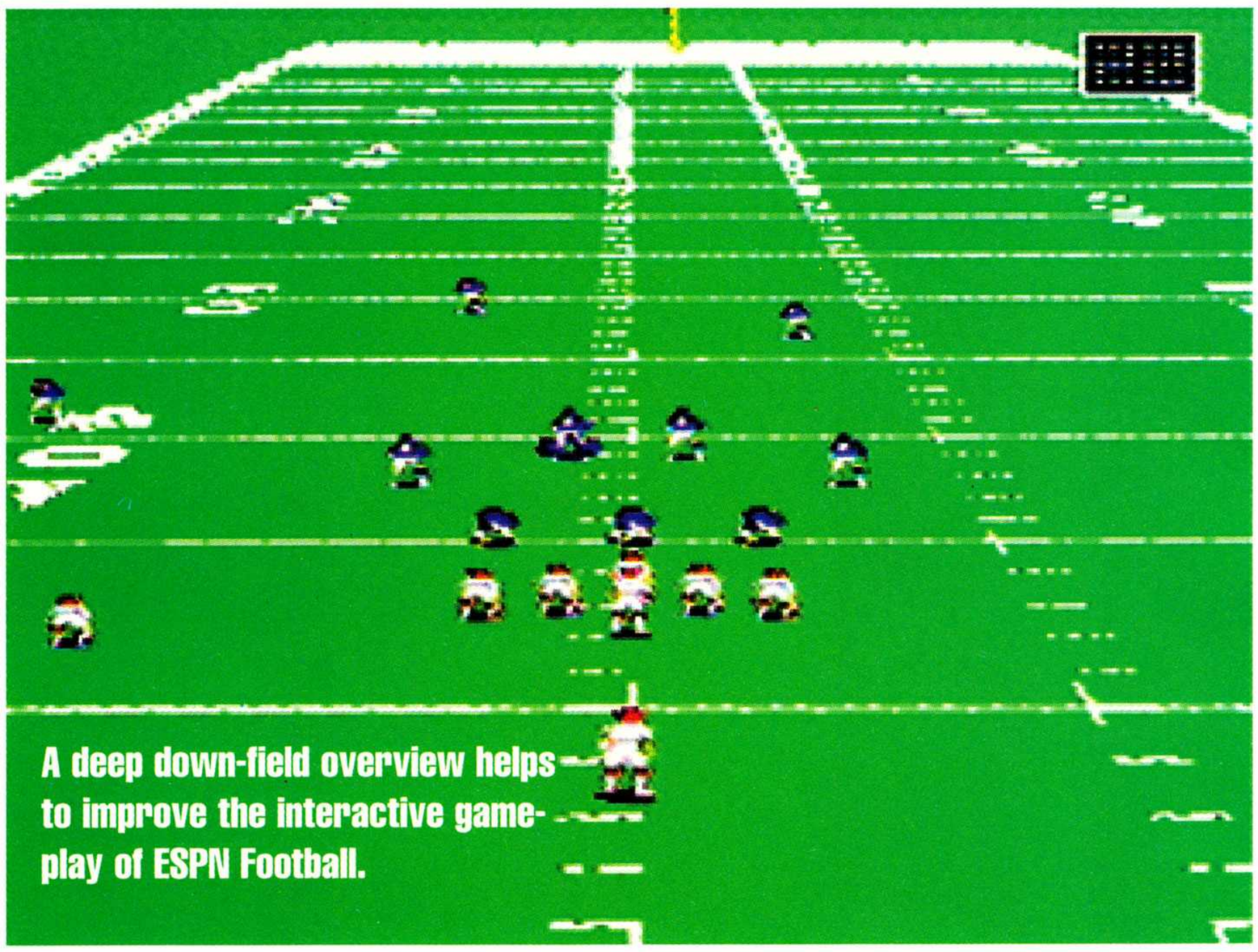
Interestingly enough, while the **Madden NFL** series is abandoning receiver windows, many other developers have adopted them as a generic standard—along with **Madden**'s up-the-field perspective (which actually appeared first in the coin-op **Cyberbowl**). Before **Madden** came along on the Genesis and, later, the SNES, the vast majority of video game football sims employed an angled side-scrolling POV.

An ESPN Run

One of **Madden**'s new challengers is Sony/Imagesoft's **ESPN Sunday Night NFL**, developed by an odd coupling of Ringler Studios and Absolute Entertainment. Ringler Studios is run by Ed Ringler, a veteran sports game designer who has been relatively silent in recent years, while Absolute is a developer/publisher that generally releases its own software.

ESPN Sunday Night Football offers the traditional **Madden** perspective, but widens the visible field area and reduces the size of the players. There are no receiver windows (is this a trend?).

Options include Game Mode (single game, season, random season, and playoffs); team ratings; coaching-only; turf and grass stadia; as well as the ability to set the play clock, fine tune penalties, modify team skill levels, and a variable quarter length.



A deep down-field overview helps to improve the interactive game-play of ESPN Football.

ESPN Football also has the services of television sports announcer Chris Berman, who does not actually speak but appears in a drawing with text accompaniment.

The interface may seem somewhat overwhelming at first glance, but it contains all the information the gamer needs and operates easily through the SNES controller. There is an impressive variety of plays and lots of neat play animations.

ESPN Sunday Night NFL does have one weakness, however; it has an NFL license (obviously), but no NFLPA agreement, which means actual NFL player names and statistics cannot be used.

Give Troy the Ball

The final contender in this trio of gridiron hitters is **Troy Aikman NFL Football** from Williams (formerly Tradewest, now merged with the coin-op giant).

Aikman also employs the now classic up-the-field perspective, but uses fewer color shadings and somewhat simplified player sprites to produce a clean, old-fashioned look that may not meet the current eye-candy graphics standards but certainly makes the action easy to follow.

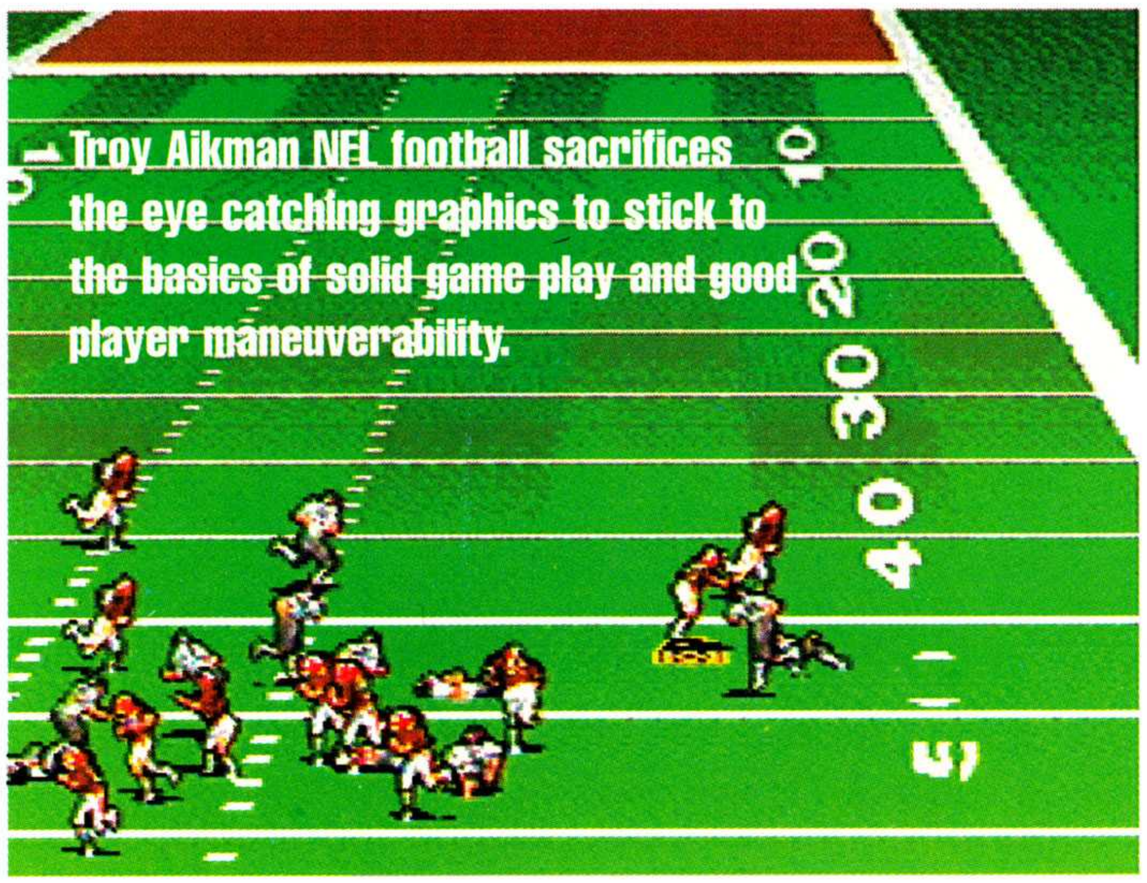
Players can play in Exhibition, Full Season, or Custom Season Mode. There are also six playing surfaces: grass, turf, mud, dirt, snow, and rain. Game enthusiasts can also toggle penalties on or off and choose among any of three difficulty levels.

Play-makers will love this game; there are 54 offensive and 27 defensive standard, prefab plays, along with a Customizing Option, and several plays designed by Aikman exclusively for this NFL-licensed video game.

An internal battery, meanwhile, maintains full game, preseason, season, and career stats for every player and team (though there is no NFLPA license). Aikman provides a strengths-and-weaknesses evaluation of all 28 teams, with "reserve dollars" that can be used to determine offensive-defensive balance.

There are also a number of cool player animations, including stiff arms, spins, jukes (fakes), speed bursts, hurdling, diving, jumping to swat down a pass, and several others. There are also super slo-mo replays and coach-only features.

Future versions of **Troy Aikman NFL Football**, by the way, will be coming to such diverse systems as the Jaguar and Mac and PC CD-ROM.



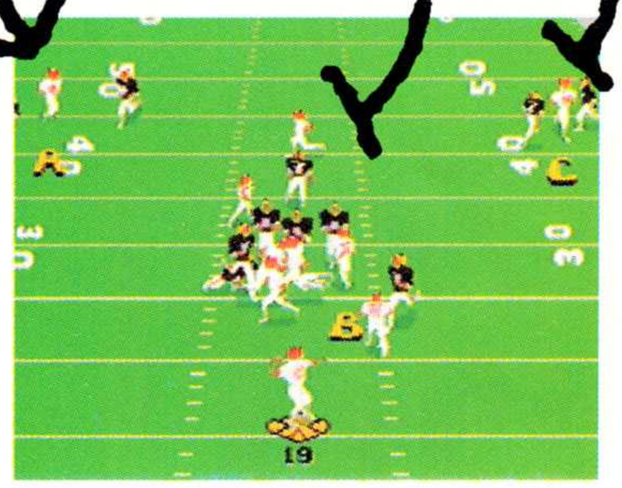
Troy Aikman NFL football sacrifices the eye catching graphics to stick to the basics of solid game play and good player maneuverability.

Two-Minute Warning

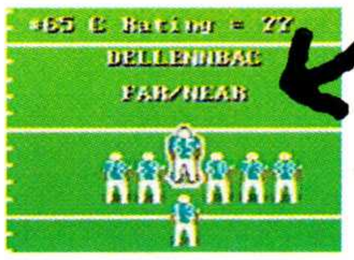
The whistle's about to blow. All the films have been studied, the playbooks prepared. Now it's up to the football gaming public to decide: which video game will win the Super NES Bowl?

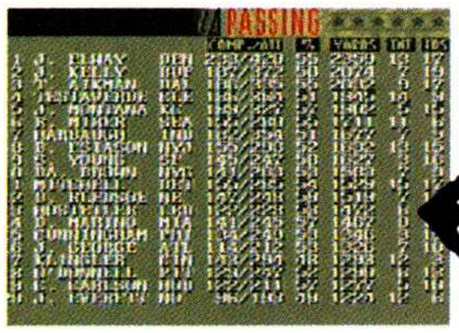
FROM NOW ON, ALL FOOTBALL GAMES WILL BE JUDGED ON A SCALE OF 1 TO MADDEN '95.

If you want, you can pass without windows to better see those receivers getting open down field.



You gotta' have a full team. 48 of the best guys you can round up. Then bring 'em in and out at will.



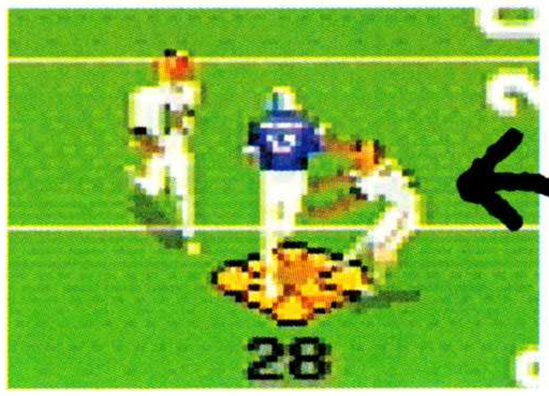


Pilin' em up. Pilin' em up. Season long player stats tell you who's pullin' their weight.

This is what it's all about.

Grab a couple of guys, get a tournament together, and go at it.

When you got all those big guys out there bangin' around, injuries are bound to happen.

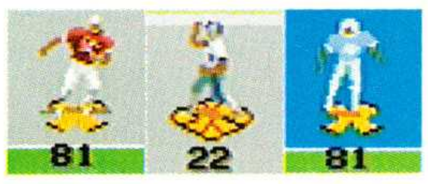


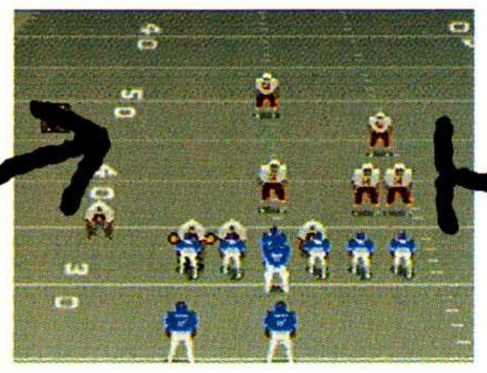
BOOM! That one knocked the stuff right out of his locker.

Hey, after a tough day at work you wanna' do a little celebrating. Every year it's something new. Just ask Givins and Hill.

*This year we got the real players. Names. Numbers. They're in the game.**

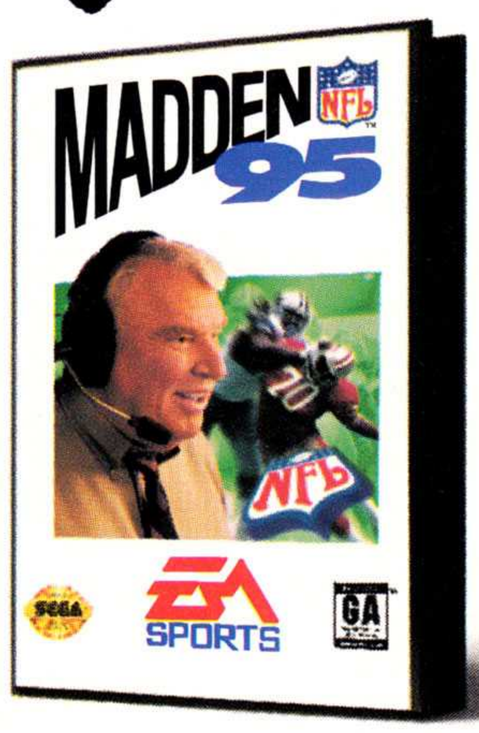
Some backs just high step right over you, others go right through you with a straight arm. Marshall Faulk might do both.





After a whole season of running, passing and hitting, it's a shame only one team gets to go home carrying this.

The Cardinals 46, the Bucs Pirate, defenses from around the league. The real stuff.



SPORTS. *It's in the game.™*

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Genesis™ and GameGear™ Systems.

Now available on SEGA™ GENESIS™ GAME GEAR™

EA SPORTS, the EA SPORTS Logo, 4 Way Play logo, and "It's in the game" are trademarks of Electronic Arts. Team names, logos, helmet designs, and Super Bowl are registered trademarks of the NFL and it's member clubs. The NFL shield logo and the Team NFL logo are trademarks of the NFL. Officially licensed product of the NFLP. The Videogame Rating Council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. Sega, Genesis and GameGear are trademarks of Sega Enterprises Ltd. ***Only available on Sega™ Genesis™ and Gamegear.™**

EG SPORTS SPECIAL

Four Roads to Grid Heaven

Two pro and two college carts debut for Genesis

by Arnie Katz

Are there too many football cartridges? **EG** reviewers have complained loud and long about the glut of soccer titles, so it's only fair to consider the same question as it relates to the gridiron.

The two situations aren't really parallel. Football is incredibly more popular in this country. Consequently, understanding of football's nuances is much deeper than is the case with soccer in the U.S.

So football carts have a bigger potential market than soccer programs, and there is more interest in different approaches to simulating the sport. One designer may put stress on play-calling, while another creates a cartridge that puts complex line-play under a microscope. The variety of approaches makes it possible for Genesis owners to find the action-simulation that shares their attitude toward the sport.

Another difference between soccer and football is that the latter is really two similar sports under one banner. Interactive entertainment publishers have discovered college football in the last two years, which has widened the assortment in this category. Pro football still dominates, as it probably always will, but those who like the enthusiasm and emotionalism of collegiate athletics now have some appetizing choices.

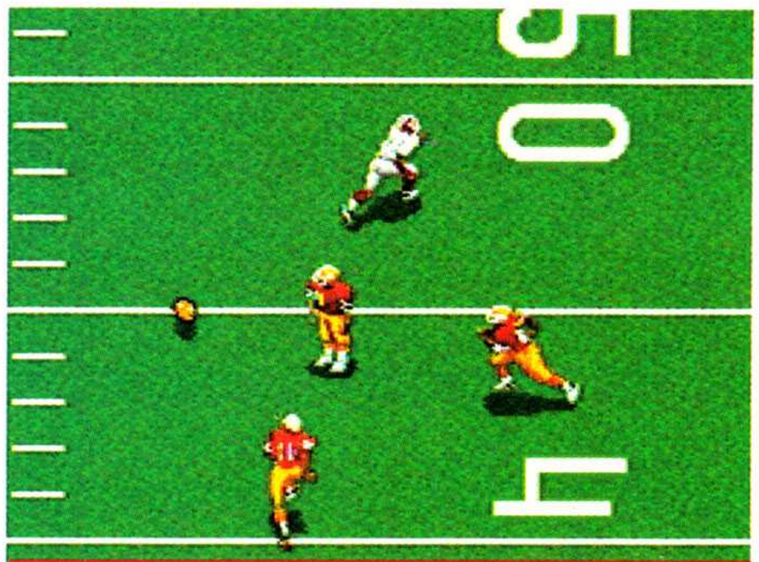
Schools of Hard Knocks

College Football National Championship (**CFNC**) (Sega/Genesis) joins **NFL '95** in the Sega Sports football huddle. It includes 32 nationally ranked teams, which can be utilized in isolated exhibitions or in several different configurations.

The cartridge is essentially for one or two players, though the Sega Team Play peripheral, available separately, permits up to four to compete. The documentation recommends the six-button controller, but it plays well with the regulation three-button model, too. In the cooperative, Two-player Mode, one plays quarterback and calls the moves on offense, and the other supervises the defense.

Very well-drawn and fluidly animated players go through their paces on a vertically-oriented gridiron display from an elevated endzone vantage point. The small, but colorful players look very natural in motion, and the images don't fall apart when the auto zoom zeroes in on the action immediately after the snap.

Ron Barr provides play-by-play for this game, as he does in other Sega Sports titles. There are satisfying crunches and other sound effects to underscore the ferocious hits. Barr stays on top of the action, though memory constraints prevent inclusion of color commentary.



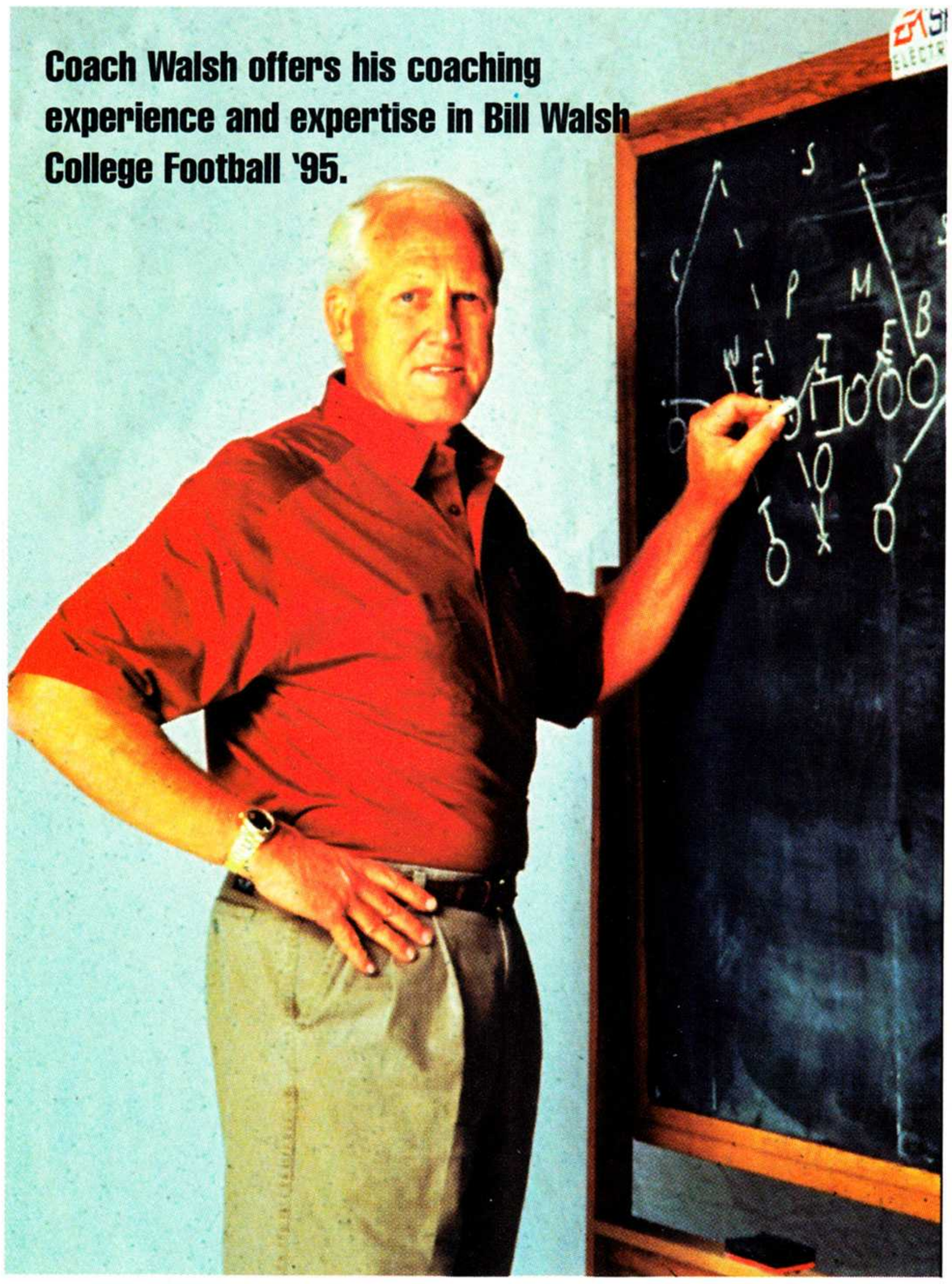
COLLEGE FOOTBALL CHAMPIONSHIP
32 nationally-ranked teams featured.

Like most electronic football games, **CFNC** employs a cascade of quick decisions to shape each offensive and defensive play. Prior to the snap, the Play Calling Screen shows the possibilities for both sides of the scrimmage line.

The offense makes any desired substitutions, picks a formation, and then chooses a specific play. Pushing the D Pad down flips the play so that it develops as a mirror of the diagram on the screen. There's also provision for calling one of three audibles when the team forms up for the snap.

Defense play-selection consists of choosing the formation and then the play. The defense can also call an audible, and has the further option of switching direct control to a different defender before the other team puts the ball in play.

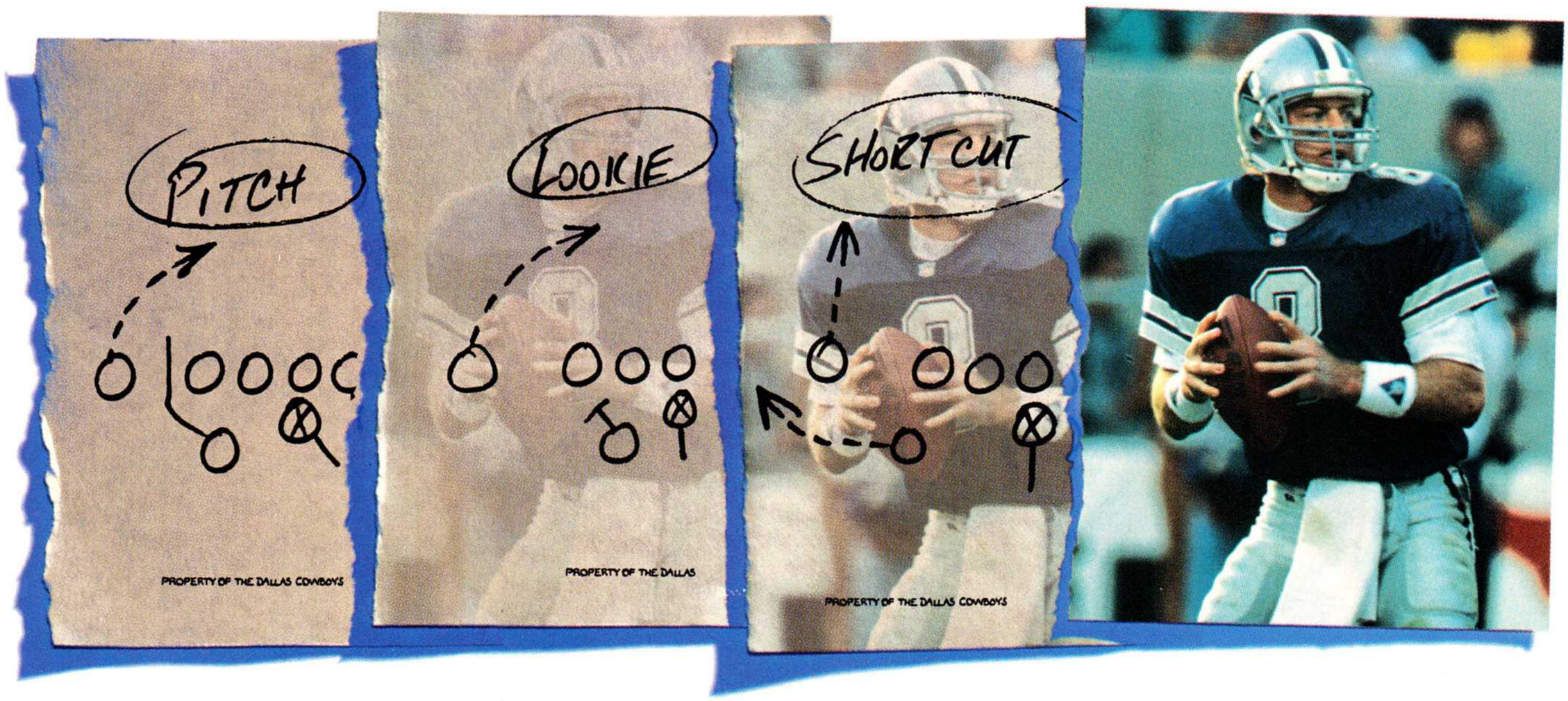
Coach Walsh offers his coaching experience and expertise in Bill Walsh College Football '95.



Bill Walsh College Football '95 (EA Sports/Genesis) is a 16-Meg football game for one to four participants (using the Four-Way multiplay unit. With this add-on, **Walsh** can be enjoyed 3-on-1, 2-on-2, or all four humans can gang up on the far-from-helpless robot coach.

The game includes 38 Division I schools, all with authentic nicknames and school colors. If seasonal play is preferred, a team can be given a schedule of 1-16 games. A fairly detailed statistical tracking system keeps track of most offensive and defensive numbers through the course of a season,

Troy's missing a few pages from his playbook.



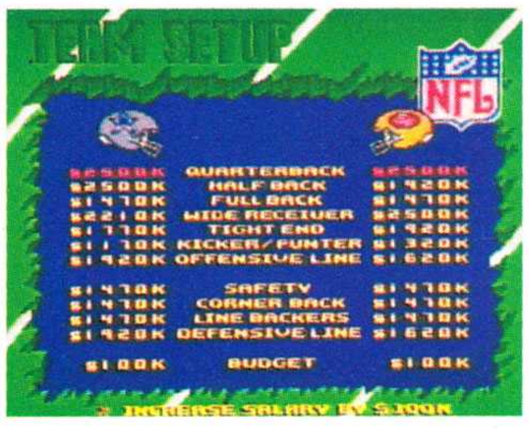
They're in here — Troy Aikman NFL™ Football™ on CD-ROM

Like Page 7, Troy's "Pitch", the play that turned the Bills into four-time losers. And Page 21, Troy's favorite—"Lookie", the one that's made a lot of NFL cornerbacks consider a career change.

New Troy Aikman NFL™ Football™ on CD-ROM sets a whole new standard for video football games. It's the only game with Troy's own favorite plays -- straight from the Cowboys' playbook. Plays that helped win the last two Super Bowls. Plus each and every NFL player -- names, jersey numbers and stats. And the new two-point conversion. No other pro game has it. Not to mention Troy's *Team Setup*, a general manager's screen that lets you use your team's budget to build the kind of team you've always wanted.

Troy Aikman NFL Football gives you everything you need to build a winning team. Especially Troy's exclusive straight-from-the-Super Bowl-champion-Cowboys'-playbook plays.

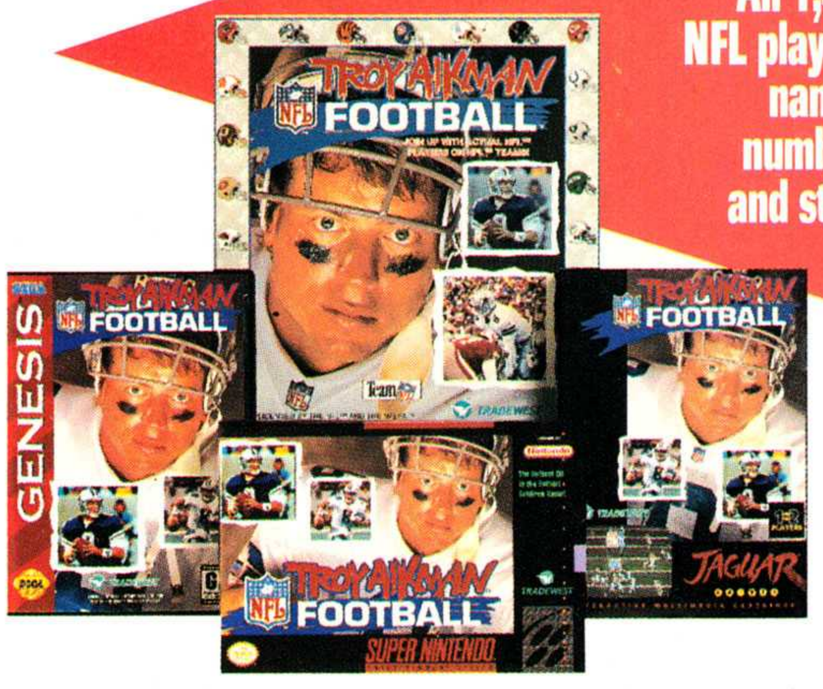
You don't just get any offense, you get Troy's offense, with Troy's favorite plays. Now you're headed for the Super Bowl!



Only Troy's game lets you control your team's budget. Beef-up your offensive line, secondary or any other position—just like the pros!

New on CD-ROM.

All 1,484 NFL players, names, numbers and stats.



Troy Aikman NFL™ Football™ ©1994 Leland Interactive Media, licensed to Tradewest, Inc. by Leland Interactive Media. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd. all rights reserved. Nintendo™ and Super Nintendo™ are registered trademarks of Nintendo of America. Jaguar™ is a registered trademark of Atari Corporation all rights reserved. IBM is a registered trademark of International Business Machines. Mac is a registered trademark of Apple Computer, Inc. NFL™ is a registered trademark of NFL Properties, Inc. and the National Football League. NFL team names, logos and helmet designs are registered trademarks of the NFL and its Member Clubs. NFLPA logo ©1991NFLPA.

TRADEWEST

Williams Entertainment Inc.

A subsidiary of WMS Industries Inc.

2400 South Hwy 75, Corsicana, TX
75110 (903) 874-2683

EG SPORTS SPECIAL

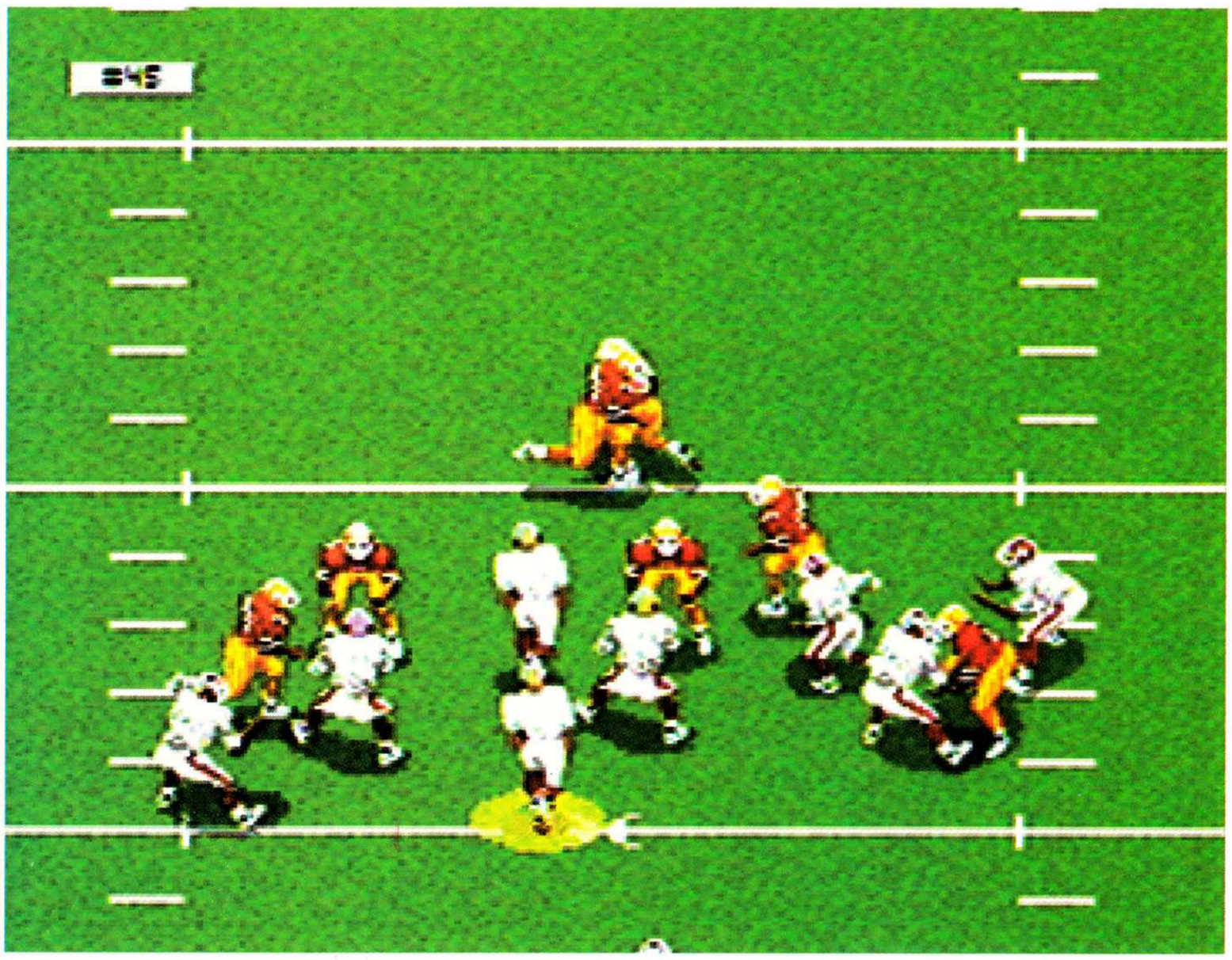
and there's also a report on fluctuations in the school's national ranking.

Like John Madden in EA Sports' other pigskin title, Bill Walsh is there to lend a hand. His in-depth scouting reports precede the game, and coaches can also consult Walsh's team vs. team ratings at that time.

Little need be said about the play-calling system. Producer Scott Orr, a famous name in interactive action sports, supervised some welcome improvements, but this is essentially the same control system pioneered in **John Madden Football** years ago.

Many fans believe that the angled endzone perspective is the single best view for a game of this type. The gridiron scrolls without hiccups, and the small, yet well-defined players are fun to watch as they spin, dive, and tackle.

The best aspect of the new **Walsh** is that it is getting deeper into the college game rather than just importing pro plays and strategies. Inclusion of the Flexbone and Veer offenses will please many fans of run-oriented football.



Bill Walsh College Football '95 is the best cartridge entry in this series so far. It looks and plays more realistically, yet there is no appreciable increase in complexity. The quick-start section of the documentation will have Genesis sports fans playing almost immediately and marching toward the big bowl games after only a couple of warm-up contests.

The Genesis Super Bowl

Defending its grid supremacy is the perennial champion of Genesis pro football, **Madden NFL '95** (**Madden**) (EA Sports/Genesis). There seems like nothing more that Executive Producer Scott Orr and his band can do to optimize **Madden** on this platform, but years of refinement have kept making the game better. The latest edition doesn't offer earth-shaking changes, but subtle refinements push **Madden** to new heights, if not to the Next Level.

Exhibitions, full seasons, and playoff ladders await players, complete with full statistical tracking and the ever-present advice of football's number-one commentator, John Madden. The developers evidenced refreshing humility by allowing the user to turn off Madden's quips if they prove too annoying.

Although it bears a strong resemblance to **Bill Walsh College Football '95**, also designed by High Score Productions, **Madden** features the formations, plays, teams, and stars of the National Football League. **Madden** incorporates the same angled endzone view as **Walsh**, but the graphics trimmings, and color palette are deliberately different.

One difference between the two games is less welcome. It serves no constructive purpose to use different order entry systems to accomplish the same actions. Runners are capable of the same dives, spins, hurdling and speed bursts in both games, yet the moves require different buttons. That's especially unfortunate, since coaches only try such maneuvers under the stress of real-time emergencies; it's easy to tap B instead of pressing C for that crucial burst of speed.

COLLEGE FOOTBALL '95
Choose your strategy.

There's little doubt that High Score Productions will remedy that error next time around, but it's hardly severe enough to keep anyone from buying this year's **Madden**.

Riding the crest of two straight Super Bowl wins, and a good possibility of a third, the Dallas Cowboys' field general is now the host of **Troy Aikman NFL Football** (**Aikman**) (Williams Entertainment/Genesis). The game which bears his name is a one- or two-player contest that swings toward playability at the expense of some detail and realism.

Despite its streamlined design, **Aikman** has a few features, a muddy playing field, and the option of using either the 1993 or 1994 rules and schedule. If time is short, the two-minute quarter, not found in any of the other games inspected by **EG** this month, is ideal.

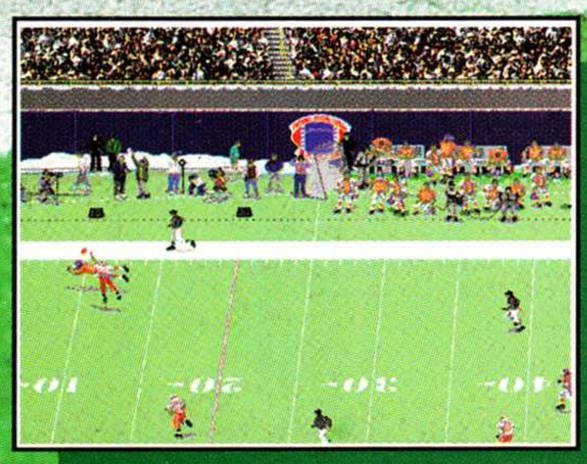
The game has two modes: Coach and Action. The latter gives the gamer direct control over an offense or defense player, while the former lets the machine handle the execution.

The graphics in **Troy Aikman** are much less detailed than in competing titles. The animation is all right, though the speed of movement in **EG**'s preview copy still needed a little smoothing.

Troy Aikman NFL Football is expected to reach stores this month, in time for holiday giving. It may not fully satisfy adult football fans, but it conveys the pro flavor with a play-system simple enough for every member of the family.

CELEBRATE THE TRADITION

PRO LEAGUE FOOTBALL



- True Modem Play with chat mode
- Season replay option
- New 1994/95 Rosters & Rules
- Create your own teams or edit existing NFL teams
- Choose from 198 preset plays or design your own

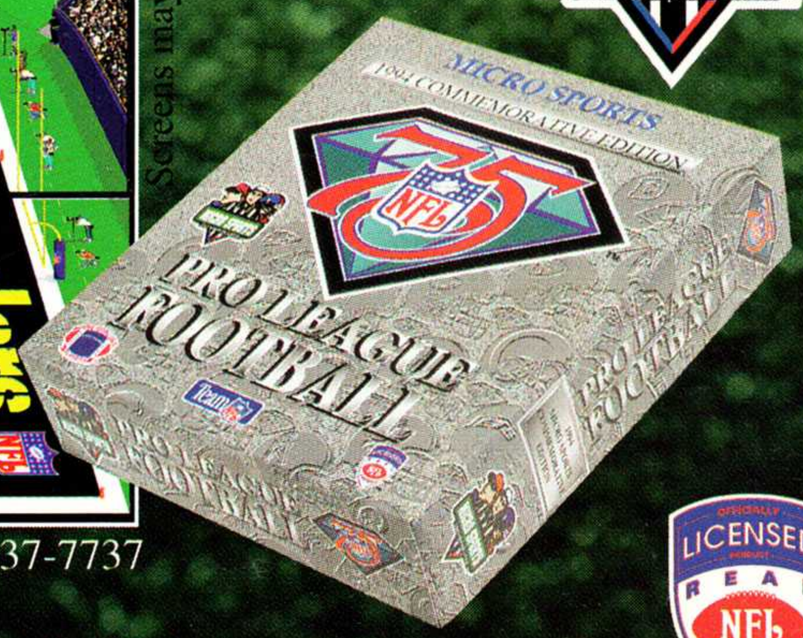
- Create your own leagues or use preset NFL Leagues
- Draft either pro or college players creating dream teams
- Largest Football Fields ever created.
- Complete Stats Compiling and Print Outs
- Instant replay
- Enhanced Graphics & Animation

- All NFL teams from 1961-1993 available

Coming soon this Fall-
All-American
College Football!

MICRO SPORTS Incorporated™

Screens may vary.



Visit your local software retailer or contact Micro Sports directly at 1-800-937-7737

Micro Sports, Incorporated
One Northgate Park, Suite 103
Chattanooga, TN 37415

NATIONAL FOOTBALL LEAGUE PLAYERS

Team NFL™

The game chosen by **" *USA Today* "** for the past eight years to determine their **Super Bowl** winner.

OFFICIALLY LICENSED REAL NFL FOOTBALL™

EG SPORTS SPECIAL

Football Comes Alive

ScriptX puts PC and Mac multimedia users in the same league

by Arnie Katz

Live-action sequences under expert direction, meticulously mapped out and rehearsed for the final product.

Where do you turn for the ultimate in interactive football realism? Accolade looked in what might have seemed an unlikely direction—and got this year's groundbreaking gridiron simulation from Blank, Berlyn, and Company.

Mark Blank and Mike Berlyn are both accomplished veterans in game design/development, but neither was noted for work in the sports field. Blank, president of Blank, Berlyn, ran product development during Infocom's glory days, and Berlyn, too, has great credentials as an adventure game author. Most recently, Mike was the creative force behind **Claws Encounters of the Furred Kind** (Accolade/SNES, Genesis).

Neither had a sports game in his portfolio. "What's similar is that in the adventures and now in the football game, we're trying to create a complete experience," says Mark.

"Mark and I always used to give interviews and say, 'We'll use graphics when they are better than text,'" says Mike. "And here we are!"

The Team Assembles

"It was a blind date," says Blank about the circumstances of their reunion.

"That's right, it was a fix-up," seconds Mike. They both can afford to laugh about the founding of Blank, Berlyn in 1992, because the operation has already proven tremendously successful as a developer for the Apple Newton and now for the ScriptX software format that serves both PC CD-ROM and Macintosh CD. Russ Whetmore, whom gaming veterans will remember for **Preppie II**, recently joined BB&A as a partner after seven years with Apple.

"We started talking again in '92, just sort of talking to each other. I mentioned to Mike that I had an idea for a football game and wondered if he thought Accolade might be interested," Blank recalls.

The concept for **Live Action Football**, due out this month for PC and Macintosh multimedia, arose from the ashes of an aborted project. A California group wanted to market a sound-oriented game machine for cars. They approached Mark Blank, because one of them had used Infocom's ill-fated Cornerstone productivity package and remembered that company also did games.

Mark proposed a series of sports games that would sound like authentic radio broadcasts. The unit never went into production, but Blank redeveloped the core idea into the as-seen-on-TV ambiance of **Live Action Football**. "I'd given a lot of thought to how to create seamless presentation and applied it to the idea of telecasts instead of radio broadcasts."

Blank's enthusiasm for the grid simulation caught Berlyn at the right time. "It was a couple of months after Bubsy shipped," explains Mike, "and I was at a hiatus at Accolade," he says. "So we started working together on projects for the Apple Newton and talked about a football title."

At first, they thought in terms of using video as one element in the program. Accolade encouraged them to use as much video as possible, "We went back to develop-

ment and designed it to be a complete audio and video experience," says Blank.

"**Live Action Football** re-creates the feel of watching a football game on television," offers Mike. "You're not moving around sprites any more."

"The appeal of the game is for adults," explains Mike. "It's certainly not an action game. It's for people who want an experience that's richer rather than an interaction that's richer. This is a very different style of game than most things on the market." The project went forward under the leadership of Accolade producer Todd Thorson, whose resumé includes **Speed Racer** and **Ballz**.

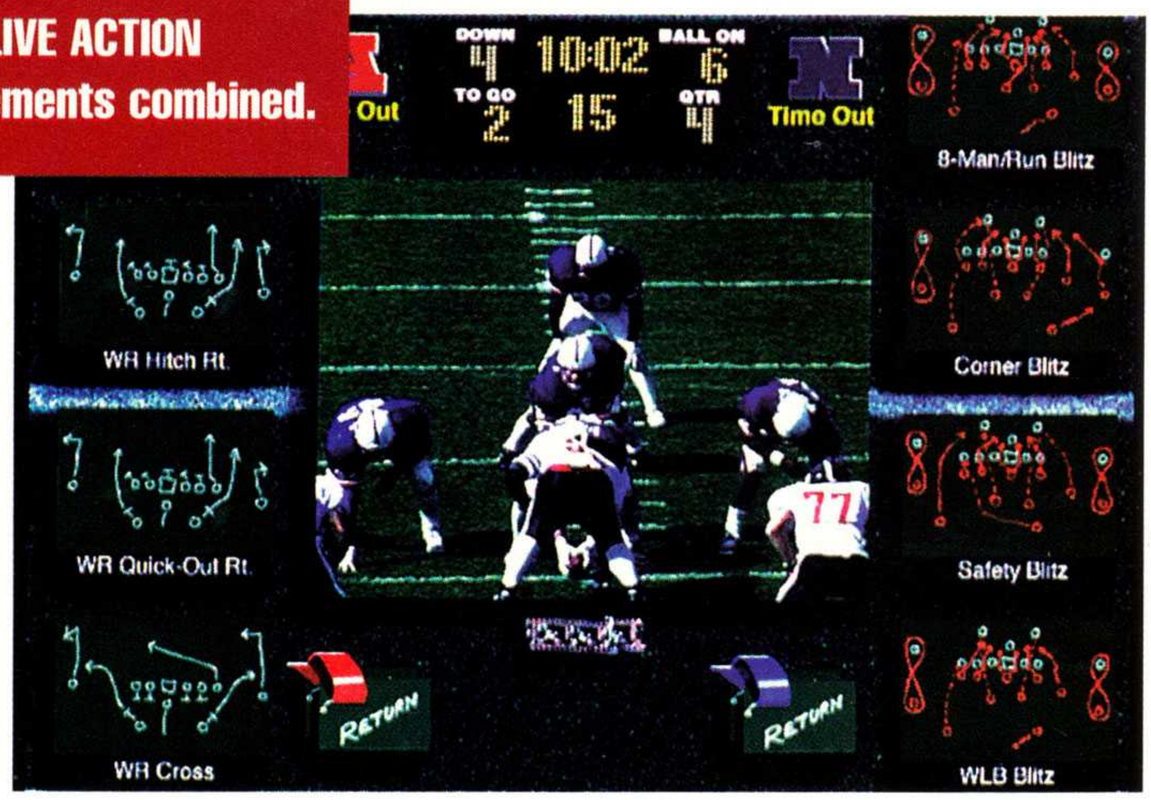
Al Michaels and Pat Haden provide play-by-play and color commentary in **Live Action Football**, a showdown between two teams of all-time greats. That helps the realism, but this is obviously not the first game to use famous mike personalities, nor is this the first title to employ full-motion video. What separates

HIGH ON A PERCH
Wide-angle shots filmed from above.

Live Action Football from all predecessors is its uninterrupted flow.

The team achieved this smooth presentation by filming an arena football league team under the whistle of coach Perry Moss. "The script was dozens of pages of carefully plotted plays and angles, and different types of results we needed to get," Blank explains. He, Berlyn, and Thorson were on hand to supervise accumulation of the footage needed for the game.

"It would be fair to say that most of the players were not real pleased by the end of the session," acknowledges Blank. "They ran 150 to 200 plays every day, which is like two games a day, four days in a row." It was no mere walk-through, either. Players had to block and tackle with game intensity or the footage wouldn't look right. For the same reason, the players had to run every play all the way through.



LIVE ACTION
The elements combined.

They refined the script as they went. For example, the trio soon realized that the best way to stage a long running gain was not to have the defenders miss a series of tackles. It looks more natural to have the defense react a little slower, which causes a hole to develop for the ball carrier. "Getting a result that's the proper number of yards isn't very interesting if the runner doesn't look realistic getting there," Blank asserts.

After four days of intense work, they had enough shots to splice together a range of results for each of the simulation's 600 plays. "By having many different camera angles," Blank elaborates, "we could get many different presentations out of the same basic sequence."

The shoot wasn't entirely open-field running. There were three injuries that put players out of the shoot before they completed their full assignment. On the whole, the videotaping could hardly have gone better, states Thorson. "The biggest surprise is that there was no major disaster," he admits. "We budgeted a half-day for a major disaster and time for rain, but we were lucky."

The weather was threatening during the entire four days, but that worked to their advantage. Overcast skies gave all the shots a similar look. Other developers have found it hard to harmonize footage shot under different weather conditions, but this problem never arose with **Live Action Football**. "It was almost as good as being in a domed stadium," says Berlyn. They'd decided earlier not to shoot under a dome because they think artificial turf is too tough on the athletes.

Live Action Football is supposed to be the first of a line of sports games that Blank, Berlyn will develop for Accolade. Everyone is pretty cagey about which sport will be next or whether they'll use the same approach.

At this time, baseball is the most likely. "Baseball is much more of a statistically-oriented game," Mark declares. "We would want it to reflect that if we were doing a baseball game."

"We're looking for sports that fit this model," says Todd. "I'll leave you with this teaser: We're looking at how we would do a baseball game."

Scriptx Breaks the Platform Barrier

Computer multimedia is a dual market. Some CD-ROM drives are attached to MS-DOS/Windows machines, while others feed data into Apple Macintoshes. ScriptX is a new programming technology that makes this difference irrelevant.

Both are very good software markets, but incompatibility prevents publishers from servicing both with the same products. The installed base of Macintosh multimedia is much smaller than the PC user group, but it includes a higher-than-usual percentage of heavy users who spend a lot more than average.

The expense of reprogramming the disk and marketing a separate SKU (stock keeping unit, one size and quantity of a product) compel economy-minded companies to stick to PC. Although a few make hybrid disks. These contain programs for both platforms, but that approach works best with fairly short programs. Otherwise, it would turn every title into a multidisk product, with increased costs for media, packaging, and distribution.

IBM and Apple launched a joint venture, Kaleida Labs, to "build the industry's first cross-platform, fully object-oriented solution for the development of multimedia content."

Live Action Football is believed to be the first entertainment product programmed with Kaleida's ScriptX. It allows a single multimedia title to work computers, TV set-top consoles, and other consumer electronic gear.

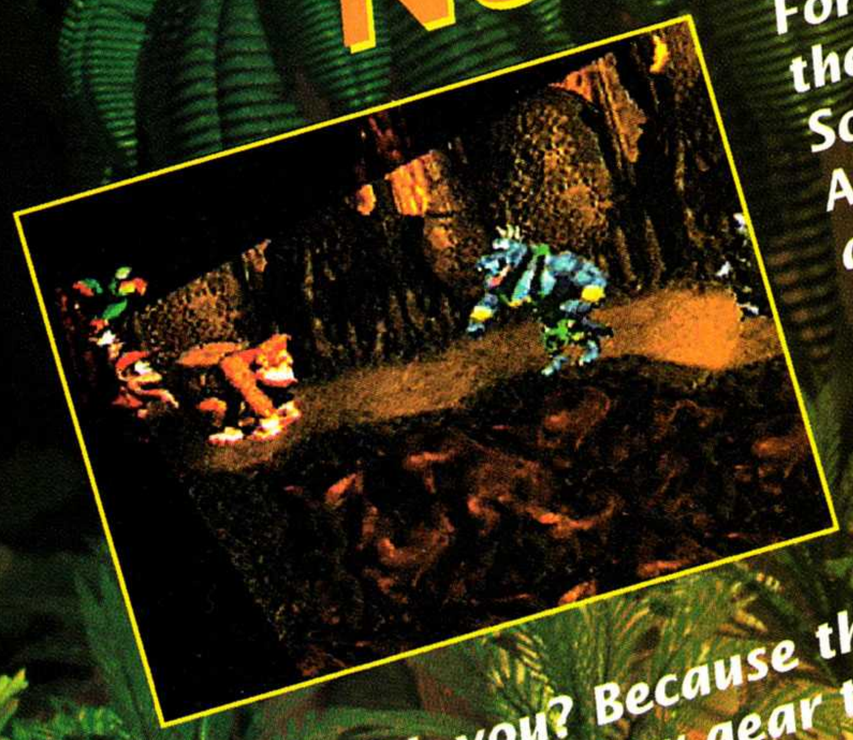
In effect, it creates an interface between applications and the hardware. The Kaleida Media Player (KMP), a software-based virtual player, will initially be incorporated into System 7 (Macintosh) and Windows 3.1 (PC) with others to follow.

Brought to you by the insiders at Nintendo of America.

IN SEARCH OF THE NEXT LEVEL

The next level of video games is here, but it's not what you might think.

New Hardware Not Necessary

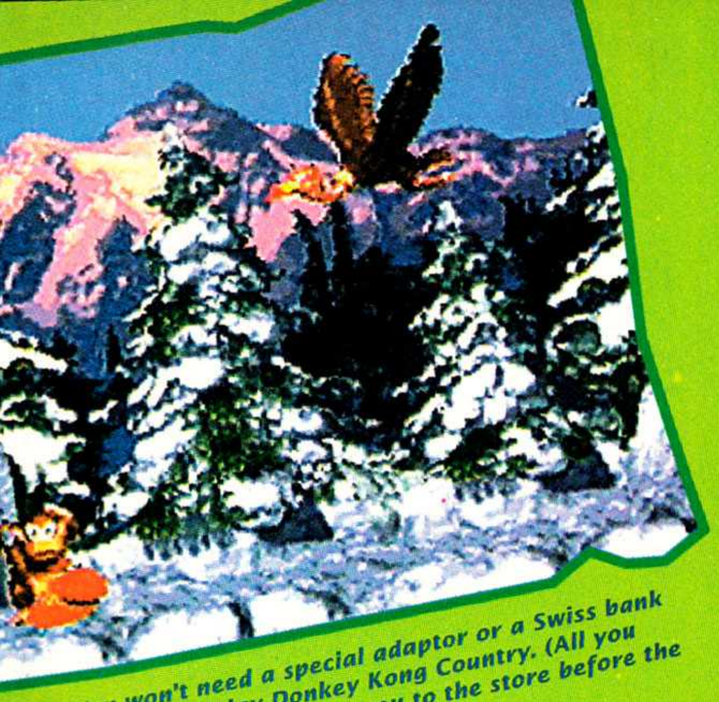


For years you've been promised the next level of video games. Some companies like 3DO and Atari claim that their game systems are at the next level. Sega has claimed for years that Genesis is the next level. They also have said that the Sega CD and 32X will be the next level, at least until the Saturn comes along. Why don't they level with you? Because the next level isn't necessarily a matter of high-priced new gear that will be obsolete almost before it leaves the package. Nintendo looked at it the other way around. Instead of engineering a new system every six months, why not improve today's games through new software development techniques? The result is Donkey Kong Country—the next level of video game sophistication, programming wizardry and total fun. And you can plug it into your Super NES Control Deck this fall. No gadgets. No gimmicks.

16-Bits Is Enough

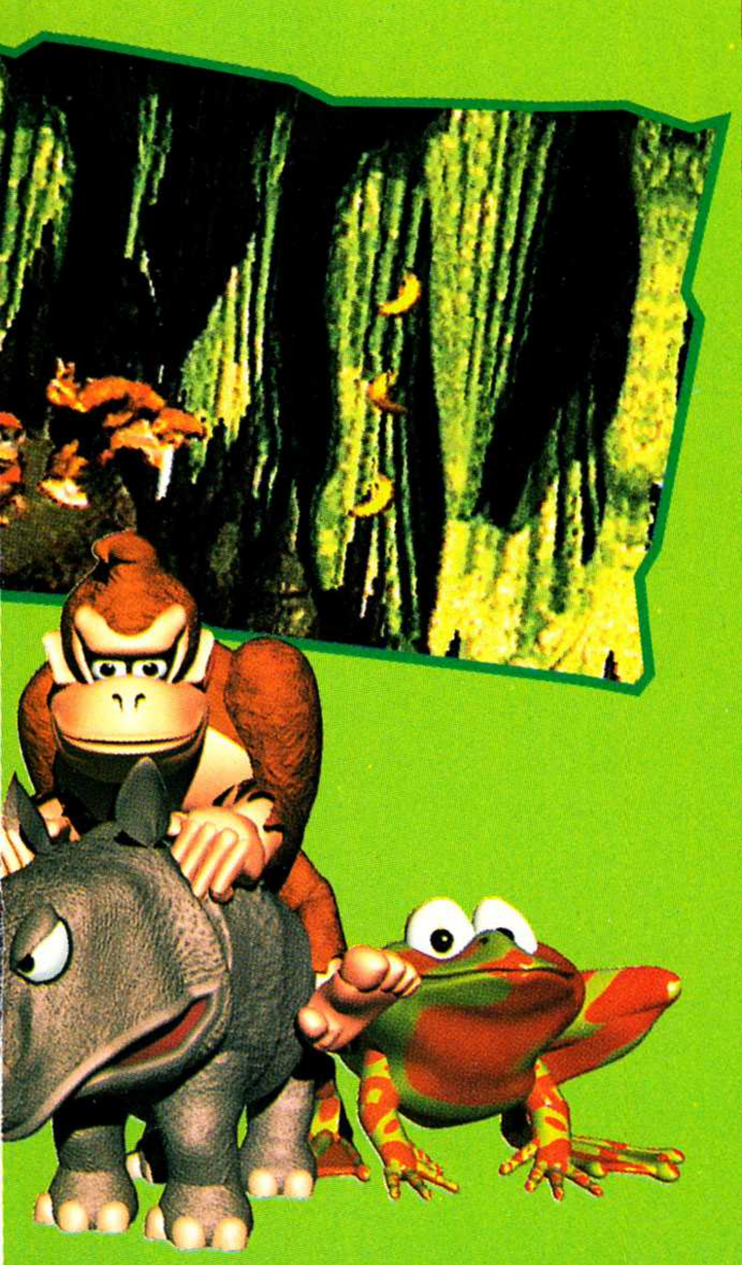
Nintendo built a new kind of game in Donkey Kong Country—a game that looks so much better than anything yet available on the high-end platforms that people can't believe you play it on the Super NES. Believe it. At last summer's CES show in Chicago, showgoers insisted that there must be some sort of trick, like they expected to see a guy behind a curtain pulling levers.

Advertisement



You won't need a special adaptor or a Swiss bank account to play Donkey Kong Country. (All you need is fast feet to get you to the store before the stampede.)

They kept asking what "chip" it used. The beauty of DK Country is that it doesn't use any special hardware, just awesome programming, and it doesn't need an expensive booster like Sega's 32X for the Genesis because the Super NES already has the basic equipment that can deliver incredible graphics and sound. No one thought that it was possible to put fully rendered computer animation on a 16-bit video game, but then Nintendo did it. Now the industry is rushing to catch up to the new standard that Donkey Kong Country has set.

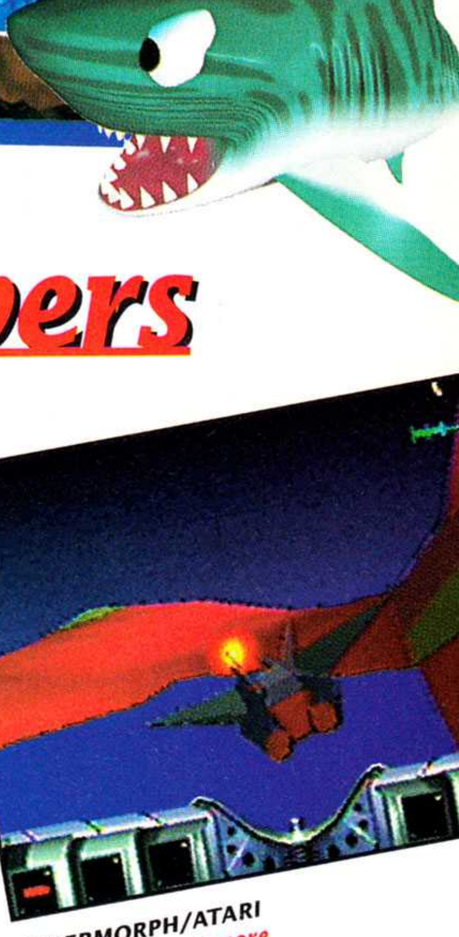


Advertisement

Beyond The Hype

Most game companies thought that the next level of games would use digitized graphics on a CD-ROM drive. That's the hype behind multimedia systems promising new interactive experiences. But as anyone who has played most multimedia CD-ROM games can tell you, the experience doesn't live up to the hype. What's wrong with multimedia? CD-ROM is inherently slow and digitized animation is very limiting because real subjects are expensive to film and limited in what they can do. What's more, even with more than 500 megabytes of memory, you are limited to a frustratingly small amount of video animation. For true game creativity, you need to take a step beyond digitization to fully rendered computer animations. What that means is that you can create any character imaginable in three dimensions and the computer can move it any way you want, turn it at any angle and place it on any background. The technique is called Advanced Computer Modeling (ACM) and the result is a far more lifelike game experience. That's how Donkey Kong Country was made and it promises to be the future of video games.

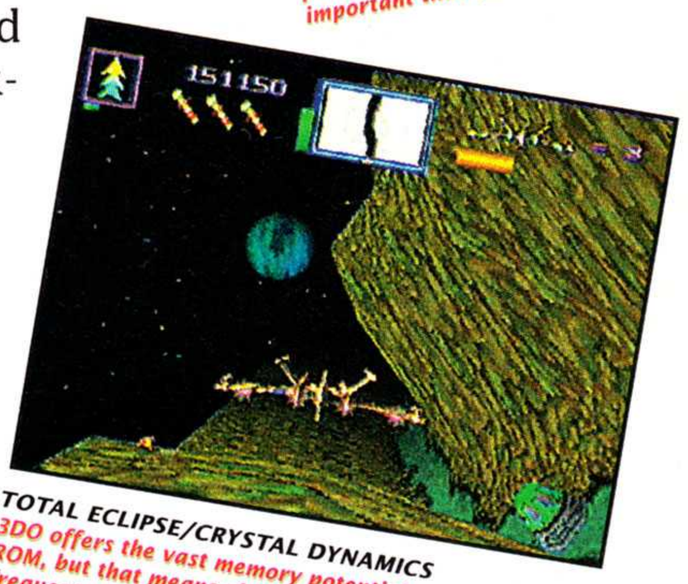
Many elements of Donkey Kong Country—like Diddy Kong—existed in 3D perspectives for the game developers at Rare Ltd. to manipulate.



Talking The Big Numbers

Both 3DO and Atari aspired to create the ultimate high-end video game system. Not only did each of the two new systems promise an evolutionary step up to the next level of gaming, the hardware featured some big numbers. Both systems claimed fast processing and enhanced graphics. But raw processing power doesn't make a great game. In fact, the most impressive numbers are the high end retail price tags of the systems—$250 for the Jag and a whopping $400 for the 3DO. So far there haven't been many games released for these new systems because the platforms haven't sold well. It seems that game players aren't convinced that 3DO and Jaguar represent the next level any more than the slow-selling Sega CD. As for Sega's 32X adapter, how many games do you suppose will be made for a tacked-on system with a life-expectancy of maybe a year? It's simple. The Super NES still has the best games in the world and it won't bankrupt you. Sometimes the grass (not to mention your wallet) is greener where you're at right now.

CYBERMORPH/ATARI
Jaguar may have more processing speed, but DK Country on the Super NES graphically outperforms Jag games released so far. Why? Because programming is more important than power.



TOTAL ECLIPSE/CRYSTAL DYNAMICS
3DO offers the vast memory potential of CD-ROM, but that means video games are subject to frequent, awkward access pauses. For the price of the system you'd expect to be able to buy games as good as DK Country. Think again.

Advertisement

EG SPORTS SPECIAL

MicroProse Aims for the Ultimate

Sim/Fantasy program debuts for multimedia

by Arnie Katz

If coaching a National Football League team is your dream, then **Ultimate Coaches Club Football** (MicroProse/MS-DOS CD-ROM) could be the answer. Designer/programmer Doug Whatley serves up a tasty simulation of the sport some argue has become our true national pastime.

Producer Ed Fletcher has made flexibility his watchword, so **Ultimate Football** is easily customized to conform to any mode of play. Whether your preference is a single game, a rerun of your favorite team's last-season schedule to see if you can outdo the real coach, or a face-to-face or modem league, **Ultimate Football** has options that deliver.

Ultimate Football is playable with or without arcade elements. Participants can control players directly or allow the computer to manipulate them automatically in accordance with statistically derived play-results.

The Coach Mode is great for really knowledgeable fans and those whose hand-eye coordination has seen its best days. As a pure, statistical simulation, it's a potent competitor to the soon-to-be-released **Front Page Sports Football Pro** (Sierra On-Line-Dynamix/MS-DOS). It gives a would-be coach/general manager plenty of opportunity to test play-calling and team-formation abilities.

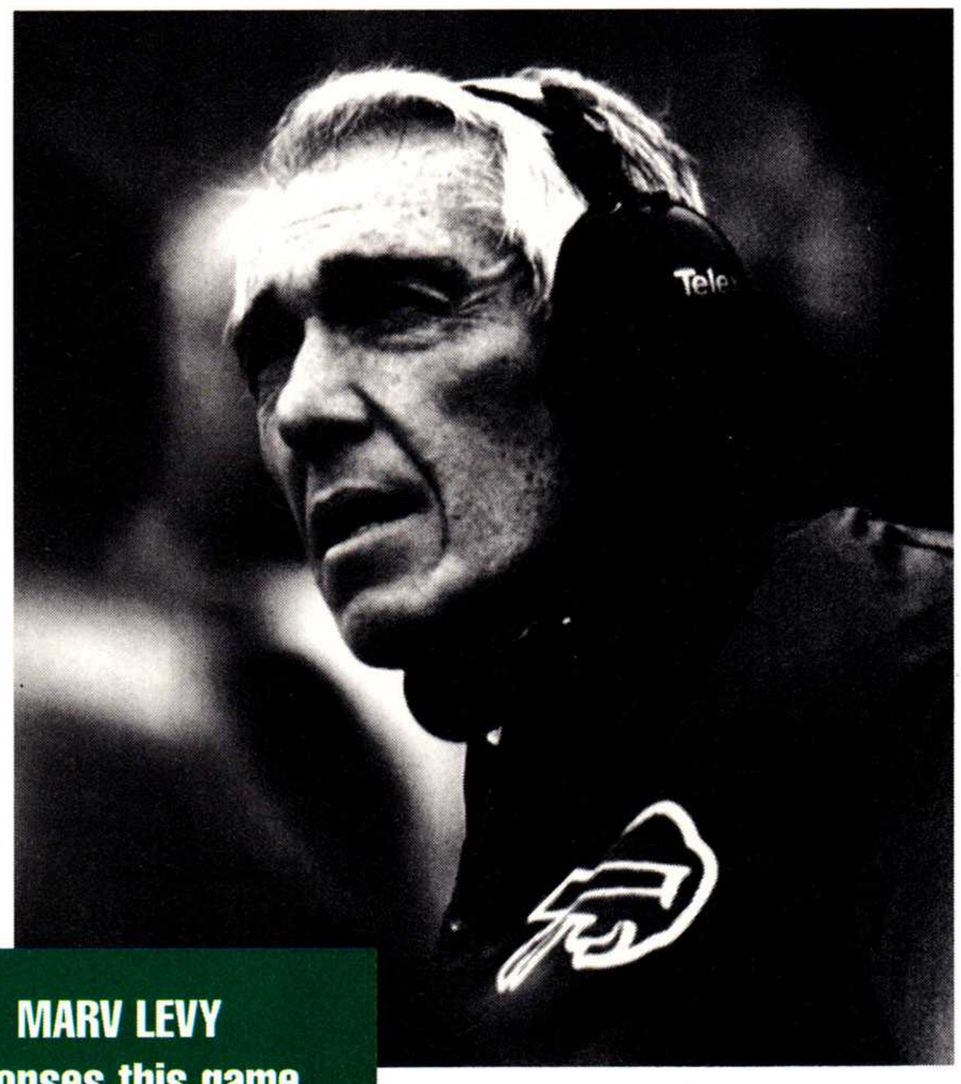
It doesn't quite measure up to **John Madden Football** (Electronic Arts/many platforms) as an action contest. It's good real-time entertainment, but it's hard for any action game to improve on **Madden's** control scheme.

This program is based on individual and team statistics compiled during the 1993-1994 NFL season. An update disk with current season rosters is also available, an important consideration for those who want to use the Fantasy Football portion of the program.

Ultimate Football offers statistically modeled pro-league action for one or two coaches with options for league and modem setups. A few of the features, principally Team and Playbook customizing, don't work in that mode, but the provided system works well for the actual game.

The program comes with a paperback, 1994 *Official Fantasy Football League Journal and Computer Guide*, and there is provision for uploading of weekly statistics. This can be accomplished through Prodigy or the new Fantasy Football League BBS. (Approximate cost for the whole season is $79.95, though the BBS gives a terrific price break for those who start downloading statistics after October 15.)

This versatility is not without some cost. **Ultimate Football** isn't optimized for any one mode. Pure statistical simulation and fantasy football disks may do a little better in their particular specialties, but **Ultimate Football** shines for its all-around excellence.



MARV LEVY endorses this game.

The program has the teams and players of the real 1994-1995 NFL season. Unlike some publishers, Microprose didn't stint on licenses. **Ultimate Football** benefits from both NFL and Players Association affiliations. A game which places such emphasis on statistical accuracy would seem like an empty exercise without the familiar names included within the game.

Before the Coin Toss

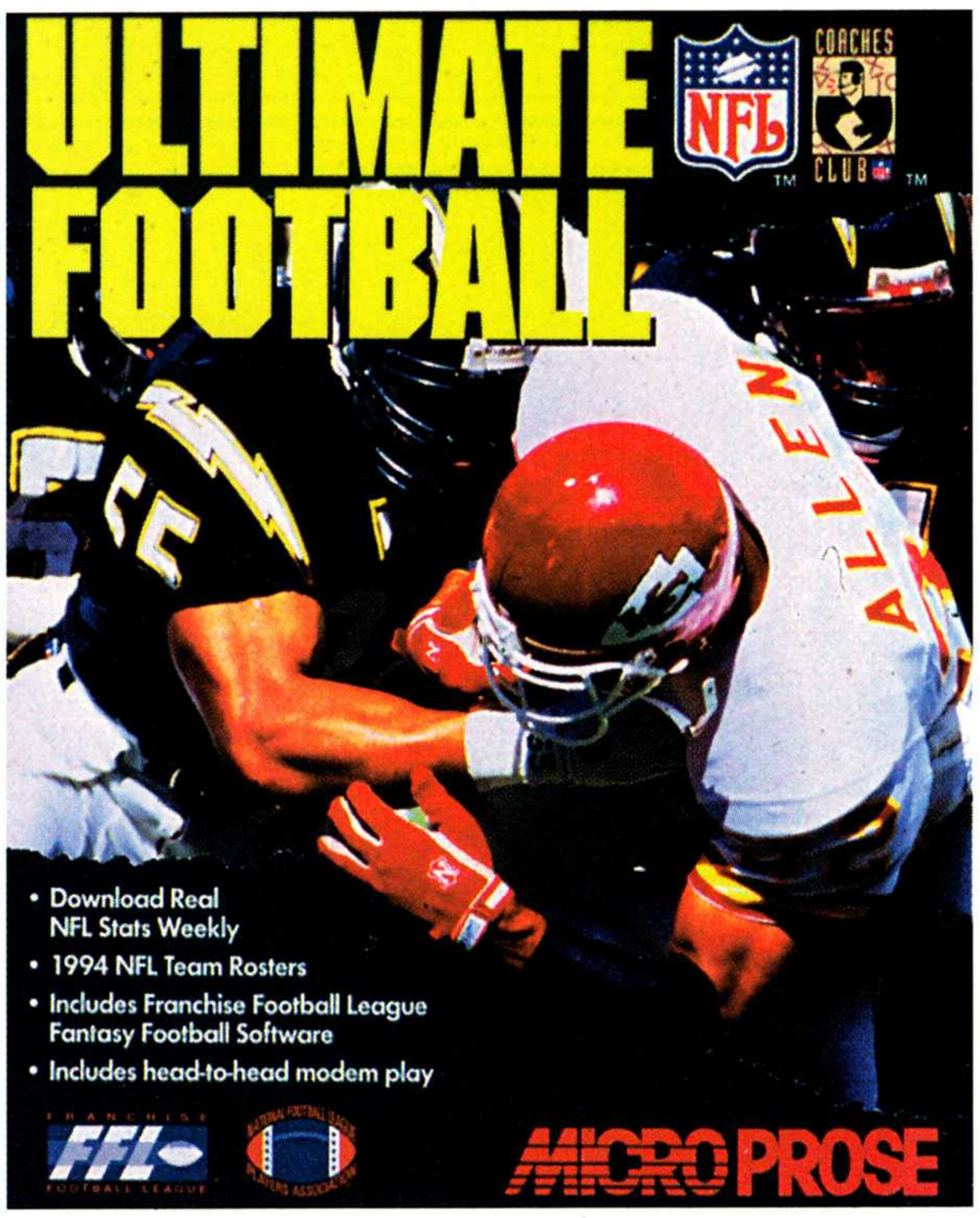
Despite its many adjustable elements and operating modes, **Ultimate Football** is refreshingly easy to install and configure.

After the near-automatic installation program (provided on a 3.5" disk) puts the program on the hard drive, the user chooses one of the 10 alternatives on the Main Menu.

From this screen, the armchair coach can tinker with teams and playbooks, enter the league module, view films, initiate a modem session, resume a saved game, start an extern game (one played on a computer other than the league commissioner's), check out the credits, switch back to DOS, or start game play.

The final choice triggers the game Setup Menu. Buttons along the left edge of the display, together with two large boxes in the center, facilitate choice of team, human or computer control, and whether plays and substitutions will happen automatically. These buttons also let the user attach a playbook to the chosen team.

The user then works down a menu to determine variables like the length of each quarter (5, 10, or 15 minutes), the type of stadium (domed, outdoor grass



COMMIT TO ★ EXCELLENCE

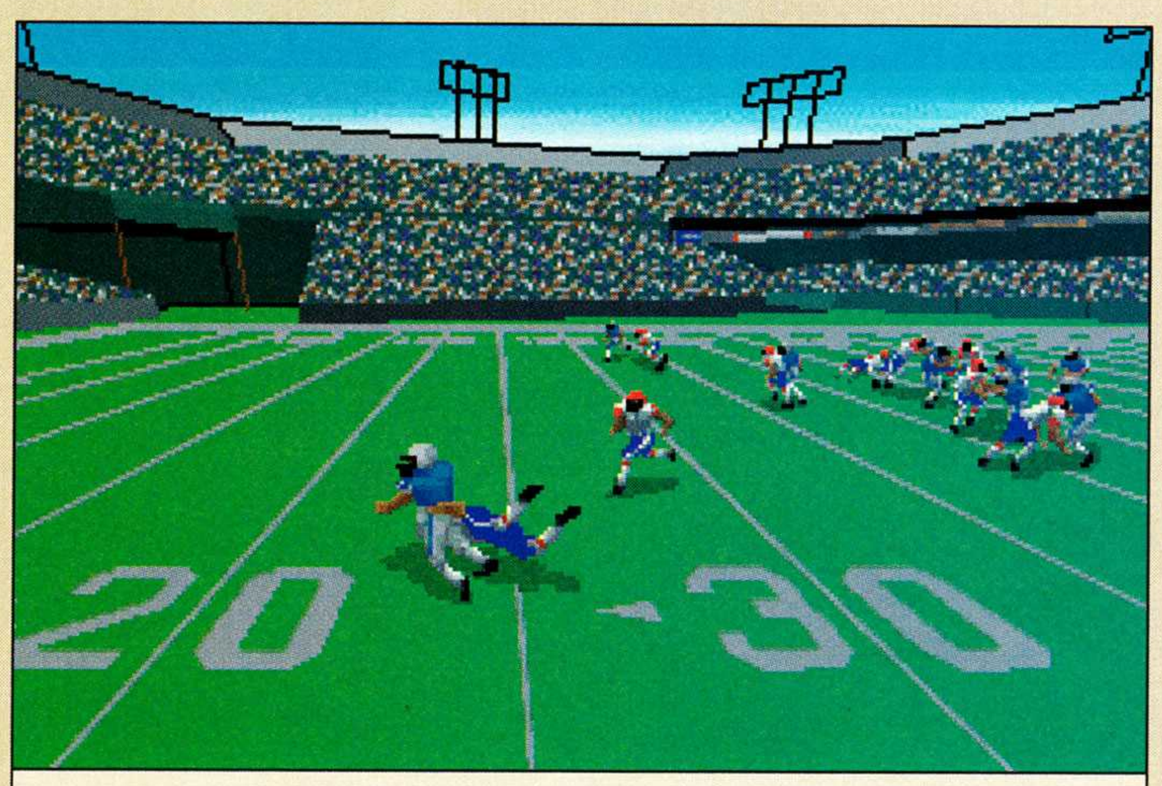
FRONT PAGE SPORTS®

FOOTBALL PRO '95 ★ ★ ★ ★ ALL PRO

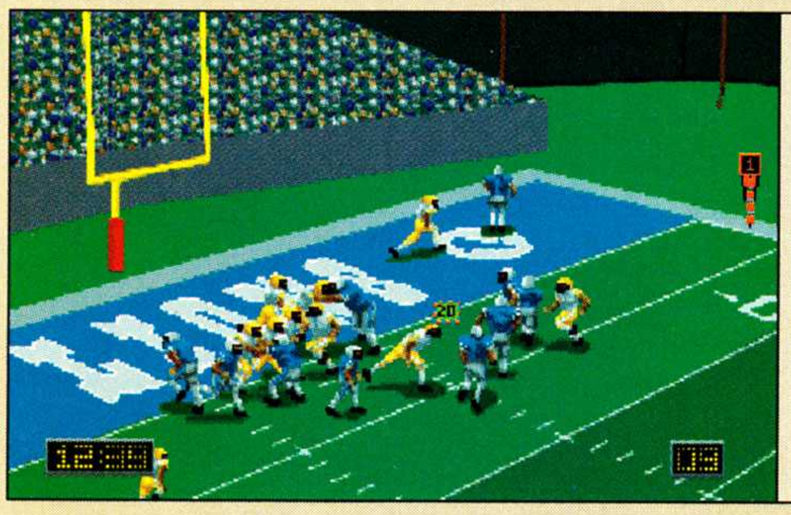
SANDERS CONVERTS FOR TWO IN FOOTBALL PRO '95

NEW NFL RULES PROMISE MORE AGGRESSIVE PLAY

Expressing excitement about the addition of 2-point conversions and kickoffs from the 30-yard line, Lions' running back Barry Sanders said today to watch for "higher scoring games, more risk-taking and plenty of bone-crunching action." The hottest action will be wherever the nation's best, *Football Pro '95,* is played. Winner of Computer Gaming World's Best Sports Simulation award in both '93 and '94, this best-seller is set for another goal-to-goal run. In addition to the rule changes, the game kicks off with exciting new features. Players will be able to use existing team lineups or build their own league from scratch starting with a common player draft pool. A new fast simulation mode will generate complete game statistics before you can make it to the refrigerator and back.



Front Page Sports' *enhanced Camera Angle Management System (CAMS™) lets you review plays from all angles. New 3-D stadiums bring the crowd into the game.*



See plenty of bone-crunching hits as players spin, flip and dive in 2-point conversion attempts.

FINAL TEAM ROSTERS ANNOUNCED

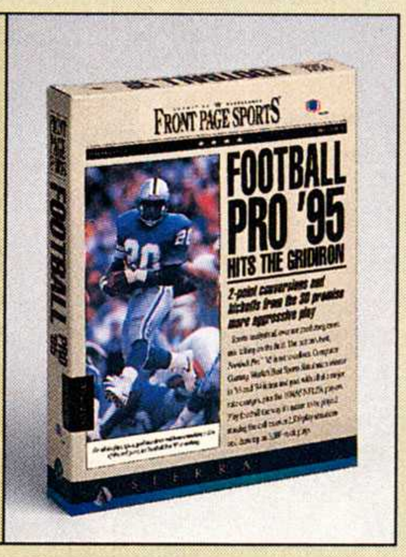
With the first game just hours away, the Buffalo Bills announced their final 53-man rosters. Other coaches had an easy choice. New *Football Pro '95* starts you out with all the 1994/95 lineups and lets you put an unlimited number of players on injured reserve. Many coaches admitted, though, that the inclusion of these NFLPA players and their latest stats made last-minute trades inevitable. At press time, rumors were flying of a trade involving several top quarterbacks.

SUPER BOWL CHAMPS SACK COACH FOR ROOKIE

In a move that surprised everyone, the Dallas Cowboys were taken over by a virtual unknown. Amidst the nationwide uproar, analysts said it was only to be expected in a game like *Football Pro '95* where anyone can become a coach. Coaches decide play-calling logic for over 2,500 play situations depending on what down it is, yardage, score, time remaining or other play conditions. What's more, with 3,000 stock plays on the floppy version (over 10,000 on the CD) and a powerful play editor, there's plenty for a coach to draw on. The secret to becoming a Super Bowl winner is a good strategy, a great team and a lot of luck—just like the real game.

SEASON TICKETS ON SALE NOW

Reserve—or renew—your 50-yard-line seats to the game that sets the standard for football action. *Football Pro '95* makes it first and goal for the entire season! (Available on CD and floppy disk for IBM PCs and compatibles.) Upgrades are available for registered owners of *Football Pro.* See your local retailer for details, or call 1-800-757-7707 and ask for D862.



Officially licensed product of the NFL and the NFL Players Association. NFL shield is a registered trademark of the NFL.
™ and ® are trademarks of, or licensed to, Sierra On-line, Inc., Bellevue, WA 98007
©1994 Sierra On-line, Inc. All rights reserved.

SIERRA®

or outdoor turf), precipitation, temperature, wind strength and direction, and which players should be filmed for later replay. There are a few mysteries to explain, such as how you can choose a domed stadium and snow for the same game, but computerists can avoid such unrealistic combinations.

Also offered is a feature as sensible as it is unusual: the coaches can choose to play under the league rules in force in 1991, 1992, 1993, or 1994. Since the NFL has introduced rule adjustments on an annual basis, this opens possibilities unavailable with any other gridiron product.

You Make the Call

A window pops up prior to every play from scrimmage for each human offense and defense coach. The default setting presents plays in diagram form, but clicking the first: button replaces the "x"s and "o"s with a menu.

Plays not marked with a star require substitutions to implement. This is done manually, unless the coach invokes the Automatic Substitution Option prior to the game.

Plays are grouped in series. The coach can examine the list of such series or delve into one of them to extract the desired strategy. Other buttons in the window change the formation or line-blocking assignments.

The Defense play-selection system is basically the same. The defense can also try to read the offense's intentions. Correct anticipation reduces the play's effectiveness.

The Playbook Editor lets coaches modify the stock ones provided for each NFL team. This isn't really necessary to enjoy the game, but it adds depth for those who aren't afraid of increased complexity.

Sights and Sounds

The function keys pick among camera angles. Coaches can watch plays unfold from many excellent vantage points, including a great-looking, diagonal-angled, overhead shot.

Presentation of play-results includes automatic pans and zooms to augment the manually initiated shifts, so there's always plenty happening on the screen. That dreaded "stair step" look distorts some of the views, but the overall effect is pleasing.

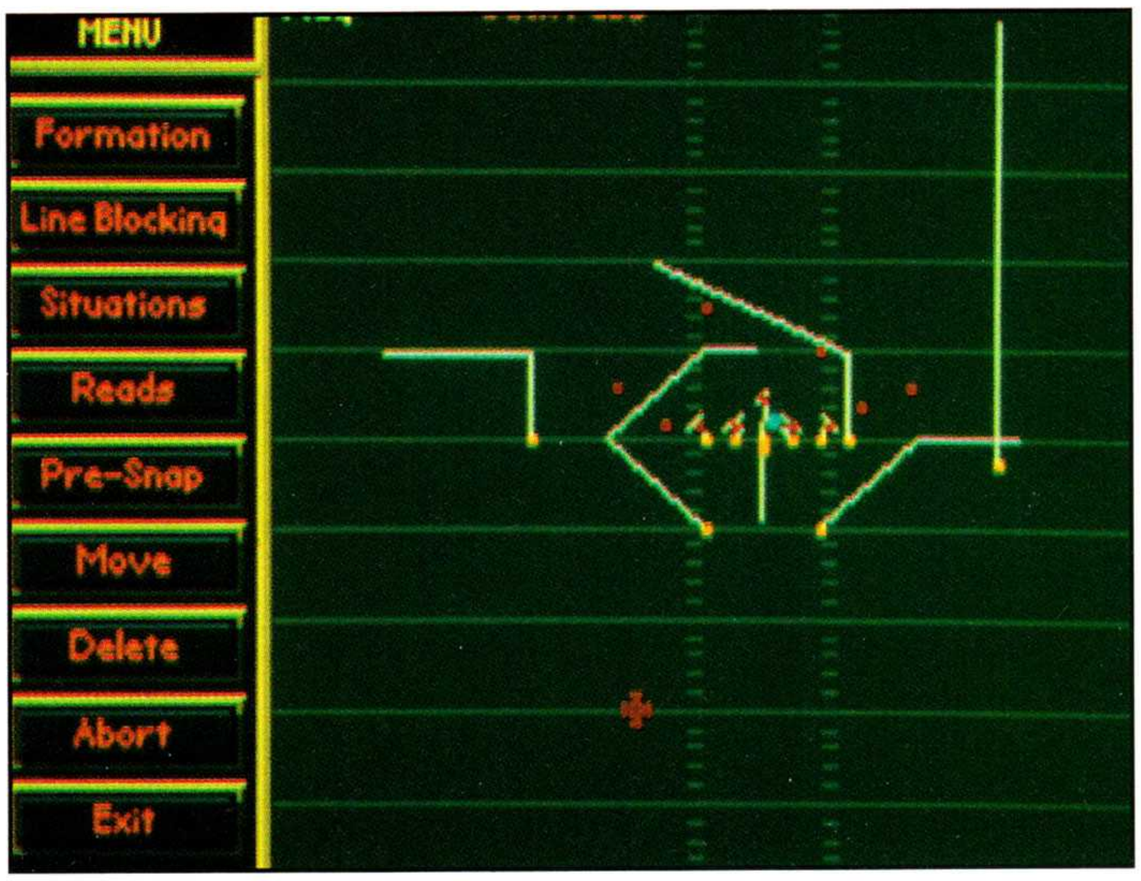
The multiplicity of viewing angles forced some sacrifice in the drawings of players. It's not very noticeable when watching the game from long-range, but the gridders become less detailed as size increases. The close-up, field-level views slightly resemble Japanese anime; the linemen are big and sleek but almost featureless hulks.

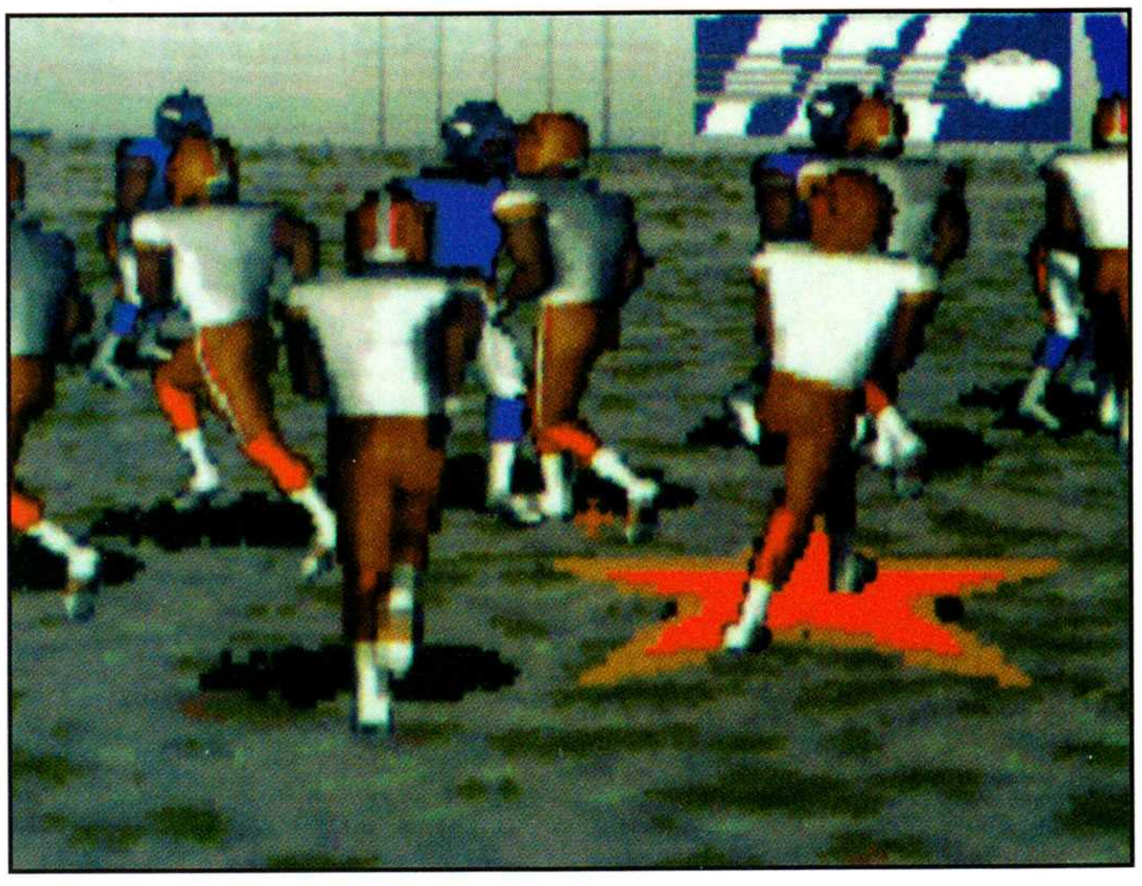
If **Ultimate Football** falls down in one area, it's sound. What is there is all right, but there seems to be less of it than consumers have come to expect from multimedia products. A big-time simulation like **Ultimate Football** should have big-time, wall-to-wall play-by-play and color announcing, rather than just printing play results in a pop-up on the screen.

The Final Score

Ultimate Coaches Club Football arrived without the advance press clippings of its more celebrated competitors. Like many another late-round draft choice, it has proven to be a wonderful surprise.

This is MicroProse's second annual product in this category. Its success should encourage the publisher to review some of the game systems and further enhance the sound and graphics for next year. Meanwhile, **Ultimate Football** merits space on any football fanatic's hard drive.





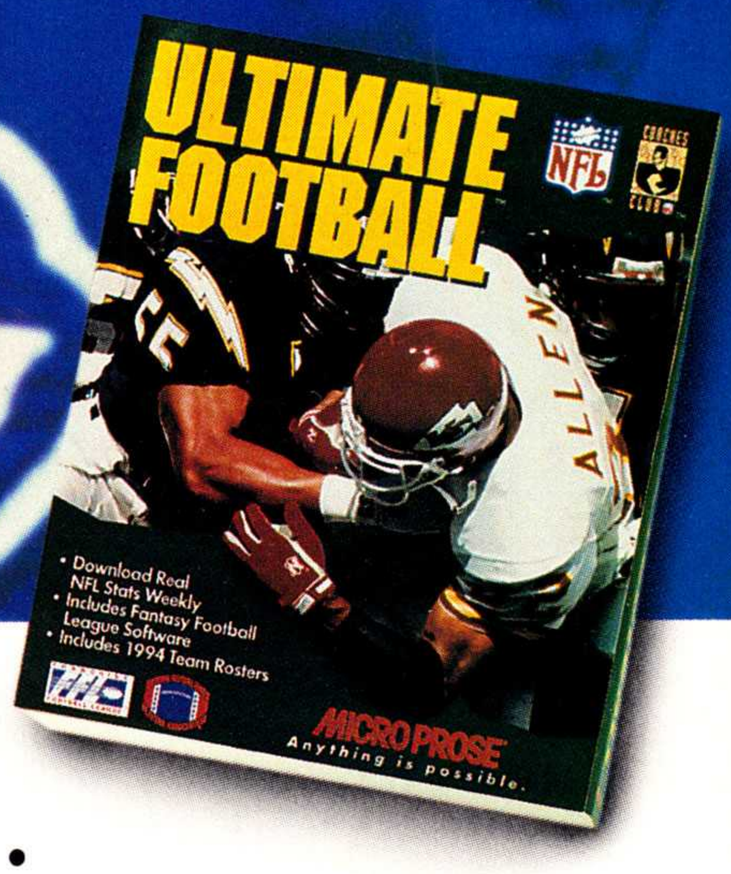
THINK YOU CAN DO BETTER?

Ultimate NFL™ Coaches Club™ Football is the only PC game that lets you play, coach or own your own NFL team.

ULTIMATE FOOTBALL

puts you into the action with awesome graphics, real NFL coaches' playbooks, and 1994 player rosters you can update weekly with Franchise Football League stats. Think it's easy getting to the Super Bowl?

PLAY THE GAME. ANYTHING IS POSSIBLE.



© 1994 MicroProse All Rights Rerserved.

MICRO PROSE®

Anything is possible.

For IBM-PC & Compatibles on CD-ROM

NFL Coaches Club is a trademark of the National Football League, ™/© 1994 NFLP, Franchise Football League and FFL are trademarks of Fantasy Sports Properties Inc., NFLPA is a registered trademark of the National Football League Players Association.

EG SPORTS SPECIAL

NFL: Hall of Fame

CD-i Combines a Football Game and a Database

by Bill Kunkel

There are certainly no shortage of football simulations, and there are a lot of good products that (see the **EG** Sports Section) provide users with gridiron data. But one product on the interactive market tackles both football action and its history.

NFL: Hall of Fame, developed by Philips POV for initial release on its CD-i, not only offers gamers an interesting gridiron sim, but tosses in a fascinating virtual visit to the Canton, OH, Professional Football Hall of Fame, boasting more bells and whistles than can be heard at a Raiders playoff game.

The game opens with the camera panning in on a football stadium. The footage, while actually rendered through sophisticated polygon and texture-mapping technology, has an amazingly realistic look. This is especially true of the opening seconds, which are displayed in a pseudo-grainy black and white texture which uncannily duplicates old film footage.

As the camera swings up above the stadium, the footage fades into full, vibrant color, with the visual trip moving next door to the Football HoF. The rotation and texture mapping are flawless as the camera swings into position, circling the rotunda-shaped building and coming to rest at the front entrance. In fact, the presentation becomes even more impressive when the MPEG-driven FMV kicks in—set in exactly the same spot.

The game guide, dressed in coach's gear, greets users here, delivers an appropriately gritty introduction, and offers up the Main Menu. Players can go in any of three directions at this point. Flanking the screen are the Hall of Fame and the Hall of Champions, the two sections which comprise the actual Canton HoF. The Hall of Fame features those extraordinary players who have been inducted into this august body, while the Hall of Champions showcases the finest teams ever to cuddle the pigskin.

COACH'S CALL
Listen to your tour guide.

If the user selects either of these two Halls, they are given the option of taking the grand tour, checking out specific players, or of course, returning to the Main Menu. The directory simplifies the search for individual greats by breaking them all down into Offense, Defense, and Kickers. The user then chooses the player whose station they wish to view and, shazam, they are treated to incredibly crisp footage and still photos highlighting that player. The footage on QB legend Otto Graham—who reigned from the mid-'40s to the mid-'50s—has never looked this good. The FMV must have been spruced up through an electronic photography process because if they were colorized, they'd look good enough to pass for contemporary footage.

The team exhibits are much less spectacular. Even a team of as recent vintage as the '86 Giants are shown only in an ancient-looking team photo, with the only supplemental material being a brief audio overview of the team's strong suits.

Once the gamer has learned enough about the opposition, they can actually challenge—or take charge of—an impressive array of teams. There's a squad comprised of current NFL greats and a Canton All-Star team in addition to the NFL teams. Game options include practice, quick play, exhibition, and league play. The game even allows users to simply call the plays and watch the results from the sidelines, or actually get in there and muck it up with the legends of the gridiron.

Unfortunately, the game portion of the program was not complete at press time, but if it can match the solid design and execution of the Hall of Fame and Hall of Champions areas, they'll be talking about this one forever.

IN

SIX

PAGES

YOU'LL

KNOW

WHY

EVERYTHING ELSE IS JUST PRACTICE.™

ESPN SUNDAY NIGHT NFL

WE'VE GOT SOMETHING YOU WON'T SEE IN ANY OTHER GAME. (YOUR RECEIVERS)

ESPN Sunday Night NFL is distributed by Sony Imagesoft, 2400 Broadway, Suite 550, Santa Monica, CA 90404. Sony is a registered trademark of Sony Corporation. Imagesoft and logos are trademarks of the National Football League and its member clubs. Sega, Genesis, and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.

E-Z CAM ZOOMS IN ON THE BALL-CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE-CRUSHING HIT AND SHOESTRING TACKLE.

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.

GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES AND SPEED BURSTS.

From the moment your QB releases the ball, you've got complete control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price). The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.

ALL 28 NFL TEAMS

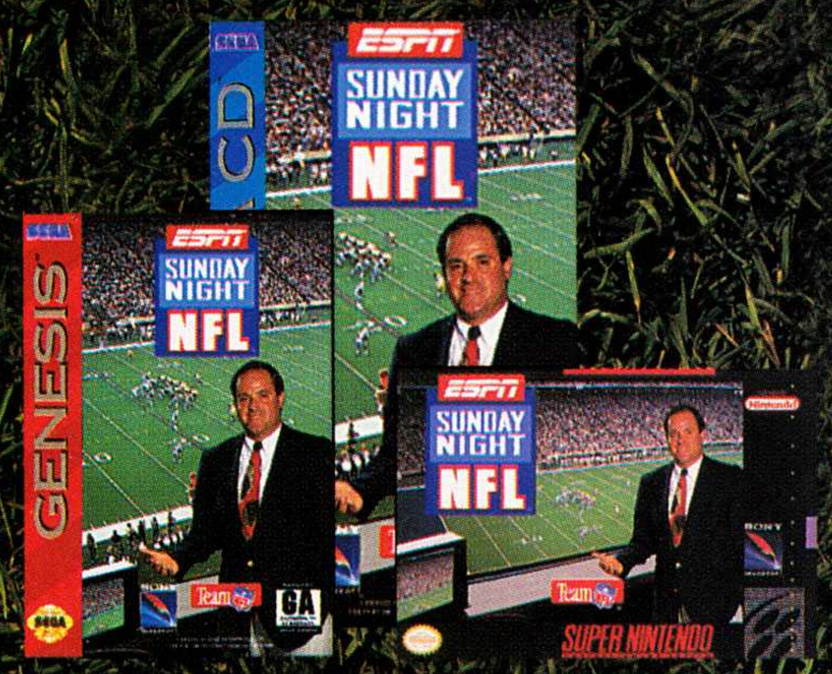
FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

ESPN Sports Center

CAN YOU SAY F-U-M-B-L-E? CHRIS BERMAN CAN, AND WILL, LIVE FROM THE BOOTH, ON SEGA CD. THERE'S EVEN MORE BERMAN, PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

So if you love passing windows, buy another game.

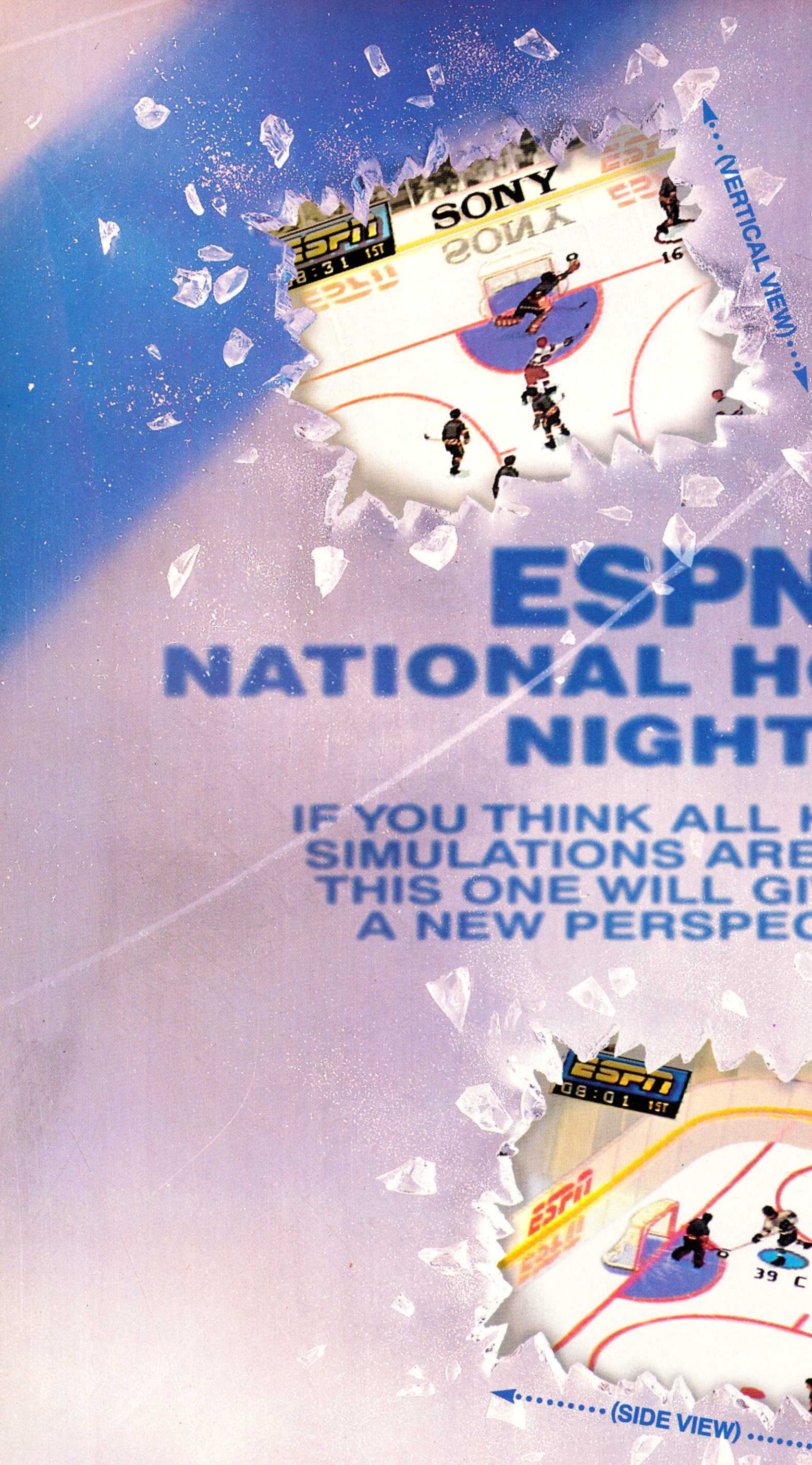
If you love passing, buy ESPN Sunday Night NFL.



EVERYTHING ELSE IS JUST PRACTICE.™

SONY IMAGESOFT

is a trademark of Sony Electronic Publishing Company. ©1994 Sony Electronic Publishing Company. ESPN is a trademark of ESPN, Inc. NFL and the various NFL team names Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc. ©1994 Nintendo of America, Inc. All rights reserved.



Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.

ESPN National Hockey Night is distributed by Sony Imagesoft, 2400 Broadway, Suite 550, Santa Monica, CA 90404. Sony is a registered trademark of Sony Corporation. Imagesoft is a trademark of Sony Electronic Publishing Company. without the prior written consent of NHL Enterprises, Inc. ©1994 NHL. Sega, Genesis, and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Nintendo and Super Nintendo Entertainment System are registered

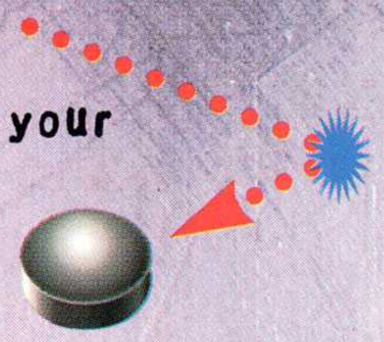
REAL HOCKEY PLAYERS WERE FILMED AND DIGITIZED INTO THE GAME. (OVER 10 MINUTES OF VIDEO HIGHLIGHTS ON SEGA CD.)

ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

The slap shots, wrist shots, drop passes, and flip passes, all with the most realistic puck physics you've ever seen.

Did you say hitting?



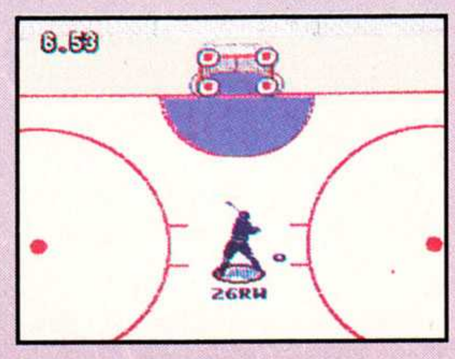
REALISTIC PUCK PHYSICS. THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.

A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is there in the booth every step of the way.

So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals, Bill won't let you forget it.

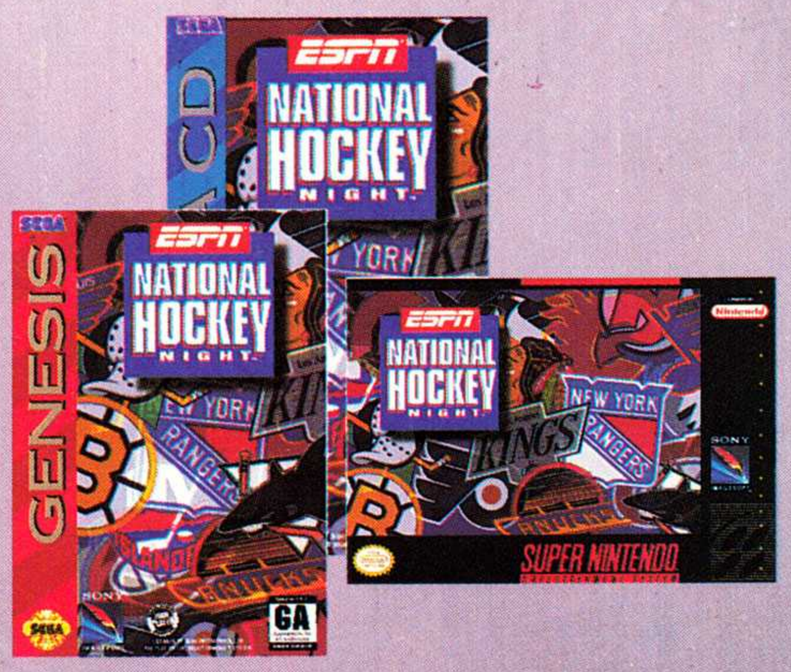
Check out ESPN National Hockey Night. It'll give you a whole new perspective on hockey.



TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE.

ALL 26 NHL® TEAMS

FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.



EVERYTHING ELSE IS JUST PRACTICE.™

SONY IMAGESOFT

©1994 Sony Electronic Publishing Company. ESPN is a trademark of ESPN, Inc. All NHL and team logos and other marks depicted in the advertisement are the property of the NHL and the respective teams and may not be reproduced trademarks of Nintendo of America, Inc. ©1994 Nintendo of America, Inc. All rights reserved.

ESPN SPEEDWORLD

IT MAKES OTHER DRIVING GAMES LOOK LIKE DRIVING GAMES.

ESPN Speedworld is distributed by Sony Imagesoft, 2400 Broadway, Suite 550, Santa Monica, CA 90404. Sony is a registered trademark of Sony
ESPN, Inc. Sega, Genesis, and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Nintendo and Super Nintendo Entertainment

BUMP AND DRAFT YOUR WAY THROUGH 23 OTHER COMPUTER-CONTROLLED CARS.

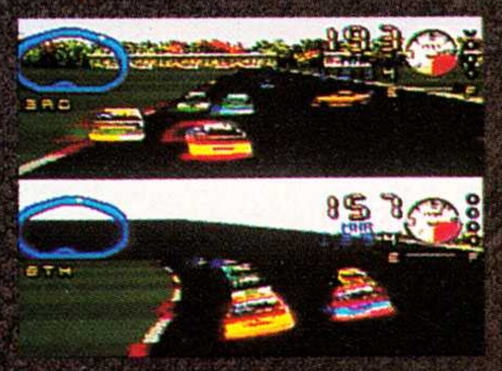
Most driving games think it's fun racing against nobody, just circling the track and waving to the pit crew. With ESPN Speedworld, you're racing against 23 computer-controlled drivers who would like nothing more than to plow you into a wall. To win this race (or even finish it), you'll need to bump, slot, and draft your way around hairpins, straightaways, and 3-D banked turns. Choose your track, and customize your car for maximum performance–the tires, transmission, engine, and even the paint job (which won't look good for long). Once you're on the track, you'll have to monitor the tire wear, body damage and fuel consumption. And with the interactive pit crew, you can win or lose a race while changing a tire. The battery back-up saves your stats and winnings through an entire season. And don't forget, ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the final lap, he's going to let you know it. Pick up ESPN Speedworld and start racing against the pros. Not against yourself.

CHOOSE FROM SUPER SPEEDWAYS, SHORT TRACKS, AND ROAD COURSES.

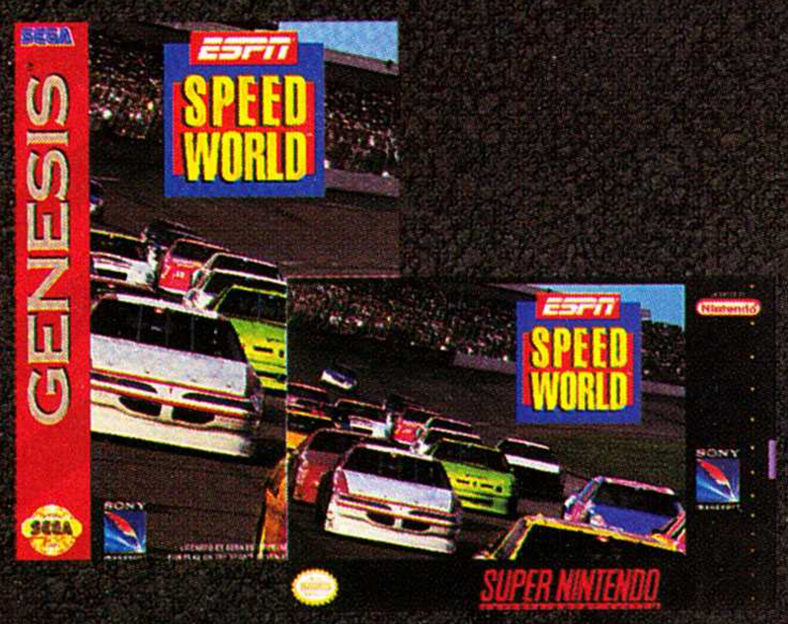
CUSTOMIZE YOUR CAR–THE TIRES, THE ENGINE, THE TRANSMISSION, EVEN THE PAINT JOB.

EARN WINNINGS AND USE THEM TO MAKE YOUR CAR FASTER AND MEANER.

GET ADVICE FROM THE EXPERT HIMSELF, ESPN'S DR. JERRY PUNCH.



SPLIT SCREEN RACING LETS YOU KEEP AN EYE ON YOUR BUDDY EVEN WHEN HE'S NOT ON THE SAME LAP.



EVERYTHING ELSE IS JUST PRACTICE.™

SONY IMAGESOFT

Corporation. Imagesoft is a trademark of Sony Electronic Publishing Company. ©1994 Sony Electronic Publishing Company. ESPN and Speedworld are trademarks of System are registered trademarks of Nintendo of America, Inc. ©1994 Nintendo of America, Inc. All rights reserved.

EG SPORTS SPECIAL

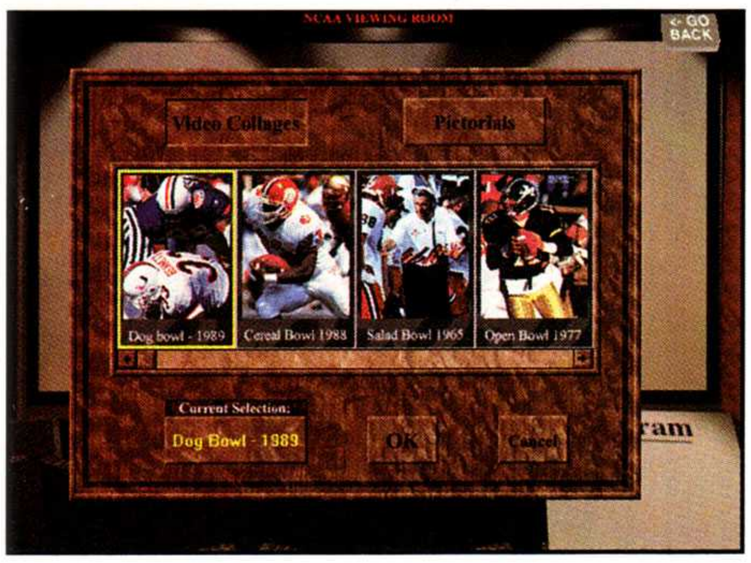
GRIDIRON ENTERTAINMENT

INSIDE INSIDE THE NCAA—FOOTBALL

BY JOHN WESLEY HARDIN

The late autumn weather brings the sounds of leaf-raking, school bells, and the crunch of cool afternoon football games. Each autumn also sees a new crop of football entertainments for computer and CD-ROM platforms. Here, **EG** takes a look at one of the leaders of the pack, and we'll talk briefly about a couple of the more exciting upcoming releases.

A first round draft pick from The Software Toolworks is **Inside the NCAA—Football**. The Software Toolworks heads in a slightly new direction with this sports entertainment disk. They've made sports games (**Cal Ripken's Baseball**, Genesis), and they've covered fringe sports (**Maniac Sports**, CD-ROM) but this is the first time they've turned their database engines to work on



something as big as collegiate football. The two-CD product will attempt to give college gridiron buffs more of everything. The first disk will contain all of the vital reference material, with almost an hour of full-motion video clips, while the second will be a bonus, value-added trivia disk.

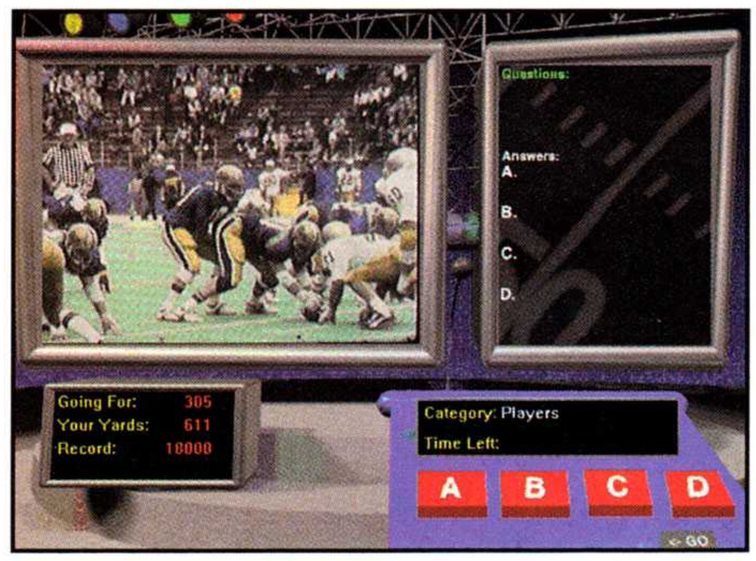
The interface is presented television style. After the intro, the computerist sees a well-rendered, paneled room. Bookshelves line the walls and a huge projection TV screen dominates the room from one corner. In the foreground, we see a pair of shoes propped up on a recliner and the setting becomes familiar: we're in our living room, with feet up and remote in hand, waiting to be entertained.

The remote control accesses six areas of NCAA info. Pressing the button marked NCAA takes us to a tastefully appointed boardroom at NCAA headquarters. One end of the room is a giant screen where the goods are displayed. Here, computerists will be able to see all the information they ever wanted to know about the NCAA, including how to contact each school, recruiting information and rules, scholarship availability, and requirements and other salient features.

When the Coaches button is pressed, we're transported to the Coaches Corner. Appropriately, this is a locker room so realistically rendered that one can almost smell it, but it's probably best that we can't. A large chalkboard in the corner will display in-depth information about coaching common offenses and defenses, special team setups, and general challenges faced in game play, all from the coaches' perspective.

Apparently, no sports entertainment product would be complete without a trivia contest. **Inside The NCAA Football** is no exception. **Inside The NCAA** will have a 300-question game on the reference disk, while the accompanying trivia disk will hold 1,500 questions and lots of video clips.

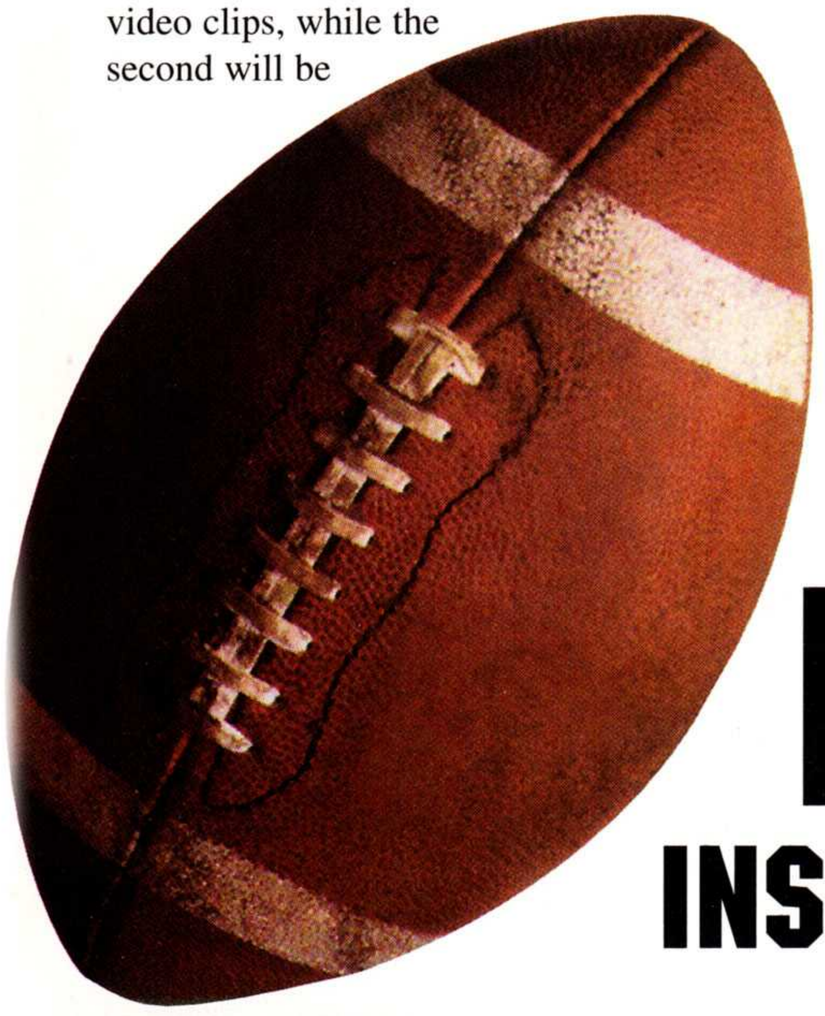
Here, players wager yards and attempt to accumulate the most yards by correctly answering questions. At heart, all trivia games come down to the same thing: the questions. How hard are they and how are they presented? These come in varying levels of difficulty from Try Outs to Hall of Fame. Following the television motif, the game takes place in a studio, where monitors display the questions and answers. Another larger screen plays the video clip that attends each question. The video element adds another dimension of entertainment to the whole trivia contest.



A touch of the button marked History takes us to the NCAA Visitor Center. Here we can go to the NCAA Viewing Room or the NCAA History Exhibit. The Viewing Room takes the form of a small theater, controlled via a program book in our right hand. The History Exhibit takes us to the NCAA Time Machine. These two areas should allow college football fans to examine the evolution of NCAA football and its fans, photo essays on players and equipment through the years, plus an illustrated timeline developed with hands-on input from the College Football Hall of Fame.

Two other areas, Best Of and Schools & Conferences, are supposed to offer video and audio footage covering long-standing conference rivalries, the best players, games, and coaches, bloopers, and more. Schools & Conferences is also scheduled to hold tons of stats and data, but when we saw **Inside The NCAA**, these areas were inaccessible.

The Software Toolworks has given **EG** readers a very tantalizing glimpse of **Inside the NCAA**. The finished product can only be better than what we've seen so far, and that's been pretty good. If The Software Toolworks and **Inside The NCAA** keep their promise, this autumn will also hear a lot of contented sighs from happy college football fans.



SOME

DREAM

OF A

PERFECT

GAME.

THE REST

OF US

JUST

BUY IT.

So, you want a perfect game. Get Hardball 4. Get cutting-edge graphics that are incredibly real. We're talking about wake-the-neighbors-and-call-your-friends kind of real. Get stat compilation that would make any sports bureau envious. Get all 28 stadiums with different altitude, field, and wind conditions. Throw in an add-on disk with over 700 major league players. And you've got a masterful gem that compelled *Computer Entertainment News* to label it One of 1994's Ten Best Games. Now, to get a perfect game you don't have to be in the zone. Just the right software store.

HARDBALL™ 4

SPORT ACCOLADE

Hardball 4 is a trademark of Accolade, Inc. ©1994. Accolade is an official licensee of the Major League Baseball Players' Association. ©MLBPA MSA. The Sport Accolade logo and Sport Accolade are trademarks of Accolade, Inc. All rights reserved.

EG SPORTS SPECIAL

BODY SLAM AND HEADLOCK

STARS OF WORLD CHAMPIONSHIP WRESTLING MEET THEMSELVES IN VIDEO GAME FORM

BY JOHN WESLEY HARDIN

Try lacing up with these guys. In the early '80s, one of the premiere magazines that follow the sport picked Ricky "The Dragon" Steamboat as the wrestler of the future. Since then he's held several major titles including the Intercontinental Championship and the World Television Championship. He's also won more than a few of the most epic matches of modern professional wrestling.

Now in his early forties, "The Dragon" has wrestled in over 5,000 matches, of which he has won 86 percent. He's fought as many as 385 matches in a single year. "I've got a good record," says Steamboat, "but I've been in a lot of matches, and you know I've been body slammed at least once in every one of them. It takes its toll." Despite recently winning the U.S. Championship belt, Steamboat wants to retire in the next few years.

Johnny B. Badd is one of the most promising newcomers to the sport. He is the heir-apparent to Gorgeous George's crown as the most flamboyant wrestler of his time. He has a solid boxing background, is a five-time New York state champion, and has participated on the U.S. boxing team. With both boxing and wrestling skills, Johnny's reputation is, well ... just plain bad.

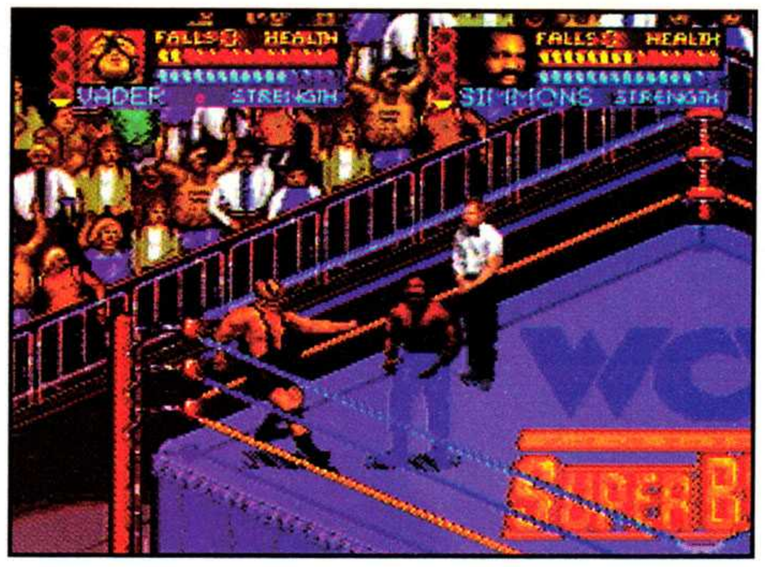
Johnny B. Badd and Ricky "the Dragon" Steamboat are two of the wrestling superstars of World Championship Wrestling, Inc. (WCW), one of the largest wrestling organizations in the world. If you want to test your mettle, you can try your hand against them, but it will take hard work, mental conditioning, focus, and a Super Nintendo. Badd and Steamboat are two of the stars in **WCW SuperBrawl**, the new video game from FCI.

WCW SUPERBRAWL WRESTLING

According to Doreen Do, spokesperson for Fujisankei Communications International, Inc. (FCI), wrestling games should be rough, exciting, and every bit as gritty as the sport itself. "We knew that we were entering a cutthroat market by releasing a new 16-Bit game based on professional wrestling. When you're planning to compete with established giants like Capcom and Acclaim, you'd better have something special to distinguish yourself."

In order to set their game apart, FCI executives went to another organization that has worked hard to carve a niche in a largely hegemonic world—World Championship Wrestling. Even though WCW wrestling has not received nearly as much attention as the World Wrestling Federation (WWF), most wrestling fans are very familiar with the organization. The WCW is the second largest promoter of professional wrestling in the world, sanctioning matches in Europe, Asia, and the United States. As Alan Sharp, WCW director of communications puts it, "We're not as well known as the WWF, so we go out of our way to arrange the best matches. When people see two WCW athletes lock horns, they know they've seen one of the best matches professional wrestling has to offer."

A FLAMBOYANT DISPLAY OF FIREWORKS TO SPICE UP THE MATCH.



"We took a good long look at the WCW and liked what we saw," said Do. "Not only were these the toughest athletes around, they had the kind of colorful characters that would give our game personality as well as excitement. We selected 12 wrestlers based on their skills, star-recognition, and profile in the ring."

Having selected the WCW superstars to include in their game, FCI programmers began studying the wrestlers' moves. "It was really exciting to see the game," said Johnny B. Badd after trying it for the first time. "I'm still learning some of the moves, but SuperBrawl is very lifelike."

"With a boxing game, you can get away with fighters that only move in two directions, forward and backward or side to side. You can't do that with wrestling," said Do. "Wrestlers need to move all over the ring.

I CAN'T STAND EA SPORTS.

I'm bustin' my tail to keep my average around .250 and they put you in the majors. Come hang with your new pals

CANSECO, GWYNN & THOMAS,

played some tee-ball? Come on down. Man, you're playin' the real thing, not just hittin' and pitchin'. You're runnin', scratchin', throwin', spittin', stealin'. Never spent a day in the minors, but you're dingin' McDowell's fast ball off the

GREEN MONSTER.

Smack. Blastin' Maddux's curve over the IVY. Gone. You're in the show. Watchin' 'em fly out from

BEHIND THE MOUND

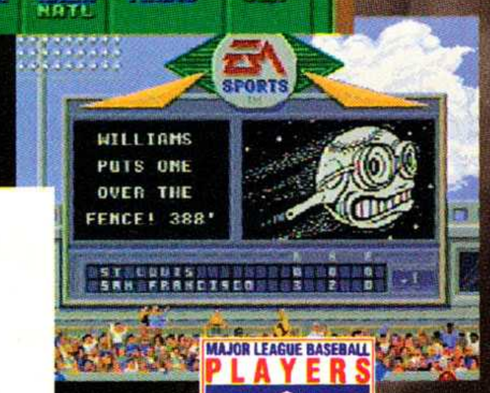
or the BATTER'S BOX. Pilin'

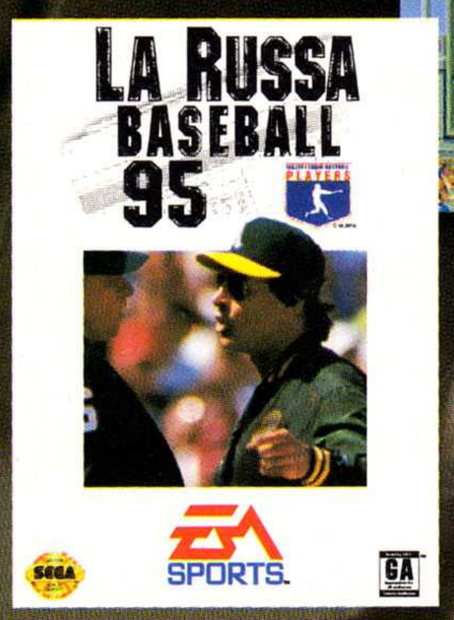
UP SEASON STATS

Like Piazza or Belle, tryin' to snatch that MVP Award from Bonds. And me? I'm wearin' my underwear inside out, trying to break out of this slump.

MAN, THIS GAME blows.

ANONYMOUS
-utility player





MAJOR LEAGUE BASEBALL PLAYERS
© MLBPA

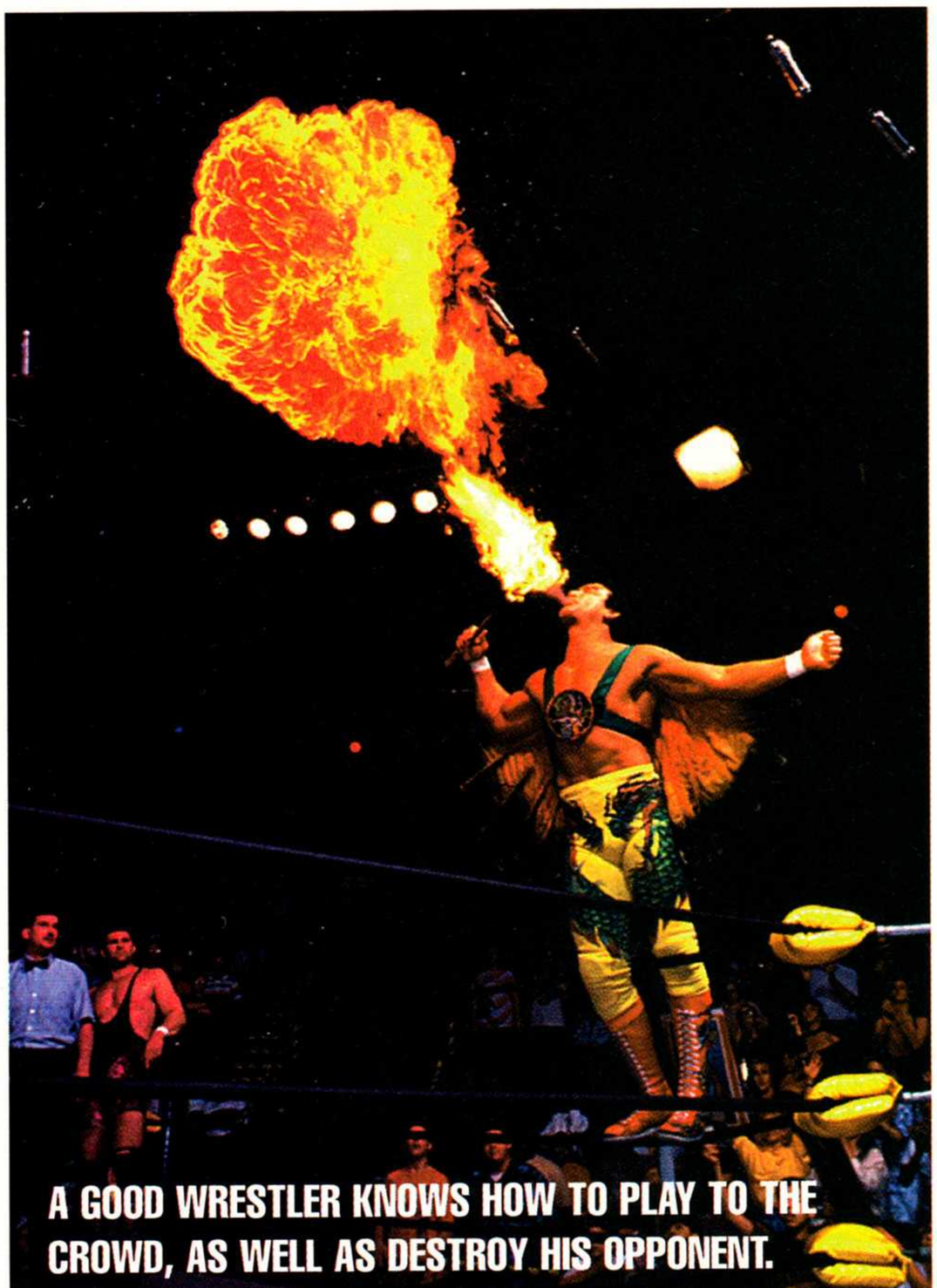
EA SPORTS
It's in the game.™

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets with the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.
Hey man, "EA SPORTS", the "EA SPORTS logo", "If it's in the Game, It's in the Game." are trademarks of Electronic Arts. Tony La Russa Baseball is a trademark of Strategic Simulations, Inc. STATS is a trademark of Sports Team Analysis and Tracking System, Inc. MLBPA, Major League Baseball Players Association and the MLBPA logo are trademarks of the MLBPA and used under license by Electronic Arts. Logo, © MLBPA MSA. The Videogame Rating Council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. And it's a pretty cool game too.

They jump off the ropes or out of the ring. Back and forth just won't cut it."

"Boxing games also have limited moves—a clinch and a few types of punches. Wrestling games should include numerous holds and moves. We wanted our game to be the most versatile, so we included special holds and signature moves for each wrestler. That kind of detailed programming takes a lot of commitment," said Do.



A GOOD WRESTLER KNOWS HOW TO PLAY TO THE CROWD, AS WELL AS DESTROY HIS OPPONENT.

Unfortunately, it also takes a lot of time. A lot has happened since FCI began work on WCW SuperBrawl. Of the 12 wrestlers FCI chose for the game, four are no longer wrestling with the WCW. Barry Windham, "Ravishing" Rick Rude, Rick "Dogface Gremlin" Steiner, and Scott Steiner are either wrestling with other organizations or out of the sport entirely.

There have been other changes as well. Since FCI began work on the game, Ricky Steamboat lost the U.S. Title to "Stunning" Steve Austin and regained it in a rematch. Rick Flair, who held the World Heavyweight belt, recently lost to former WWF World Champion Hulk Hogan. Badd has signed up for a shot at the World Television title currently held by Lord Steven Reigle.

BADD AND STEAMBOAT

Asked how he would like to see himself programmed into a video game, Ricky Steamboat responded that he would want the character to be evenly skilled in most areas of the sport. "In the ring I see myself as a good overall wrestler, a B+ at everything. I've got a good arm drag. I like high-risk aerial maneuvers. Conditioning is one of my strengths. If your tongue is hanging out after 10 minutes, you're going to have to pay."

Like the athlete himself, Steamboat's video effigy is an aerial wrestler. As in life, each video wrestler has a signature move. Both in life and in the game, Steamboat's finishing move is the Flying Body Press.

While Steamboat is interested in computers, he spends little time with video games. Because of his hectic schedule, Steamboat has not had the opportunity to play **WCW SuperBrawl**.

Having recently suffered training injuries, Johnny B. Badd has had more time to devote to community service. He took the time to review the game between visits to underprivileged high schools with the mayor of Atlanta. Badd, a man known for his grooming and dark tan, joked that his video persona is darker than he's ever been able to get. "I wish I could tan like that."

Aside from envying the tan of his video effigy, Badd liked the game a lot. "I'm still learning how to do all of the moves. It's very lifelike. FCI has captured all of our signature moves. Ricky and Brian throw chops in the game, just like they do in the ring. They've even caught the Tutti-Frutti (Badd's knockout left hook, a hold-over from his boxing days).

"What I liked best was that this game makes you think. When you're in the ring, you've got to think fast as well as react," said Badd. "I lost my first few matches very quickly. Once I started learning how to work the moves, things evened out.

"I've played the game using most of the other wrestlers too," Badd said. "I had a match against Vader and beat him. Any time you can pin Vader in less than one minute, you're doing pretty well."

HISTORY OF PROFESSIONAL WRESTLING GAMES

Nintendo released a professional wrestling game within a year of introducing the NES. Other 8-Bit games such as **Tecmo World Wrestling** and **Tag Team Wrestling** followed. FCI also released a wrestling cartridge for the NES, **World Championship Wrestling**.

Having formed a strategic alliance with the World Wrestling Federation, Acclaim has published popular wrestling cartridges for the NES, SNES, Genesis, Genesis CD, Game Boy, and Game Gear systems. While other Acclaim titles such as **NBA Jam** and **Mortal Kombat** have been bigger sellers than the wrestling games, the WWF franchise has proved very profitable. "Our World Wrestling Federation franchise has been so successful that we've extended the licensing agreement into the year 2000," says Dan Harnett, Acclaim's manager of public relations.

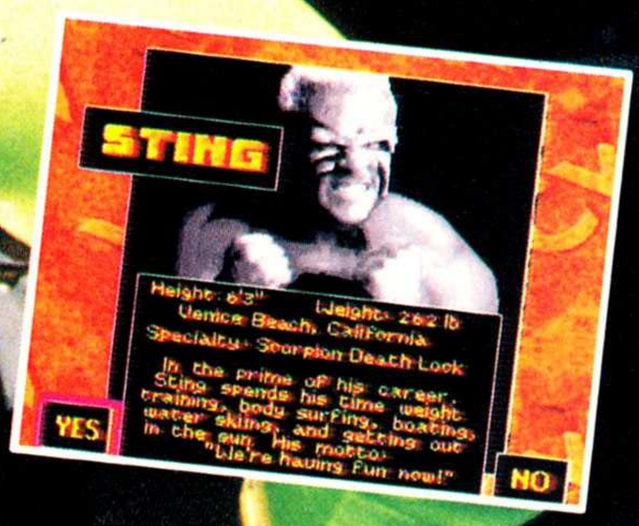
"Our WWF franchise is among our most successful series of video games. Since its introduction on the NES, it's had growing popularity around the world. Well-made wrestling games should have a crossover audience, attracting both fans of the live event and video game fans. Our games capture the excitement of being in the arena. I believe we've caught the essence of professional wrestling."

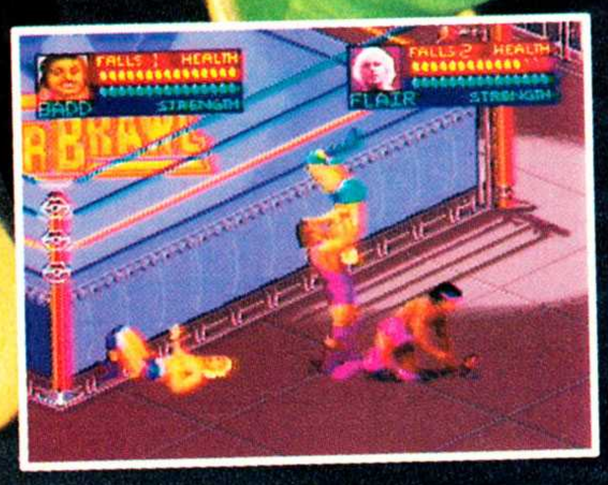
SEGA DECLINES SUPERBRAWL

When FCI began work on **WCW SuperBrawl**, they had planned to release the game for both the SNES and Genesis systems. As the project neared completion, Sega told FCI that they would not sanction the game for the Genesis. According to Doreen Do, the only explanation offered was that "other wrestling games already existed."

Electronic Games contacted Sega Corporation and asked why the game had been turned down. A Sega spokesperson said that Sega did not want to spend time developing a new wrestling game. Though we pointed out that FCI had already developed the game and simply wanted to publish it for Genesis use, Sega offered no further explanation.

SLAMMIN'





Step into the ring with the WCW's best! Dozens of classic moves plus signature moves make this the most realistic action you'll find outside the square circle.

FCI®

Fujisankei Communications International, Inc. 150 East 52nd Street, New York, N.Y. 10022-6017
World Championship Wrestling © 1994 World Championship Wrestling, Inc. All Rights Reserved. Licensed by Turner Home Entertainment. © 1994 FCI. FCI is a registered trademark of Fujisankei Communications International, Inc. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc.

Robert Akers

ll Monitor/Law Society

olit by the Masked Muscle.

Vanessa Askew

Fencing, Yearbook Staff

Bell rung by Piston Hurricane.

Young Advertisers Award/Sew

Knocked out in First Round.

Dan Baldino

Varsity Basketball, Student Council

Knocked silly in Super Punch-Out.

Kim Bandusky

JV Basketball, Health Officer Helper

Face rearranged in Super Punch-Out.

Joe Bardetti

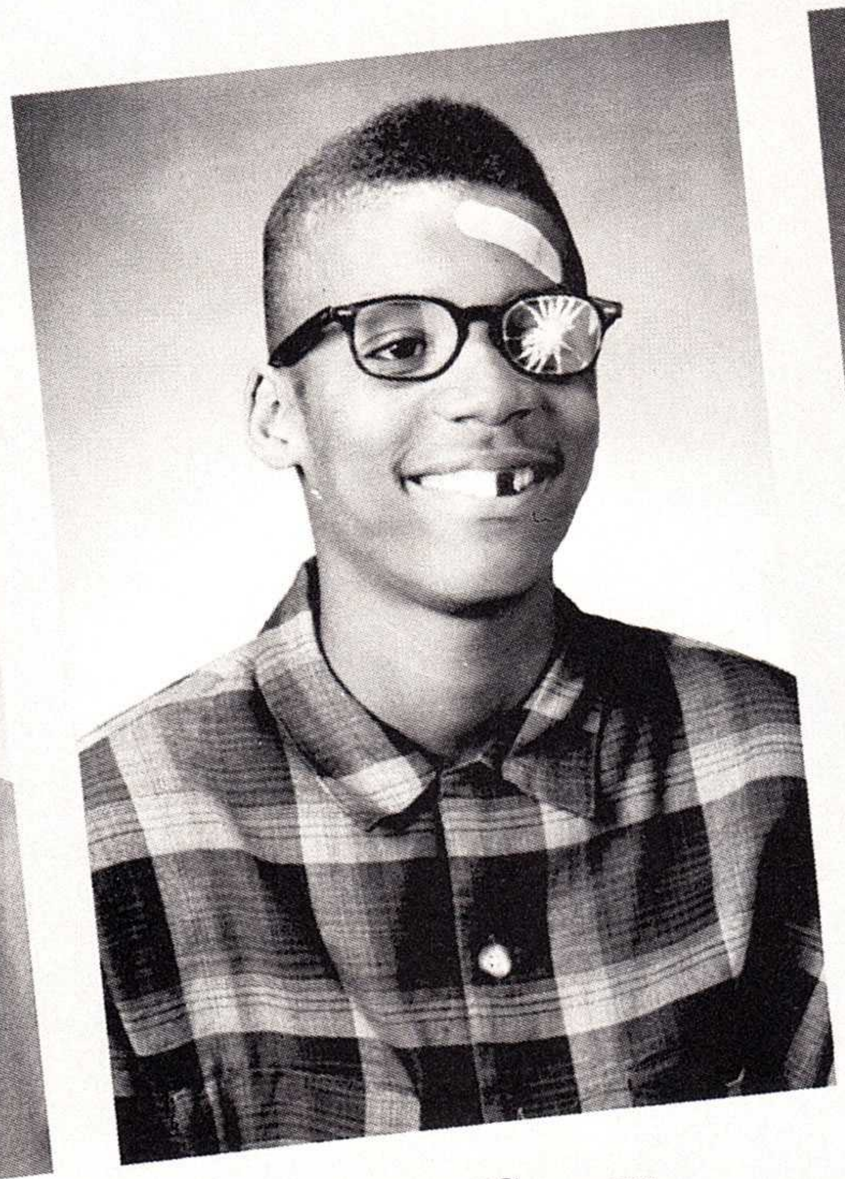
Varsity Football, German Club

Looked at Nick Bruiser the wrong way.

Cheryl Berman

Young Scholars of America, Junior Hawkette

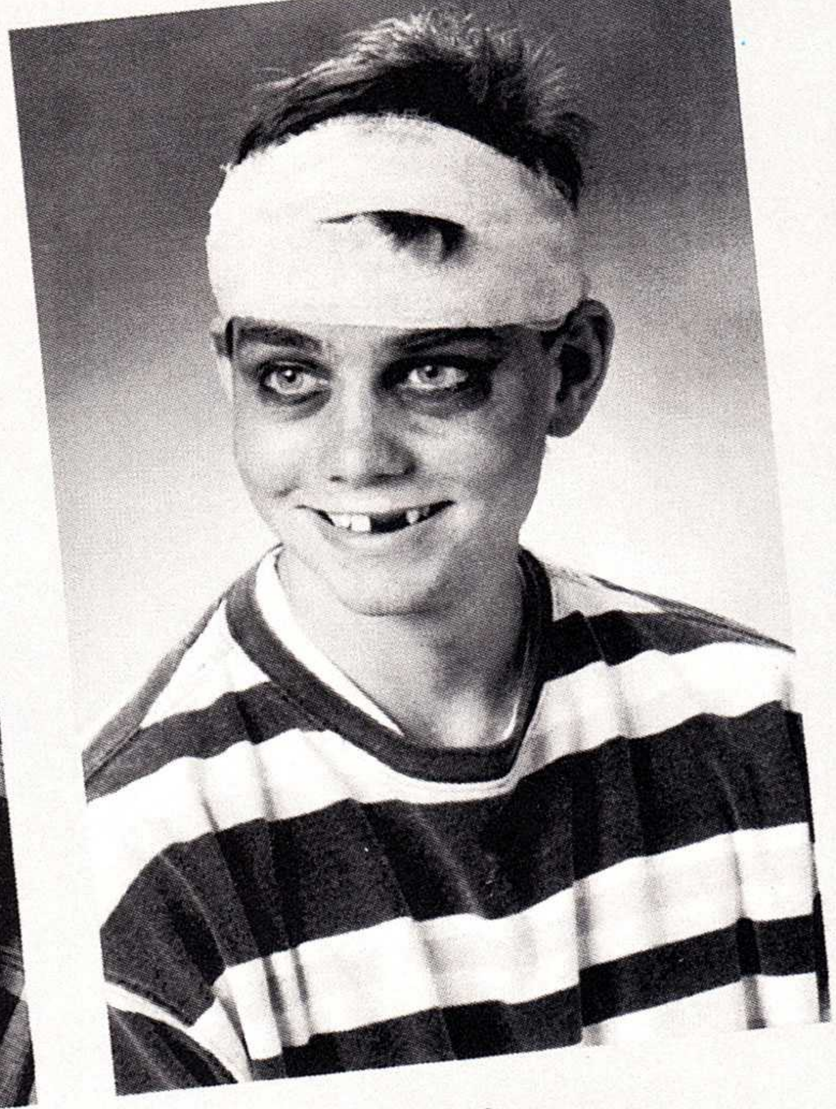
Lasted 4 rounds in Super Punch-Out.



Robert Carney

Physics Club, Tomorrow's Farmers Society

Took on the Narcis Prince.



Don Coyner

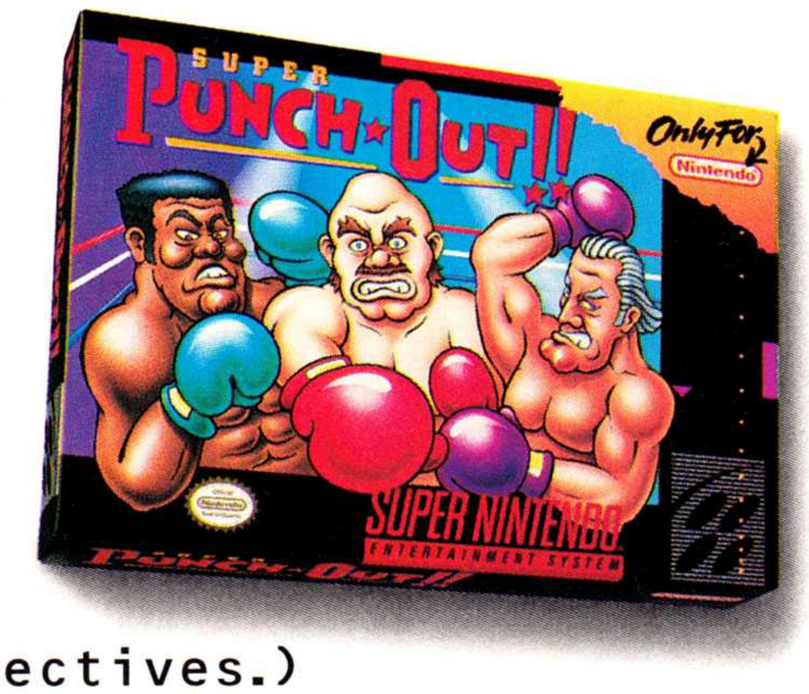
Varsity Wrestling, Junior Librarian

Pummelled by Mr. Sandman.

Introducing the Super Punch-Out Graduating Class of '94.

Now get in lots of fights after school without getting suspended.

It's Super Punch-Out.® The **biggest Punch-Out ever,** featuring some of the biggest lowlifes ever.



They may look dumb. But these guys are big and in-your-face (no sissy side-view perspectives.)

Low blows, kicks and sticks to the head are legal. Now let's have a good clean fight.

Even worse, they've each got their own dirty style you've gotta figure out before you can **kick their butts.**

But before you even step in the ring, you gotta have a Super NES. And then it's DING! DING! — 16 bouts of smacks, hits, jabs and of course, lots of **nasty shots** below the belt.

Just 4 of the Neanderthals you'll face. And they just called you a little maggot.

Sound like fun? You bet your last few remaining teeth. Cuz you know, there's nothing like beating the **snot** out of a big ol' ugly guy.

Although a knee to the groin is pretty cool too.

Only For
SUPER NINTENDO
ENTERTAINMENT SYSTEM

© 1994 Nintendo of America Inc. Super Punch-Out is a trademark of Nintendo of America Inc.

EG SPORTS SPECIAL

In the growing field of applications software, screen savers make the rest of the category look as if it's standing still. Fortunately for sports aficionados, they are no longer limited to comic strip characters, dinosaurs, or motion picture FMVs to prevent screen burn-in. In fact, given the range of sports screen savers, we can guarantee that there's a program out there for every sport and fan.

PLAY BALL!

While the baseball season has drawn to an early close, fans of the fading national pastime still have plenty of software options. Not only are there the three baseball-oriented screen refreshers discussed in the June issue of **EG**, but Kelly Russell Studios, Inc., has released **Major League Baseball Legends and Superstars** (Windows CD-ROM).

• MAJOR LEAGUE BL & S

This innovative product (for Mac CD and PC-CD) not only features MLB videos of famous plays and infamous bloopers, but also team logos that can be displayed on 3-D, rotating baseballs. **MLBL&S** is not entirely passive entertainment as the PC user can design not only screen saver modules, but also wallpaper that features teams and players. Users can program up to eight animated baseballs to simultaneously bounce or spin on-screen, while incorporating sound effects such as the crack of a baseball bat as the balls strike the side of the screen. Additionally, the CD includes over 110 images of full-color art from Kelly Russell Studios' collection of sports stars paintings.

Kelly Russell Studios is also planning to introduce additional **Legends and Superstars** CD products from the National Football and Hockey Leagues.

GOAL!

Computerists who fear that the Detroit Red Wings may have to win a Stanley Cup before they will see a screen saver for the world's fastest team sport, can check their banana sticks at the door.

In creating the **NHL SportsGuide with ScreenSavers** (Windows), Momentum Development went beyond the standard of custom wallpaper and animated team logo screen savers to offer comprehensive stats, standings, and schedules; full-color arena maps and team info; plus a personal information manager. Updated info can be downloaded from a BBS.

NHL SportsGuide is a good bet for devotees who can't get enough ice time.

NHL SPORTS GUIDE
Display the greats.

SPORTS CORNUCOPIA

Moon Valley Software and ESPN have created the total sports CD-ROM with **ESPN Sports Shorts** (Windows). This program offers viewers football, hockey, golf, auto racing, skiing, and more. Gamers can utilize FMV, ESPN bit-maps, sound clips, and animation to create a desktop environment that may cause the work to back up while the user lopes through a virtual field of dreams.

• ESPN SPORTS SHORTS

Moon Valley's proprietary "text-to-speech" capability allows people to create their own phrases to add into the mix. The "Style-o-rama" function extends the personalization to title bars and dialog boxes.

This all-encompassing program brings ESPN to the PC with all its sporty mannerisms and vitality.

GETTING PERSONAL

Accolade has initiated its **Personality For Your PC Screen Saver** series with basketball's favorite bad ass, Charles Barkley, and golf's Golden Bear, Jack Nicklaus.

Charles Barkley: In Your Face features almost two dozen photos of pro sports' last choice for role models, ranging from Barkley slamming a thunder dunk to standing in an opponent's face. **Jack Nicklaus** presents a somewhat less aggressive personality, showcasing not only the championship courses that he has created, but also caddy-close shots of the legend in action.

Both screen savers feature automatic resizing, slideshows, and special display effects (mosaic, puzzle, dripping paint, etc.). They are also compatible with **After Dark** (Berkeley) and Second Nature products.

TIME OUT!

Regardless of taste or time of year, with the plethora of sporting life screen savers on retail shelves, computerists should not be shut out.

SPORT SCREEN SAVERS

SAVE YOUR SCREEN WITH SOME OF THE HOTTEST "SAVERS" ON THE MARKET TODAY

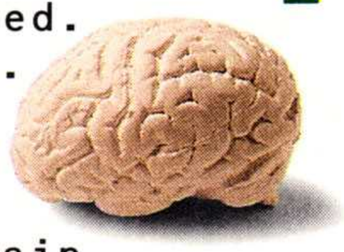
BY LAURIE YATES

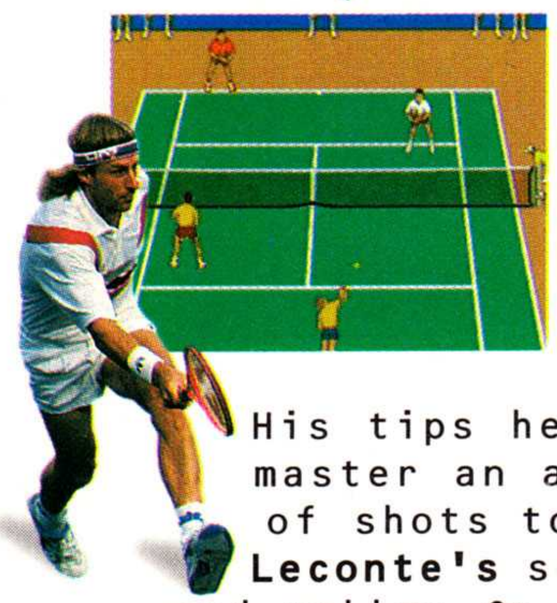
Somebody finally made a cool tennis game.
Surprise.
It's EA SPORTS.™

First off, we took all the stuff since Pong. Studied it carefully. And **trashed it.**

Next, we got 32 players like all-time greats **Borg & Lendl.** Plus new stars like **Bruguera.**

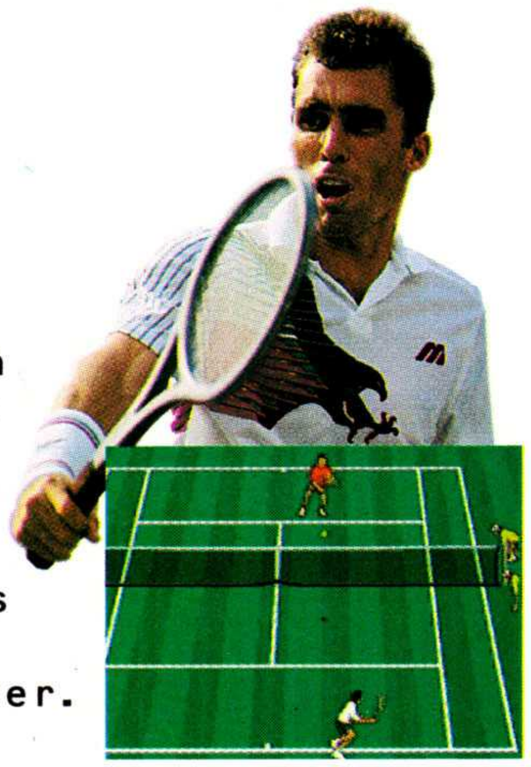
Then we prodded. Poked. And picked coaching legend **Vic Braden's** brain.





His tips help you master an arsenal of shots to crush **Leconte's** serve and volley. Or **Laver's** baseline game.

Guess winning isn't about the shoes after all.

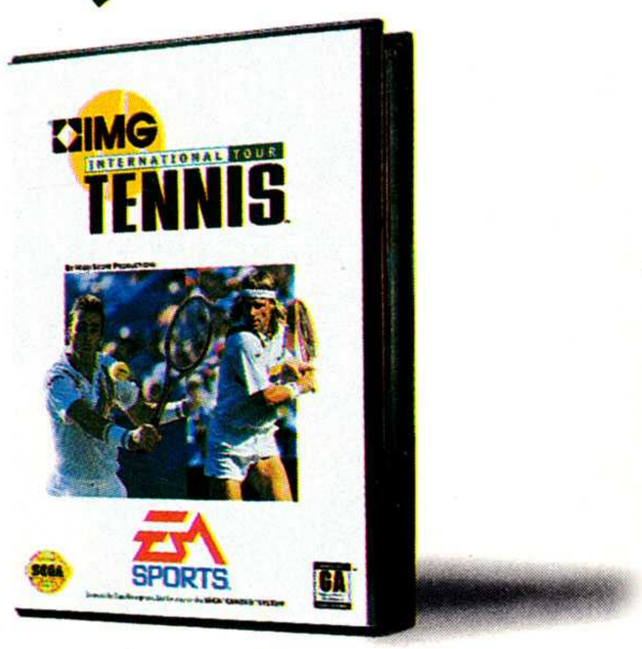


Next on Vic's list is **total control** of your strokes and temper.

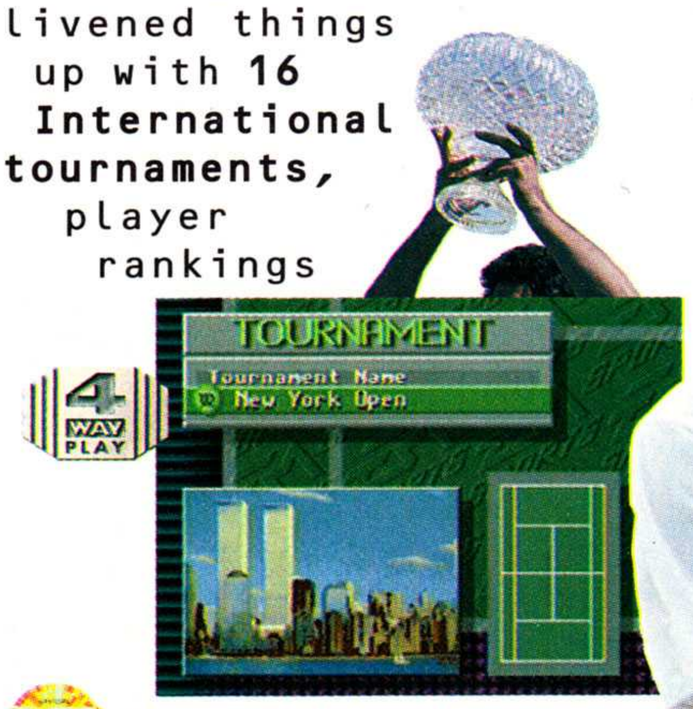
But not too heavy on the temper, after all, close calls are part of the game.

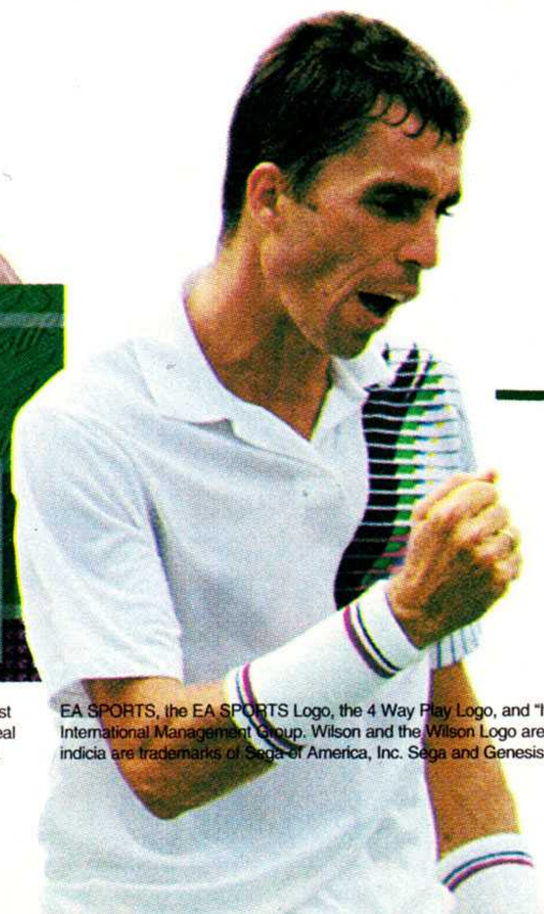
and **tons** of prize money.

Hey, it's the real thing and it's all in here.



And if pummeling your opponent isn't motivation enough, we livened things up with **16 International tournaments,** player rankings





SPORTS™
It's in the game.™

SEGA
This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Genesis™System.

EA SPORTS, the EA SPORTS Logo, the 4 Way Play Logo, and "It's in the game" are trademarks of Electronic Arts. IMG and the IMG Diamond Design Logo are trademarks of International Management Group. Wilson and the Wilson Logo are trademarks of Wilson Sporting Goods Co. The Videogame Rating Council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd.

® IMG

EG SPORTS SPECIAL

When approximately 50,000 New York hockey fans rose from their seats at the end of this year's Stanley Cup finals, it represented one of the greatest triumphs in sports history. The New York Rangers had gone almost half a century since a member of the Broadway Blues skated around an NHL rink with Lord Stanley's cup held high above his head.

One fan stood amidst the raving hordes holding a sign which spoke to the hearts of Ranger fans everywhere. It said, simply: "Now I can die in peace!"

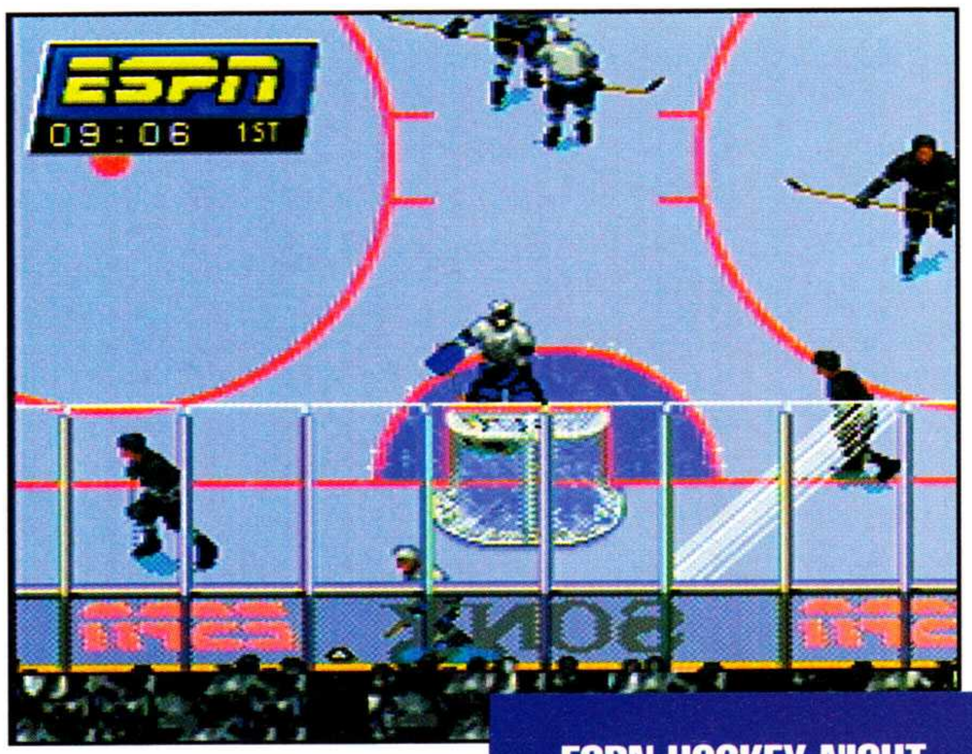
Genesis hockey fans, fortunately, have not had to wait so long to experience the ultimate in simulated stickwork. Since the release of the original **NHL Hockey** (EA Sports) in '91, designed by Scott Orr and developed by Park Place, video gamers have had access to their own little rink in ice hockey heaven.

The original game used an NHL license with team uniforms and logos, but players were only identifiable by number; in other words, other than number 99 on the Edmonton Oilers, very few jerseys looked instantly familiar to gamers.

The following year, EA Sports released **NHLPA Hockey**, under the direction of EA's High Score development group. The game used both NHL teams *and* players, with stats, great new options, and enhanced visuals.

Since then, every fall has brought with it the release of a new **NHL** Genesis game, with the previous season's players and stats as well as an impressive list of upgrades, from full-control replays to one-timers.

The latest entry in this long and noble line is **NHL '95**, from long-time franchise developer High Score (under the direction of the fabled Scott Orr) and Mark Lesser. This year's model features not only complete '93-'94 stats, but larger player sprites, and a slightly elevated POV. Making changes in the hugely popular **NHL** graphics took guts, but, then, so does lacing on the skates. **NHL '95** also offers trades, player creation, league leaders, and three new player moves: drop passes, fake shots, and block shots.



ESPN HOCKEY NIGHT
Striving for the top.

Drop passes are made when an offensive player skates in over the blue line, then "drops," or leaves the puck behind so a trailing teammate can take the shot. The player who made the drop pass then moves in to block, or screen the goalie. A fake shot, or deke, occurs when an offensive player draws back his stick, as if to take a shot, then doesn't take it. Finally, shot blocking involves a player on defense dropping to the ice in order to place themselves between the shooter and their own net.

The ability to trade, maintained by a new battery back-up, pumps up the potential for this game, as does the Player-Creation Option.

The final cosmetic difference between this and previous versions is the absence of former EA Sports announcer Ron Barr, who has parted company with the software publisher. In his place is a local Bay Area sportscaster, John Schrader. Given that both spouted nothing but text displays on the Genesis, the change is hardly upsetting.

Every season, however, contenders arrive to try and snatch the silicon Stanley Cup from EA's gloved hands. The young turk on the ice this year is **ESPN National Hockey Night**, a Genesis game from Sony/ImageSoft with an impressive collection of options. Designed and produced by former Park Place producer John Smedley, the game carries a pair of strong licenses—ESPN and the NHL—and a powerful creative pedigree.

ESPN Hockey Night's greatest strength is visual—it's the first video game hockey sim to offer players a choice of perspectives: side view, or **NHL**-style angled overhead. It also offers very large player sprites, skill challenges (speed skating, shooting, etc.), and a slick opening.

What it *doesn't* have, however, is an NHLPA license, which means that only player *numbers* are used, rather than actual names and likenesses (like those in **NHL '95**).

Right now, EA Sports has a franchise that dominates its category like Montreal held sway over the NHL in the '70s. But as the Rangers proved last season, pucks can take some unexpected bounces.

As the nights get longer and the weather colder, two powerhouses—EA Sports and ESPN—stand at center ice, facing one another, waiting for the draw ...

GENESIS HOCKEY SHOOTOUT

EA SPORTS AND ESPN FIERCELY FACE OFF WITH THEIR BEST HOCKEY GAMES TO DATE

BY BILL "BANANA STICK" KUNKEL

SOCCER KID

Oh no! An evil alien spaceship has stolen soccer's World Cup and scattered it around the world in five pieces! Without the cup, there can be no World Championships this year. But don't lose hope, Soccer Kid's on the case. Wearing his favorite team colors and armed with his trusty soccer ball, Soccer Kid sets out on a perilous journey that takes him through five countries filled with dangers and pitfalls. He faces over 30 levels of fearful enemies whose goal is to rid the world of his favorite sport: Soccer. Help Soccer Kid travel around the world to piece together the world cup in time for the World Championship.

- ▼ Collect the 5 World Cup Pieces and save the Soccer World Championship.
- ▼ 256-color VGA graphics
- ▼ Fast arcade action and entertaining soundtrack
- ▼ Over 30 levels of gameplay
- ▼ Travel the streets of Japan, the U.S.S.R., England, the U.S.A. and Italy

For more information and availability call:

1-800-334-6572

MICROLEAGUE™ interactive software

U.O.P., 201 Bellevue Building, Newark, DE 19702

© 1994 MicroLeague Interactive Software.
© 1994 Krisalis Software LTD., Soccer Kid is a Registered Trademark of Krisalis Software LTD. All Rights Reserved.

EG SPORTS SPECIAL

Despite the baseball strike, Voyager keeps up the big-league hype for its CD-ROM version of **Baseball's Greatest Hits.** At the recent CD-ROM Home & Office World trade show held in New York, Voyager planned a shootout between their product and Microsoft's **Complete Baseball**.

What with the press releases and attending semicelebrities, the challenge shouldn't have been a secret, but Microsoft execs were supposedly unaware of the event until the day of the show. Maybe that's why they no-showed and the shootout was a misfire that didn't go off as planned.

Whatever the case, **EG** wanted to thin out some of the hyperbole and take a more objective look at these hot, new, sports entertainments, and see where they differ in their offerings to baseball fans.

Both are official Major League Baseball products. Voyager's **Baseball's Greatest Hits** is a new, updated CD-ROM of the popular title. It contains the Mac and Windows versions of **BGH**. Microsoft's **Complete Baseball** is a CD-ROM for Windows, and a Mac version should be available next year.

Now, with the generalities out of the way, here are a few of the offered features.

Current Player Stats—If stats are what you want, there's plenty to go around. Both disks offer complete player stats through the 1993 season. **Complete Baseball** owners with a modem can access the Microsoft *Baseball Daily*, an interactive news service with daily updated stats and scores (not that it will do fans any good this year.) **Greatest Hits** doesn't offer anything quite like this, but it *is* just a bell-and-whistle, not a vital feature.

Trivia Contest—A lesser known law of nature dictates that all sports entertainment products must have trivia contests. These two disks are no exception. **Complete Baseball** has over 900 questions of varying difficulty in eight categories. Each question varies in difficulty, sort of like pitches; the batter never knows what's coming next.

Voyager's **Greatest Hits**' trivia game is for two people or teams, which may seem unlikely, as so many computerists are solo users. It's not a problem for players to play both sides alone, and it's still fun to answer the questions, which come in several flavors from easy to expert.

Audio and Video—Neither disk slouches in this department. The video quality on both is commendable, but Voyager goes out of their way to ensure a good view. In one clip of Babe Ruth purportedly calling his shot, the video is replayed at varying frame rates to help viewers decide for themselves if he did call the shot or not.

Greatest Hits contains extensive use of audio taken from interviews with Hall of Famers and other famous players. They are presented in a separate area, unlike **Complete Baseball**, where the audio clips are integrated with video clips throughout the presentation.

Both products use lots of video. **Complete Baseball** incorporates them into the presentation, while **Greatest Hits** presents them as part of a gallery. Both use many still photos and graphical elements. Both seem to use about the same percentage of photos and video clips. **Greatest Hits** also features commentary by the voice of the New York Yankees, Mel Allen.

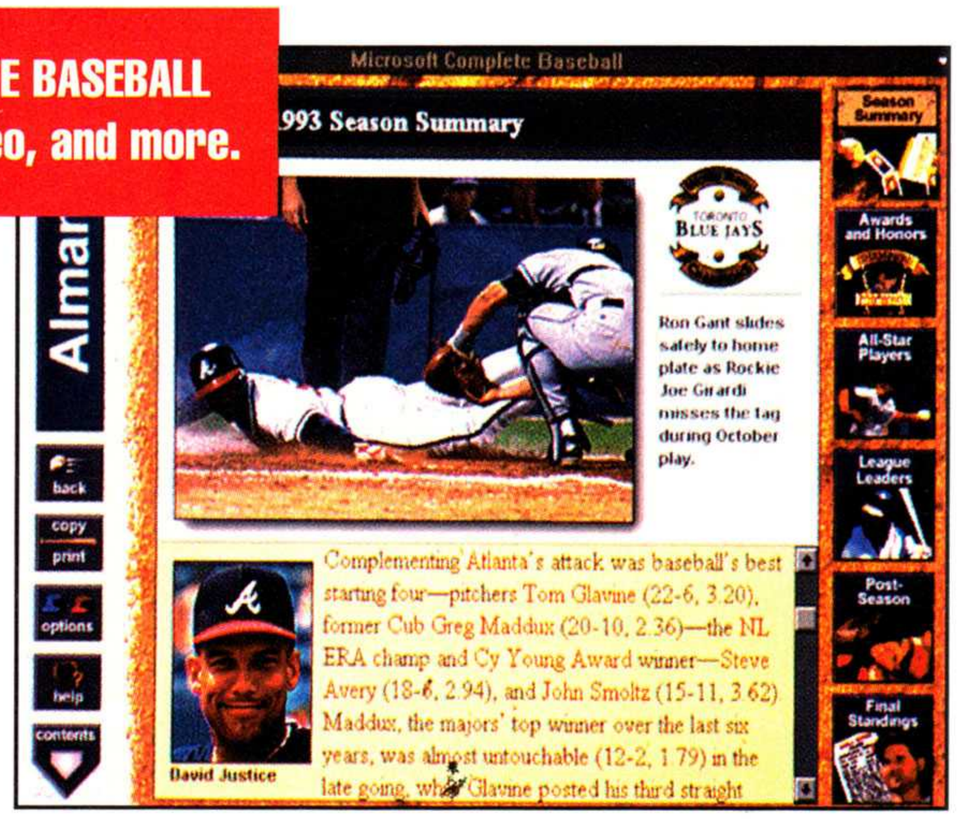
Time Line/History—**Greatest Hits**' has a timeline that charts the highlights of baseball history, but it does not compare to **Complete Baseballs**' Almanac. The Almanac gives a deep account of the game. Fans can view the details on any year from 1900, to see the winners, losers, heroes, and villains of baseball.

Microsoft's **Complete Baseball** is for baseball completionists, people who want or need to know the details from every year of baseball in this century. It's a good reference tool; decidedly more of a baseball encyclopedia than Voyagers' disk.

Baseball's Greatest Hits is that—a compendium of highlights and most-important stats and facts. Instead of a very deep treatment, it focuses on the great men and great moments of baseball. It's more of a fun, entertainment product and the interface is more informal and intuitive than **Complete Baseball**'s.

In the end, maybe it's not practical to compare entertainment products. The final goal is to entertain, and entertainment comes down to that most subjective realm: taste. It's like comparing Granny Smith apples with Red Delicious; they all taste good, but which one is more to your taste? Take a bite out of these baseball disks and see for yourself.

COMPLETE BASEBALL
Stats, video, and more.



BASEBALL SHOWDOWN

VOYAGER'S BASEBALL'S GREATESTS HITS VS. MICROSOFT'S COMPLETE BASEBALL

BY JOHN WESLEY HARDIN

HAMMER OF THE GODS™

Step into the past, into the boots of a Viking warlord on a heroes quest. Command a barbarian horde of rampaging Vikings as you strive to win the favor of the ancient Norse gods. Explore ancient lands, pillage the seats of learning and government, put your enemies to the sword, and strive to become the Hammer of the Gods.

- Multi-player compatibility
- Lifelike rotoscoped animation
- Challenging and intelligent computer opponents
- SVGA Graphics

Available at your local software retailer or order direct from New World Computing at 1-800-325-8898 (818-889-6070 outside the U.S.), or by mail: P.O. Box 4302 Hollywood, CA 90078-4302

NEW WORLD COMPUTING, INC®

P.O. Box 4302, Hollywood, CA 90078

© 1994 New World Computing, Inc. Hammer of the Gods is a trademark of New World Computing. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc.
All rights reserved. IBM Screens Shown. Actual screens may vary.

EG SPORTS SPECIAL

What's that? Baseball strike got you down? You say you're already tired of football and there's still 10 weeks of non-stop TV coverage left to go? You went out to play hockey and the stick froze to your hands and a flying puck left an indentation in your forehead? Is that what's troubling you, bubby?

If you need some high-octane racing thrills to shake off those sports doldrums, **ESPN SpeedWorld** could be the cure for what ails you. **EG** received an early look at this new Sony Imagesoft cart for the SNES. Here's what we saw.

SpeedWorld is a stock-car racing simulator where players are able to take the role of a driver on the NASCAR circuit. Veteran ESPN pit reporter Dr. Jerry Punch adds color commentary, courtesy of digitized speech and video. His familiar voice punches up the level of excitement and lends the goings-on an authentic, at-the-races feel.

The competitions take place on a variety of tracks. They range from the steeply banked short track in Maryland to the twisty-windy road course in California. Each track has its own characteristics and appropriate background scenery.

SpeedWorld is strengthend by its configurability. There are a lot of options that affect the game play, making it very flexible. There are even varying controls for right- and left-handers. The number of laps in each race can be a short 10 to a marathon long session of 50.

There are four racing options: practice allows players to race alone on any of the courses with any car. Head-to-Head lets two players compete in split-screen action. Single Race is a one-off competition, on any track, against 24 other racers.

Season is the heart of **ESPN SpeedWorld**. It will be a full season against the computerized opponents. The player's placement in each race determines winnings, which the player then uses to improve the performance of their automobile and pit crew. Every factor of car and crew performance must be taken into account and compensated for.

The Car Setup Screen is where virtual racers can customize their cars with varying transmission, tire, spoiler, and suspension configurations. The player chooses the color and body type of their car here. There are also a few options that are only available in Season Mode: Engine, Body, and Pit.

ESPN SPEED WORLD
High-speed track assault.

Engine gives higher top speed and better gas mileage, an improved body affects handling and gas mileage, while Pit speeds up the always important pit crew.

Two options allow gamers to decide how much realism they want in their simulation. Pit stops can be toggled off or on, which controls whether or not tires wear out and fuel is consumed. The Damage toggle dictates whether or not collisions with other cars will affect the performance of the player's car. This is a very important option; sometimes, the action on-screen sounds like a demolition derby, as cars jockey for advantageous positions.

Positioning is vitally important in **ESPN Speed World**, because the game simulates the phenomenon known as "drafting." When a racer pulls in behind any car going within 10 mph of their own speed, the combined aerodynamics of the two cars reduces the wind resistance and increases the speed of both vehicles.

Players will have to learn to take advantage of this strategy if they want to win. It's the most effective way to get ahead of the pack, and the only way to get past the guy you're drafting behind is to execute a slingshot pass on the inside of a turn. Drafting positions are hotly contested here, and the computer opponents aren't afraid of high-speed contact when going for the draft spot.

One would expect all this bumping and grinding to have some consequences, and they're here. The yellow flag comes out when there's a serious pileup. The player doesn't have to be involved; sometimes there are yellow flags where the player never sees the accident. This is a quality touch, because it seems like there are actually other racers on the track. The rough and tumble feel is a lot of fun, but perhaps less so for racers who want to go for a whole season: they have to pay for repairs between races.

We're eager for the final version of this racing sim. With its unique drafting gimmick, head-to-head play and flexibility, **ESPN SpeedWorld** could be unstoppable as it races off of the shelves this Christmas.

ESPN SPEEDWORLD

STRAP YOURSELF IN FOR THIS REALISTIC, FULL-THROTTLE STOCKCAR RACING ACTION

BY JOHN WESLEY HARDIN

Got Panic?

Rated by V.R.C.™
MA-17
Not appropriate for minors.
Mature Audiences

Call the **Data East Tipline** for hints and tips on all Data East games!
1-900-454-5HELP
.95 first minute/.75 each additional minute

DATA EAST

Data East product information and support is available 24 hours per day on the CompuServe Information Service in the VIDEO GAME PUBLISHERS FORUM (type GO DATA-EAST).
Data East USA, Inc. 1850 Little Orchard Street, San Jose, CA 95125

Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.
Panic! © 1994 Sega Enterprises, Ltd.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY

JUST A REMINDER:
NOT EVERYONE WINS.

PITFALL™

THE MAYAN ADVENTURE

Explore haunted Mayan ruins.

Panic is a human reaction. It's natural to panic when you're swinging from a vine above a crocodile pit. Crocodiles feed on panic. They can smell it. So you tell yourself not to panic. But it's too late. By then it's over. • Pitfall is the vine-swinging adventure that pits you against the evil of the Mayan jungle. Jaguars. Snakes. Rats. Hawks. Quicksand. Evil Mayan spirits. What's your arsenal? A slingshot. A boomerang. Exploding stones. And, the head on your shoulders. • It's the legendary Pitfall, back with eye-popping graphics and a pulse-pounding, jungle sound-track. Run, swing, skate and bungee through incredible, nerve-wracking worlds in the jungle adventure that started it all. Pitfall: The Mayan Adventure. No, winning isn't everything. But losing bites!

2000 frames of awesome animation.

Take a ride on an abandoned mine car.

To order, call 1-800-477-3650 or see your local retailer. Pitfall and Activision are registered trademarks of Activision, Inc. Pitfall: The Mayan Adventure is a trademark of Activision, Inc. All rights reserved. © 1994 Activision, Inc. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. Sega, Sega CD and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved.

ACTIVISION®

EMBR

AGING *the medium*

INTERACTIVE EROTICA STRIVES TO TRANSCEND ITS SORDID PAST AND SEDUCE THE NEW MEDIA FRONTIER.

The future is not going exactly according to plan. Most depictions of the World of Tomorrow are almost inhumanly cold and antiseptic. Everything is clean, everything runs perfectly, and there are no discordant elements to mar the unity of the grand and glorious scene.

If experience teaches anything, we know that it seldom works out that way. The splendid ribbon of highway clogs with traffic, panhandlers lurk in the lobby of the magnificent skyscraper, and the first manned space station will probably develop a cockroach problem.

The electronic highway is no exception. Side by side with the sanitized projects of the mega-corporations are more modest ventures aimed at putting a little cyberspice into cyberspace.

People can't resist enlisting new technology into the service of sexual titillation. The first short film presented a woman taking a bath, and *Deep Throat* might as well have been packaged with a million or so videocassette recorders.

Multimedia technology has gone the same direction. Adult-oriented software accounted for more than 40 percent of 1994 multimedia sales, despite limited distribution and almost no advertising. This percentage will decrease steadily as more mainstream products flood the market. Still, it represents a lot of time and money.

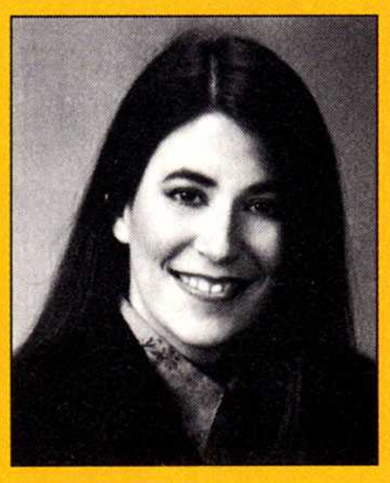
The Trend is Rising

Interactive erotica is not a new concept, but its popularity has soared with the introduction of video into interactive entertainment. The earlier games failed primarily because they had no imagination, style, or visual punch.

Sexual stimulation begins in the mind. Theoretically, a person could be aroused by anything, but the earliest adult interactive titles, produced in the late 1960s and early 1980s, put that maxim to a severe test.

X-Man (X Games/Atari 2600) was typical of the cartridge attempts. After playing a pathetically simple and unexciting maze-chase contest, the player got a reward in the form of a silhouetted depiction of a couple engaging in a sexual act. The indistinct figures, barely humanoid because of overly large, stair-stepped sprites, were about as exciting as Gumby.

SoftPorn Adventure, a text adventure with a sexy theme, marked Ken Williams' debut in computer gaming. His company, Sierra On-Line, eventually reworked the plot, fleshed out the hero's characterization, and added animated graphics to produce **Leisure Suit Larry** (**LSL**) and its sequels.



It's Not Just A Game Anymore

A Dissenting Voice by Tammy Bruce, President National Organization for Women, Los Angeles Chapter

We live in a society that is imitative, not innovative. As we watch our pop culture transform itself into a violent, vengeful world, we see our children, and even ourselves, behaving in shockingly violent ways that our culture tells us are appropriate, even normal. Some video games have become ultra-violent, mirroring, and sometimes surpassing violence levels we are subjected to in television and film. One of the more frightening elements is the *sexualization* of violence, incorporating a level of misogyny that is unparalleled. Who is having more of an influence on our young generation today? Unfortunately, not parents, as men abandon their families in epidemic proportions, and a majority of women, heading single-parent households, have to work two jobs to make ends meet; children spend more time in front of television and video games than they do at school or with parental figures.

Confront any entertainment industry executive about the increasing violence and misogyny in their industry, and you will hear some astounding phrases: "It's just fantasy," or "it's just a game," and "It doesn't affect people, besides, it's not our responsibility." Yes, these gate keepers of our culture have simply chosen to abandon their responsibility.

Since the beginning of civilization, public policy and attitudes have been shaped through entertainment, theatre, and drama. Almost exclusively today, we rely on electronic media to frame our opinions.

Right now, the electronic games industry is telling children and adults, through games that are excessively violent and misogynistic, that not only should you hate women, but you should be willing and able to hurt other human beings.

No, it's not a game anymore. Not for us, and certainly not for the young people who are being ripped off psychologically by electronic game producers who care nothing for the social consequences of their irresponsibility. Until electronic game creators and producers are willing to acknowledge the role they play in our disintegrating culture, we've found the game where there are no winners.

Leather Goddesses of Phobos (InfoCom/computers) attempted to be the *Flesh Gordon* of interactive software. It's an all-text sexy satire of thud and blunder space opera. Like all of InfoCom's programs, it lets the user's imagination create the details of its scenes. It also had variable sexual content, presumably to prevent giving its less cosmopolitan players less fuel for embarrassing daydreams.

Making "Adult" More Mature

Larry's sleazy search for Hot Women epitomizes the sophomoric ambiance of most sexually-oriented electronic games of the pre-multimedia age. Smirking, double-entendres, and other elliptical connection to sex have characterized most of the computer products.

Many current R- and X-rated titles *still* don't have the rich sensuality of the classiest erotica, but the material has moved beyond the juvenile cop-a-feel-and-snicker level. Well-done products like **Virtual Valerie** (Reactor/Macintosh CD) and **Casino Girls** (VCSI/MS-DOS) are much more explicit than **LSL**, but they deal with sex in a generally more adult manner. This only makes sense, since the average age of the computer/multimedia audience is about 30, certainly old enough to handle adult situations.

What's Wrong with Interactive Erotica?

The basic idea appeals to many free-thinking adults, who feel that people should have the right to view and play in the privacy of their homes. Leaving the morality of adult software to those who thrive on such debates, the nagging question of quality remains. Adult disks are improving rapidly, but they are still a long way from **The Myst** or **Iron Helix**.

The execution often leaves the product lifeless and mechanical. Clear video of good-looking women is available in abundance, but too many offerings fall short of consumer expectations in interface, documentation, user-friendliness, and interactivity. Companies like Pixis (*see story later in this section*) are closing the quality gulf with more sophisticated eroto-adventures like **Neurodancer**, but a lot of adult products are little more than girlie magazines in electronic form.

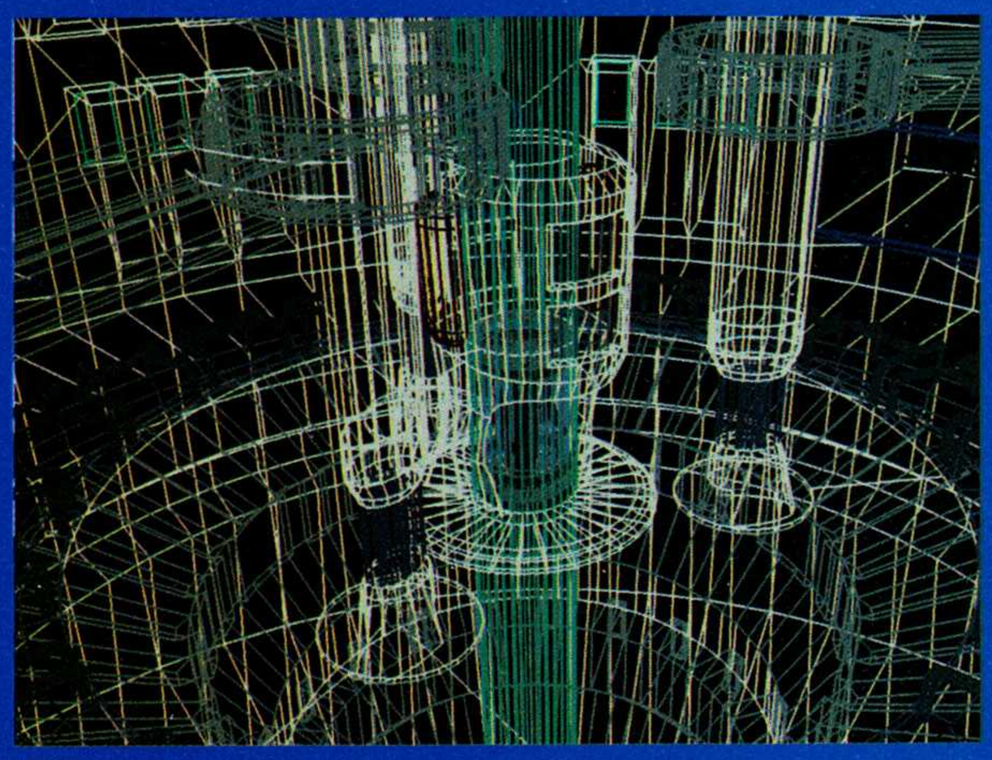
Publishers will also have to come to grips with the fact that all interactive erotica is aimed directly at men, no others need apply. Until they produce products that also appeal to women and couples, adult interactive won't get much respect—or capture any significant part of the mainstream market.

What's Right with Interactive Erotica?

EG's editors examined dozens of adult programs in preparation for this article. (No service for our readers is too difficult.) While the limitations of current products are obvious, there's definitely grist for a thousand and one nights of lusty fantasizing.

Most publishers in this category aren't active in any others. They're learning as they go, depending on the intrinsic allure of the sexy ladies to keep the SKUs moving until they really learn how to put an interactive entertainment product together. Some are quick-buck artists who will never improve their wares, but the future looks more promising for some of the companies described in this section.

So-called cybersex, sexual encounters in a virtual world, is still many years in the future. But those who want a few erotic thrills have a lot of explore in current and forthcoming interactive electronic erotica.



ABOVE, A FULLY RENDERED SCENE FROM PIXIS INTERACTIVE'S VIRTUAL VIXENS. BELOW, THE WIRE FRAME MODEL FOR THE SAME SCENE.

CENTERFOLD SEEKS STUDS W/DRIVE

I'm searching for a true ROMantic. A guy strong enough to brain himself with a ballpeen hammer, yet tender enough to cry afterward. Must be able to make stimulating conversation without dialing 976 first. Sense of humor and love of games essential. Let's share our hopes, dreams, and sprayable cheese food products. Pick me up tonight so we can play.

NATIONAL LAMPOON'S

Anguish. Frustration. And almost no chance of sex. As close to a real dating experience as you can get!

Sandi's desperately seeking a fellow with wit. Charm. And sophistication. But if he doesn't show up, even a putz like you might do! So stop waiting for your favorite cafeteria lady to shave her mole. And put your National Geographics back under your bed. Tonight, Go Blind with Sandi instead.

TRIMARK INTERACTIVE

CD ROM GAME

THE HOT ONES

by *Scott Wolf*

The late Lenny Bruce, comedian and champion of sexual freedom, used to say that there was nothing you could do with the human body that would make it 'dirty' to him, except kill it. Now, more than 30 years later, with children murdering each other in the streets, it seems more absurd than ever to get bent out of shape over sexually-oriented material. In Bruce's day it was adult movies, or "skin flicks" (not to mention his own outrageous act). Today's concern is over sexual content in computer software.

Computers are an interactive medium and so interactive erotica has found a natural home there. The age demographics are appropriate, and the medium's capabilities have improved to embrace realistic video, including FMV.

The interactivity of "first wave" adult titles amounts to little more than controlling the playback of recycled X-rated videos in QuickTime. The latest technology-driven adult entertainment introduces a degree of actual game play and genuine interactivity that make the subject matter more accessible to mature mainstream gamers.

This new electronic erotica has received a lot of media attention lately. Despite the expected criticism from the same old sources, the old saying that "Sex Sells" has never been truer. It's all relatively silly, but let's try to behave like grown-ups and take an objective look at what all the fuss is about.

The Dating Game

Okay, we're civilized human beings, we don't just want meaningless cybersex, we'd like to get to know an artificial person better and *then* have meaningless cybersex. **Girlfriend Teri** is what AIVR Corp. calls the "World's First Talking, Interactive Virtual Woman." Teri, the most sophisticated of three available personalities, isn't on CD-ROM, doesn't contain nudity (except in the Adult version), is seen only in digitized still images and, until quite recently, didn't even have an audible voice.

So what's the point? The point is that she's actually capable of having a semi-intelligent conversation using genuine Artificial Intelligence routines and will learn and retain any information that is properly presented to her. Patient boyfriends with a twisted Henry Higgins complex will enjoy filling her head with all manner of nonsense before attempting tedious verbal loveplay.

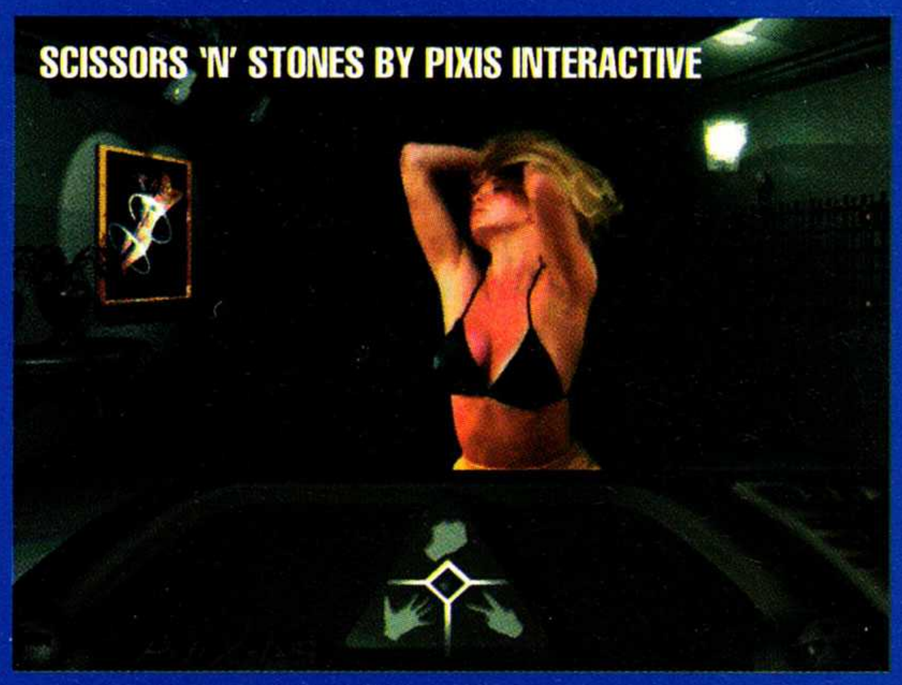
In **The CD Brothel** by Softforum your hostess, Nikki, will want to get to know more about you before introducing 13 of her friends in video clips taken from a film called *Tuxedo Girls*. The Q&A interface is rather crude but the music's decent and the video segments look pretty good. One wrong answer, though, and it's Game Over, Man!

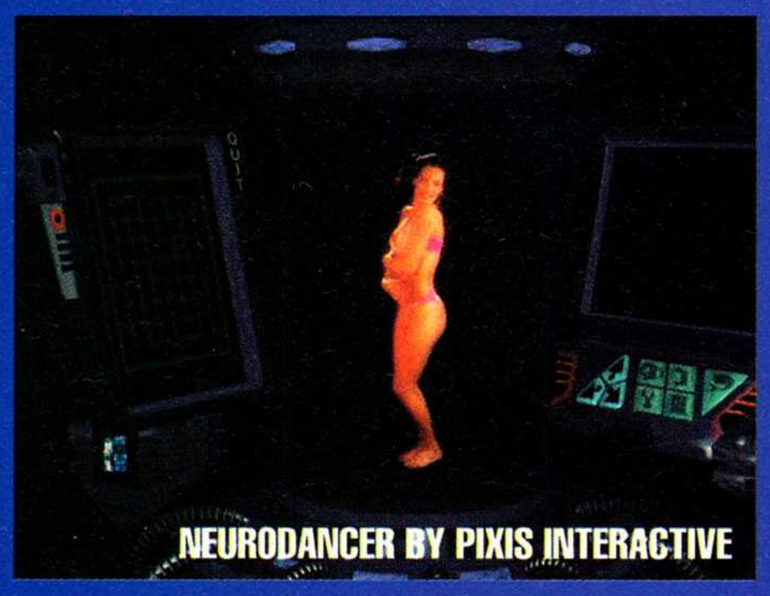
National Lampoon's Blind Date, brand new from Trimark Interactive, is a nightmarishly funny evening out with a smashing, witty and intelligent woman named Sandi. Unlike Tsunami's disastrous **Man Enough, Blind Date** actually will let you respond like a normal human being instead of some pathetic macho loser. The sex is only implied, but it's the funniest Lampoon-endorsed project since Vacation.

A date with Reactor's **Virtual Valerie** is another story altogether. Valerie's not just another video vixen, she's a detailed 3-D model by veteran computer artist Mike Saenz. After some friendly foreplay, Valerie gets hot and nasty with the aid of on-screen "toys" wielded with the player's mouse. Look for **Valerie 2** sometime in the near future, as well as Valerie's lovable evil twin, bondage queen **Donna Matrix**.

How about an old-fashioned game of strip Rock, Paper, Scissors with three lovely young ladies? In Pixis Interactive's **Scissors 'N' Stones**, Stephanie, Nicole, and Lisa each have a different playing style and humorous outtakes from the videotape sessions help round out their personalities. They obviously had a good time making the game, which makes it more fun to play.

Pixis also makes **Neurodancer**, a sort of William Gibson Meets *Flashdance* affair. The lonely hacker can buy the holographic services of three stunning Neurodancers, but only if they have enough phone credits, which may be obtained by illegally interfacing with VidFONE junction boxes.

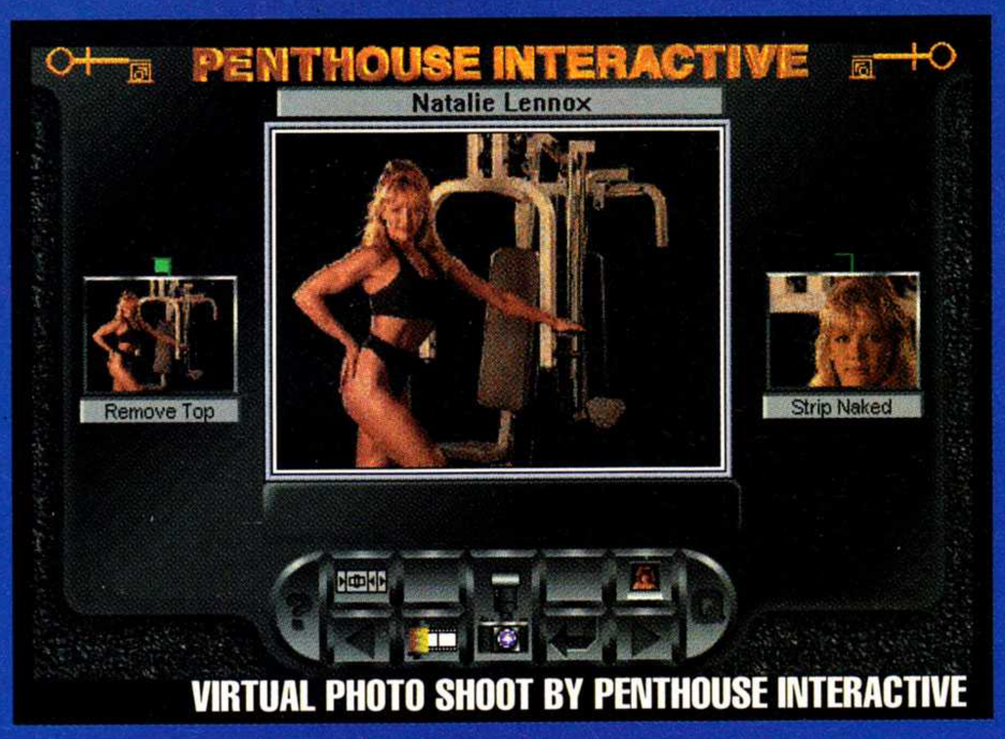




TEXAS TABLE DANCE BY LSU MULTIMEDIA

Page the dancer of your choice and she'll appear in your HoloTube, where the TFUI (Touch & Feel User Interface) allows your hand to appear as a hologram and caress the dancer's body. It sounds hokey, but the hi-tech environment, skillfully rendered with SGi equipment, is both convincing and comfortable. The game's also got a great sense of humor, which is very important with this type of material, where you're always *this* close to feeling like a complete fool.

There's no touching allowed in LSU Multimedia's **Texas Table Dance**, which could actually be called a Gentleman's Club Simulator. Six Lone Star lovelies perform just for you, their enthusiasm fueled by tips from your limited bankroll. There's original music to accompany the dancers but their speech is limited to a text display. LSU says "next time for sure" and is planning future **Table Dance**s featuring "name talent" from the adult industry. Tightwads may prefer LSU's **Velvet Dreams** which is similar to TTD, but without the tipping interface.



VIRTUAL PHOTO SHOOT BY PENTHOUSE INTERACTIVE

Extracurricular Activities

Many an American lad has dreamed of becoming a centerfold photographer when he grows up. Well, forget the training, experience and outrageously expensive Hasselblad camera —**The Penthouse Interactive Virtual Photo Shoot** has three gorgeous Penthouse Pets strutting their stuff as you call the shots from behind the lens. This is a first-class, professional product with a slick, user-friendly interface and a "we know what you want so let's get to it" attitude that makes it a pleasure to use. After the photo session Penthouse Publisher Bob Guccione critiques your work and isn't afraid to tell you to keep your day job.

New Machine Publishing's **NightWatch II** combines previously released video with original material shot for the game. A pretty blonde security guard (P.J. Sparxx) invites you to use her monitor to peek in on the guests at a luxury seaside hotel, where the old video footage is presented as a voyeuristic treat. Between these segments, P.J. gets more and more "comfortable" by removing articles of clothing until she ends up nude in a frenzy of self-discovery. **NightWatch II** looks pretty good but its interactivity is limited to selecting rooms to spy on, telling P.J. whether to stay or leave, and finally suggesting ways in which her boss, the ubiquitous Peter North, should punish her dereliction of duty.

Similarly, **Planet X Interactive** (Volume One) by Planet X features a comely redhead named Joey who invites you to watch 13 channels of grainy old video footage with her on her tiny TV. Although the movies can be viewed with playback controls outside of Joey's TV room, you have to sit through each one with no control to get Joey warm enough to slip out of her clothes—changing channels in mid-movie with the remote channel changer won't do it.

Welcome To My ... House

Doors of Passion, like most of Romsoft's adult titles, runs in DOS instead of windows and features a very basic 3-D structure called The Passion Mansion. Click on doors and hallways to navigate and discover the grainy video clips. There are some humorous touches, along with some bizarre old cartoons and black-and-white film clips, but the only game-like aspect is that certain selections will end your visit prematurely.

New Machine Publishing's **The Dream Machine** has a polished, hi-tech navigational interface created with a combination of Macintosh-based and SGI equipment, which was also used to render the surreal hallways you wander in search of those old videos. Between clips one of two "escorts" will appear on a smaller monitor and ask for your reaction to the scene you've just seen. Depending on your reply, she'll occasionally morph into the other escort until, after four or five Q&A sessions, she gets a fair idea of what turns you on. Then she'll appear on the main monitor in original footage designed to please you.

Vampire's Kiss by Digital Playground, Inc. is something almost entirely new—a full-screen, full-motion sex adventure that looks surprisingly good! Set in a vampire's castle, the 3-D graphics are nothing short of spectacular, rivaling those of Broderbund's **Myst** and Virgin's **7th Guest**. Although they chose to use a fairly recent, but horribly-acted adult film for the video segments, it's still worth checking out.

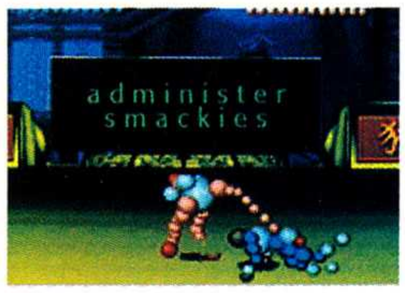
And Then There Was One

Virtual Vixens by Pixis Interactive is the only title on the market that can truly be called a Virtual Cybersexual Experience. **VV** is a futuristic sex adventure which requires you to satisfy four women, three virtual and one "real," in order to free your Vixen-imprisoned friend, who couldn't (or wouldn't). Using Pixis' TFUI interface allows your arms, legs, and naughty bits to interact on screen with the Vixens. Icons and displays on **VV**'s interface offer complete control over how and where you touch the Vixens, who each have their own sexual agendas, and failure to satisfy them means curtains for your friend. **Virtual Vixens** is as close to genuine VR sex as present technology will allow *and* it teaches a valuable lesson in consideration and restraint.

And so it goes. Hardly the stuff to cause The End of Civilization As We Know It. Offensive? Probably, at least to some. Pornographic? Possibly, but as Bill Hicks, another late, great comedian pointed out, the Supreme Court's definition of pornography as "that which has no artistic merit and causes sexual thoughts" already applies to almost every commercial on television. If using sex to sell everything from beer to automobiles is acceptable then why not use sex to sell itself? Why not, indeed?

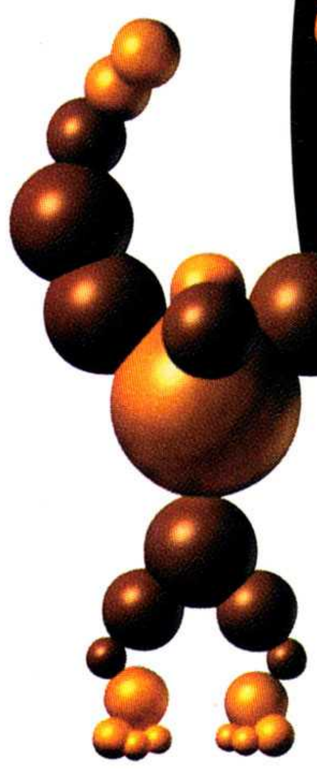
NIGHTWATCH BY NEW MACHINE PUBLISHING

VIRTUAL VIXENS BY PIXIS INTERACTIVE



3 times more moves than flat 2-D fighting games ... like groveling, humiliation, spanking, decapitation, nut bustin', flying spit, and all the other stuff that makes life worth living.

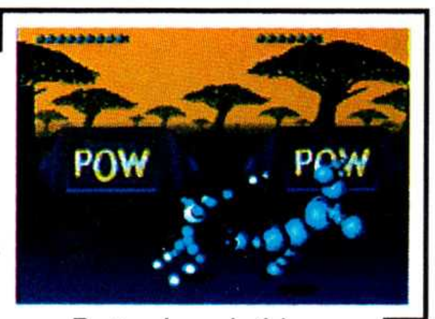
BALLZ



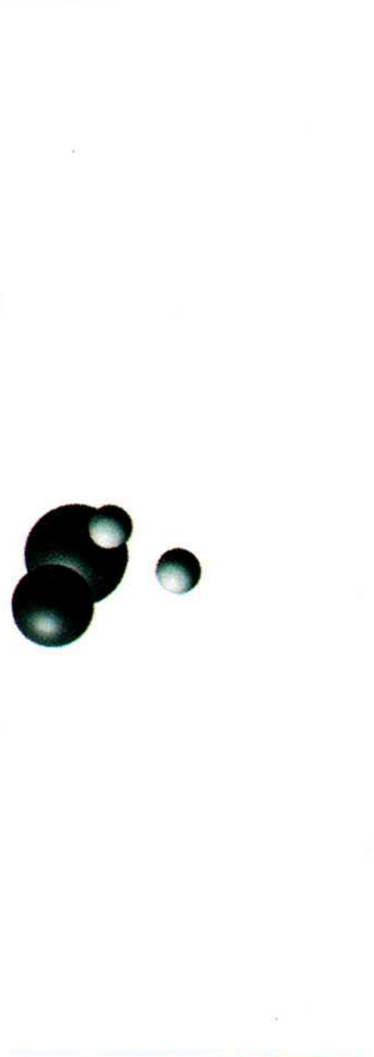
The only thing that feels better than rippin' a good long stun-fart is rippin' a good long stun-fart in 3-D.

PUBLISHED AND LICENSED BY ACCOLADE, INC. BALLZ IS CREATED BY PF. MAGIC, INC. BALLZ IS A TRADEMARK OF PF. MAGIC, INC. © 1994 PF. MAGIC, INC. LICENSED BY SEGA ENTERPRISES FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM. SEGA AND GENESIS

Ballz™



Better knock this guy stupid before he sucks your head up with that big ol' rhino butt of his. After that, you'll have to fight 16 brawlers of the rudest kind. You know, the sort that likes to pick its nose 'til it bleeds.



3-D fighting at its ballziest. Now out on Sega™ Genesis™ and coming November on Super Nintendo®.

ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. SUPER NES IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA, INC. ©1991 NINTENDO OF AMERICA, INC. ALL RIGHTS RESERVED. SEGA GENESIS SCREEN SHOTS SHOWN.

ACCOLADE

VIDEO VANGUARD: PIXIS INTERACTIVE

by *Scott Wolf*

The Beginning of Pixis Interactive

Pixis was conceived in February of 1992 when two college friends—Mark Media and Paul Wu—who at the time were each operating their own business, decided to form a company that would ultimately give a new meaning to multimedia.

"I was a hacker in the early '80s," says Mark. "While at the same time, I witnessed the growth of both the computer and video industries. I felt it was natural for computers and video to converge. I realized we were on the brink of a digital revolution, when Paul and I received a preliminary copy of Quicktime 1.0, and we were both impressed with the small, stamp-sized video image which was, in retrospect, primitive, but revolutionary. We knew it would take adult content to fuel the multimedia business, so we ventured into cybersex."

Paul saw a new opportunity, having been involved in the personal computer industry since its dawn. He remembers, "Back in the old Atari days, I had to program bit by bit for hours to create what can be accomplished in minutes with a video camera and some canned software today. Having all this power at my disposal really unleashes my desire to create something that would be truly unique."

Two of Pixis' titles, **Virtual Vixens** and **Neurodancer**, use what is called a Touch Feel User Interface ™ (TFUI™)—an interface developed by Pixis Interactive that allows users to touch objects and people within the computer-generated environments from the first-person point of view. It duplicates human sexual interaction.

"When we had originally developed the TFUI™ (tuh foo ee) interface, " Mark explains, "we understood that the initial stages of human interaction and physical contact were via the hands, so it became obvious for us to develop TFUI™, and subsequently, other types of interfaces that duplicate the extensions of the body."

Paul and Mark now act as overall creative directors at Pixis.

Major Influences

All three of Pixis' current releases showcase a sophisticated blend of hi-tech 3-D rendered graphics, high-quality sound and video, and an obvious desire to create something more than just an attractive VCR interface for controlling QuickTime movies. Where do they get their inspiration?

"The creative minds at Pixis are heavily influenced by: Zen philosophy, Japanese Anime, Manga, graphic novels, Hong Kong Cinema, designers such as Sid Mead, H. R. Giger, and John Paul Gaultier, New Age and Ambient music." Mark says with no small amount of pride.

Initial Concepts

Pixis enjoys the reputation of employing some of the most demented yet creative minds in the business. Ideas that are brewing within the minds of the designers and programmers later manifest themselves in brainstorm sessions.

During a brainstorm session, everyone is encouraged to voice his or her ideas, from the reasonable to the borderline insane. Usually the idea takes on a life of its own as everyone adds a little bit of their own inspirations. "It can get pretty scary once we set loose our imagination," chuckles Paul.

"We create games that are innovative and imaginative, something which the adult industry currently lacks," says Mark. "Our productions aren't just recycled videos with little or no level of interactivity. They're all original and contain game play and sensuality as well as other elements not found in our competitor's products.

"Our software contains advanced cybersex simulators that duplicate human sexual interaction. We are patiently waiting for VR to become commercially viable so that we can offer extreme realism to our software."

Writing

Pixis places heavy emphasis on both concept and story. Once the basic concept is ironed out in the brainstorming session, notes are then given to a writer who fleshes out the story (no pun intended). The writer works hand in hand with the programmers and designers in mapping out the game logic and other technical implications of the software.

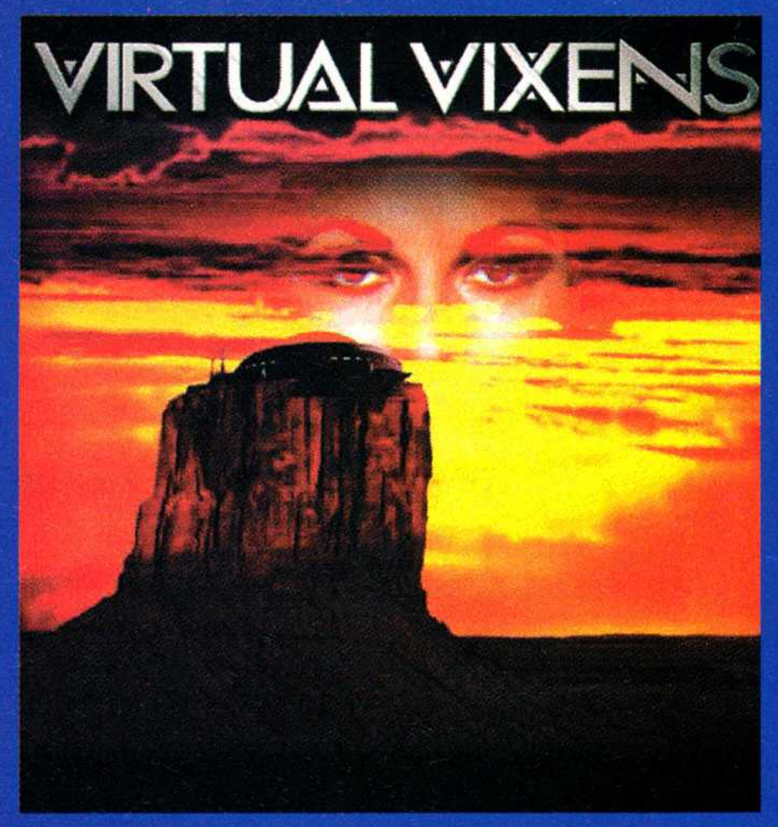
Constructing a Virtual Movie Set
3-D Modeling

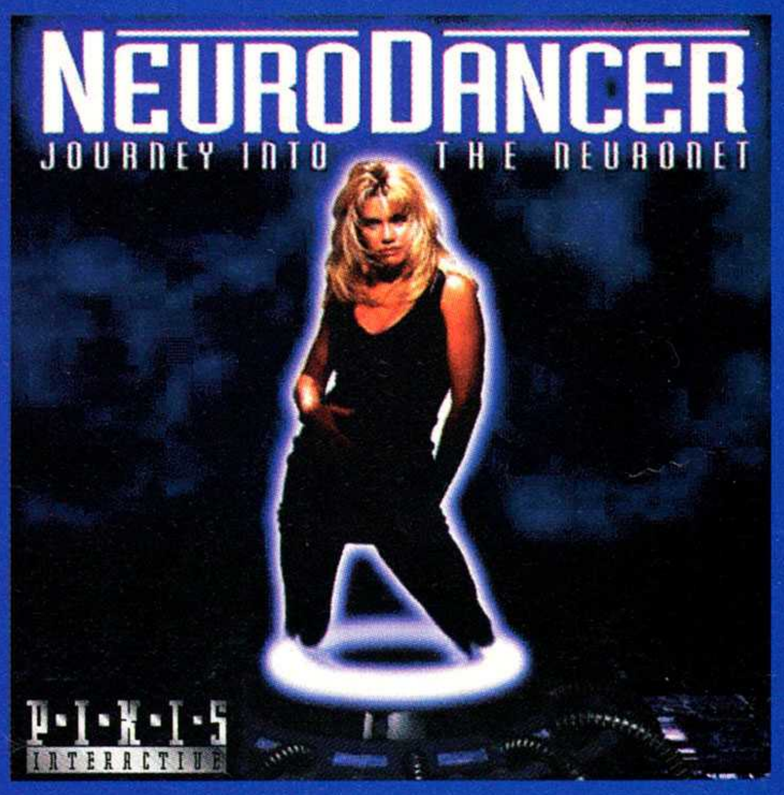
From the initial concept, designers sketch out the game environment. The 3-D graphics team (Pixis calls them Virtual Space Planners) then begins to model objects that will be used in the game. This is analogous to set building in the movie industry except all construction is performed in Cyberspace. For the highest quality and realism, a battery of high-end Silicon Graphics computers are used in this production stage.

Lights, Camera, Action

The video production is very unconventional as well. In the studio, the actresses are videographed against blue-screen backgrounds. The video image is piped through

A SCENE FROM NEURODANCER





proprietary equipment to simulate a first-person point of view. Special equipment is also used for lighting and sound recording.

The footage obtained from the video shoot is then scanned and digitized into the computer. Sound engineers begin their work to enhance the audio, ridding it of any anomalies (although **Virtual Vixens** still has a couple of actor's asides). Professional musicians are hired to work on the soundtrack and, when all the pieces are finished, Digital Media Specialists begin integrating computer-generated images with live video, adding audio, special effects, and finishing up with a digital soundtrack.

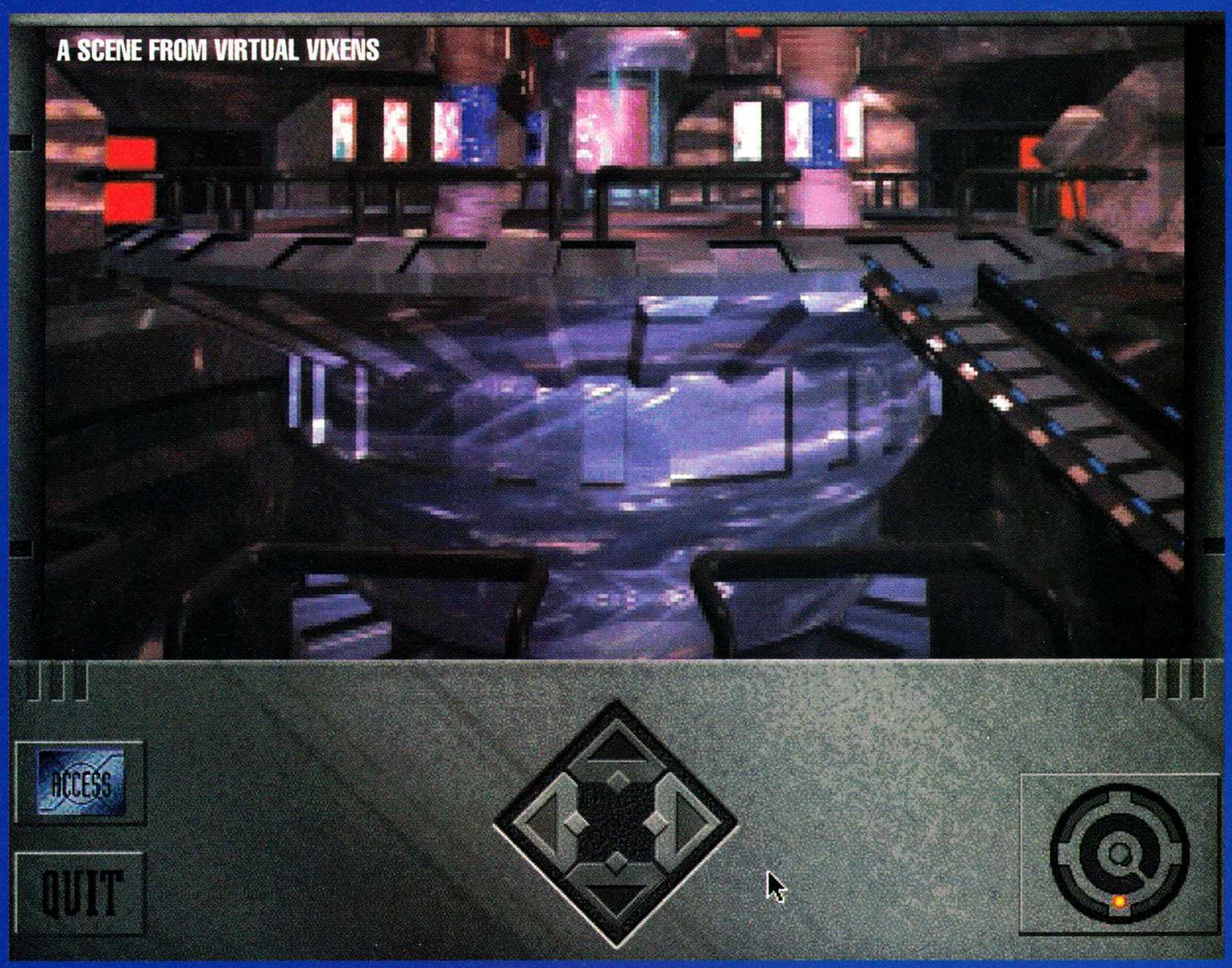
While the digital video footage is being compiled, the programmers (a.k.a. Logic Specialists) create prototypes on Pixis' proprietary software engine. Meanwhile, Media Engineers supply graphic bitmaps and sound effects to supplement the production. Then, countless hours are spent tweaking the software so that it will perform on both Macintosh and in Windows on PC-compatible computers. Finally the integrated piece is compressed for CD-ROM.

The Future of the Adult Interactive Industry

"We see that it will take innovators with new ideas to perpetuate the entire interactive adult industry" says Mark. "Most current adult producers don't have a clue as to what interactive means, and there seems to be an overall lack of creativity in the market."

Meanwhile, Pixis continues its research in cyber-sexuality and devotes much of its resources to areas such as Virtual Reality and Artificial Intelligence.

"We're currently working on a slew of futuristic interactive movies and action-packed graphic novels" Mark beams. "Enhanced with the latest crop of Pixis' patent-pending technologies, Pixis is poised to redefine the cybersex industry."



A SCENE FROM VIRTUAL VIXENS

SEX GOES ONLINE

Inside the Shop-at-Home Meet Market

by *Arnie Katz*

Is your neighbor a secret sex goddess or a digital Don Juan? The chances are better than you might think, if they've logged into the world of adult telecommunications.

The looming spectre of AIDS ended the Sexual Revolution as it existed in the 1960-1980 period. Its try-anything liberation may never reappear again, at least during the lifetimes of most **EG** readers.

Even this deadly threat can't wipe out our basic instincts. "Sublimation" is the new watchword. The 1990s have become the Golden Age of vicarious sex. Almost all the real swing clubs have closed, but the virtual swinging never stops on the networks and BBSes.

On-line offers a range of adult activities to suit every sexual taste. That's no exaggeration. This is first and foremost a communications medium. It does an excellent job of putting like-minded individuals together, whether its two people looking to play **Doom** or emulate *The Story of O*.

Overheating the Modem

There are four main types of on-line erotica, though the ever-inventive netters will probably have invented a fifth by the time this reaches print. They are:

1. On-Line Chat. Some services offer direct conversation as well as message boards. Most nets, and a growing number of local bulletin boards, have it. America OnLine's People Connection is the most famous chat service, because it has private rooms and instant messages as well as public conversation areas arranged by topic.

The main action is compusex, a form of interactive pornography. Participants write back and forth building up whatever word picture they find most arousing. Unbound by reality, these sessions can get very intense—and weird.

2. Message Boards. The sexual content of message boards is divided among quasi-intellectual discussion of unabashedly sexual topics and date-making. Adult BBSes, which attempt to screen out underage computerists, have largely replaced the old swingers' magazines as a way to meet like-minded people because of the low cost and rapid response time.

3. **E-mail**. This mode of activity depends on prior contact, either through chat or a message board. Once people meet, e-mail is a high-speed, quick-turnaround way to stay in touch. Electronic addresses have many prosaic uses, including collecting mail for **EG**'s letter column, but they're also hidden-identity mail drops.

4. Photo Trading. The Polaroid camera, cheap camcorders, widely disseminated data formats for digitized images, and low-cost scanners have made swapping photos the pastime of thousands of netizens. The national networks don't allow posting X-rated photos for downloading, but the ever resourceful netters simply trade them directly and privately.

This category has three main divisions: celebrities, digitized hardcore, and amateur. The market for nude photos of well-known people is insatiable. Within days of the appearance of Tonya Harding in *Penthouse*, photo collections from the video appeared on-line. Other current favorites: the *Baywatch* girls, Heather Locklear, and anyone who ever appeared in any *Star Trek* universe movie or TV episode.

Hardcore photo and QuickTime movie collectors represent the smallest group. They compete with skin magazines, though some of the available subject matter is more graphic and unusual than you'll find in any newsstand publication.

Amateurs have taken to swapping through the net precisely because of the anonymity. Previously, traders had to exchange their addresses. With a modem, no one breaks cover. Though many amateur pic traders don't have movie star looks, the naturalness and spontaneity overcome the primitive artistic composition and less-than-perfect models.

Cruising the Cyberworld

Logging on is like stepping through a portal into another world as heterogeneous as our own. It has its own code of manners, modes of behaviors, and definitions of acceptability. Most of the interactions are totally innocuous, but sex is definitely part of the topic mix.

On-line anonymity overcomes inhibitions. Services with codes or CB-like handles impenetrably cloak real-world identity. All but the most foolish subscribers are also insulated from adverse consequences of their on-line actions. If they get in over their heads, they can change their handles or switch to another network. (The aforementioned fools give out their phone numbers to strangers: the express way to telephonic harassment.)

For some netters, on-line becomes an alternate life. Chat-addiction is a well-documented phenomenon in which the excitement of the on-line world supplants the real one as the sufferer's main focus. The compulsion affects only a small percentage of users, and the fever often passes upon receipt of the first $200-plus bill from the service, but its existence testifies to the allure of modem communication.

A Note of Caution

Most of what goes on is legal or, at worst, involves consenting adults. Some is blatantly illegal.

America OnLine has led the way with a lock-out system that puts kids' on-line activities under parental control. The adult subscriber can disable whatever AOL features the subscriber feels may pose potential dangers for their children.

Most adult BBSes attempt to screen out minors. It's not always successful, even with voice verification. And there are a few, like a recently closed one in San Francisco, that specialize in taboo material like kiddie porn. These operations are coming under official scrutiny and will probably be relegated to the same netherworld inhabited by their print manifestations.

For a Good Time

A few aberrations aside, the sexy side of the net holds some good entertainment for adults. That's why more and more people are taking a relatively safe, yet exciting, digital walk on the wild side.

TOP GEAR 2™

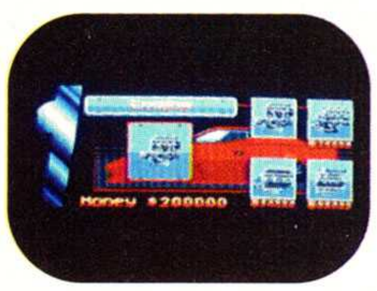
GET OUT OF THE PITS AND RACE IT!

Scared the competition into the pits? Whip around the track solo for stiff action against the computer.

Split screen view shows your also-ran how you do it.

You're All-World on 64 different circuits in 16 countries.

An on screen readout shows you how to win.



OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of Sega.™ Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.

GENESIS™

GA Appropriate for all audiences.™

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM. THE VIDEO GAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC.©1993 SEGA. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.©1994 GREMLIN GRAPHICS LTD. DISTRIBUTED BY VIC TOKAI, INC.

VIC TOKAI, INC.
22904 LOCKNESS AVE.
TORRANCE, CA 90501

Return of the Queen

Roberta Williams, Computer Gaming's Reigning Queen of Adventure, Returns with King's Quest VII

by Russ Ceccola

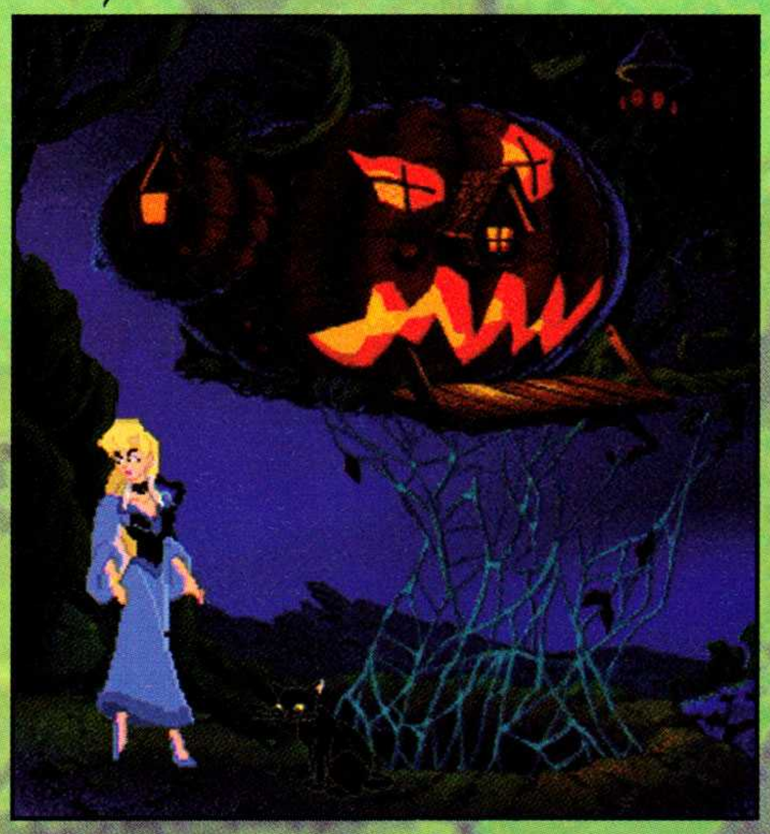
The **King's Quest** series is Sierra On-Line's best-known set of games and designer Roberta Williams' crowning achievement as a game designer. In the early days, Williams handled every aspect of the game design, from the story and dialogue to the puzzles and game play. Other commitments and an ambitious game design required her to collaborate with Jane Jensen for **King's Quest VI**. Similarly, she worked with Lorelei Shannon on the latest chapter in the **King's Quest** saga, **King's Quest VII: The Prince-less Bride**. This game continues to introduce the new techniques and game play that mark every **King's Quest** and provides an interactive experience for players that will remind them of the best animated feature films.

When Williams and Shannon sat down to write the story for **KQVII**, they both had devised plot elements that were important to them. The result of their discussions is a true merger. "I had been getting lots of letters about bringing Princess Rosella back. I knew going into the game that Rosella would be in it because it was the right time. Lorelei wanted to use Queen Valanice. So we thought about it and decided that we could work two protagonists into the story and built **KQVII** around both characters," Williams commented in a recent interview.

KQVII takes the approach that worked quite well for **Leisure Suit Larry 5**. The player controls one of the main characters in each chapter of the game, with Rosella and Valanice alternating chapters. The shift in perspectives heightens the urgency of the game's events and builds to a more exciting ending.

At first glance, veteran Sierra game fans will notice what appears to be a lack of an interface. Once again, Sierra has simplified the game interface to the bare minimum in complexity. There are many new gamers out there who have never seen an adventure game before, so Williams and Shannon retooled the interface to accommodate these people.

Although players need to only click on a location, object, or character in the Main Game Screen to perform the most common action or on the eye icon to examine inventory



objects, the simpler commands do not mean **KQVII** will be an easier game. "I found during the development of **KQVII** that the complexity and difficulty are not in the interface, but in the design instead. You can accommodate the interface around the puzzles and story without making the game easy," Williams affirmed.

KQVII opens with an animated cartoon in which Valanice and Rosella are having one of those common mother-daughter talks that most children dread. Rosella is no spring chicken in the culture of the times and Valanice wants to marry her off as quick as she can to the next prince who comes along. Rosella is full of teenage angst and sits down beside a beautiful pond to tune out her mother and daydream. Suddenly the pool turns into a misty gateway and she follows a cute little pixie into the miasma, disappearing before Valanice's eyes. Valanice follows her into a land called Eldritch where Rosella is detained in the troll underground. The player must alternately help Valanice find Rosella and aid Rosella in her escape from her ugly troll captors. The game's conclusion reunites mother and daughter.

The design team for **KQVII** involves not only Williams, but other people who worked on **Phantasmagoria** at the same time. Williams' double-duty design chores made it necessary to work with Shannon on **KQVII**. Andy Hoyos and Mark Seibert work in the same capacity on both CD-only games. Hoyos is art director and Seibert is producer and music director. Seibert explained that "we like to give the players something special in each **King's Quest.**" In the case of **KQVII**, three elements besides the new interface and alternating plot lines define the game: high-quality cel animation akin to films like *Beauty and the Beast* and *The Little Mermaid*, scrolling action in every direction and a back-up feature to begin replay before a fatal error (which should cut down on games saved).

The most obvious difference between **KQVII** and other Sierra graphic adventures is the rich look of the game presented through traditional cel animation. The graphics and fantastical characters of Eldritch look like a cross between characters you might see in a Don Bluth film and the quality of a Disney animated movie. Sierra hired outside, professional animation studios to produce the individual animated cels for the game.

Williams commented that "all of these elements—rendered graphics, animation, video clips—are now in our tool box to use in the appropriate products. The technology is becoming less important because every game company can have the same utilities and equipment. What makes the games different are the quality, story content, game play, and the way people use the common tools." In the case of **KQVII**, Shannon and Williams defined a wonderful story inside of which these animated characters make sense.

The choice to use cel animation for the game's characters was a creative one for Williams and Shannon, but the game's programmers had to devise new techniques to make it all work and animate the cels at a favorable frame rate. Programmer Tom DeFalco confirmed that "it's a challenge to produce, but it looks great." The movements and frame rate take some efforts to program, but DeFalco revealed that "the hardest part of programming the graphics is keeping the palets straight for some characters because the look changes in each of the rooms and areas." Shadows, lights, and other graphic effects keep DeFalco and fellow code manipulators on their toes and ready to switch palets and shading when necessary.

The cel animation isn't the only graphic technique that is new to **KQVII**. Now the game scrolls in every direction rather than black out the screen when players move the characters between locations or into buildings or tunnels. In the past, the character would magically appear on the inside of a door or on a new screen when players would move the character through the door or off the edge of the screen. The graphics will scroll logically with the character as players explore Eldritch. This technique makes **KQVII** more cinematic than its predecessors in the series because players can lose themselves more easily in the game world without those reminders that it's not a continuous world every time they exit a location.

Another feature that veteran adventure game fans may balk at is the instant back-up of the player's game each time they do something potentially deadly for the character. If players make the wrong move, they can go back and try again.

The object of this feature is to cut down on the amount of game management players have to do when they realize they need to restore a saved game, and also to keep game play as continuous as possible like a real movie or story. Players can still save the game anywhere they like. This feature may be on a switch so the more stubborn adventurers can play the game "normally." Newcomers will find that it removes much of the frustration from an adventure game if they can instantly "undo" a bad move.

The **King's Quest** series has always been a proving ground for new techniques in Sierra's bag of tricks. The first game in the series combined the depth of a real story with the graphic-adventure style. **KQV** introduced Sierra's streamlined icon-based interface and **KQVI** redefined multiple game paths. **KQVII**'s forte is its cel animation and further simplified interface. Just don't call it a cartoon! "**KQVII** is not a cartoon—it's just a different way to tell a story. I've always approached the adventure game with the idea that it's a story for the player to explore and be a part of," Williams explained.

This story is another fine chapter in the **King's Quest** saga that shows why so many players love the characters and the drama inherent in each. Help Valanice marry off Rosella and gain that extra room in the castle in Daventry!

OPERATION CRUSADER™

PC & MAC NOW AVAILABLE!

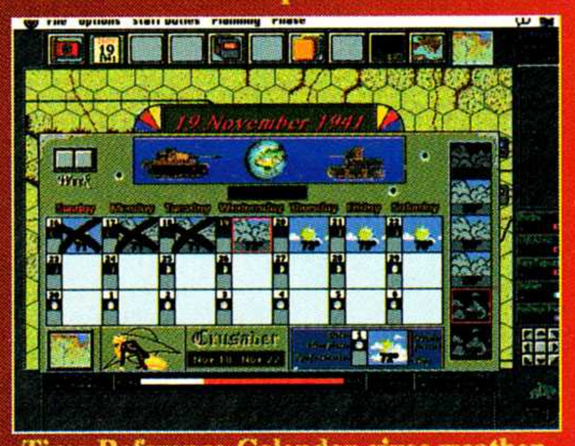
The Total Combat Experience

WORLD at WAR™

Middle level zoom map of North Africa.

Tactical map featuring combat units near Tobruk

Real-time battle reports from the front.

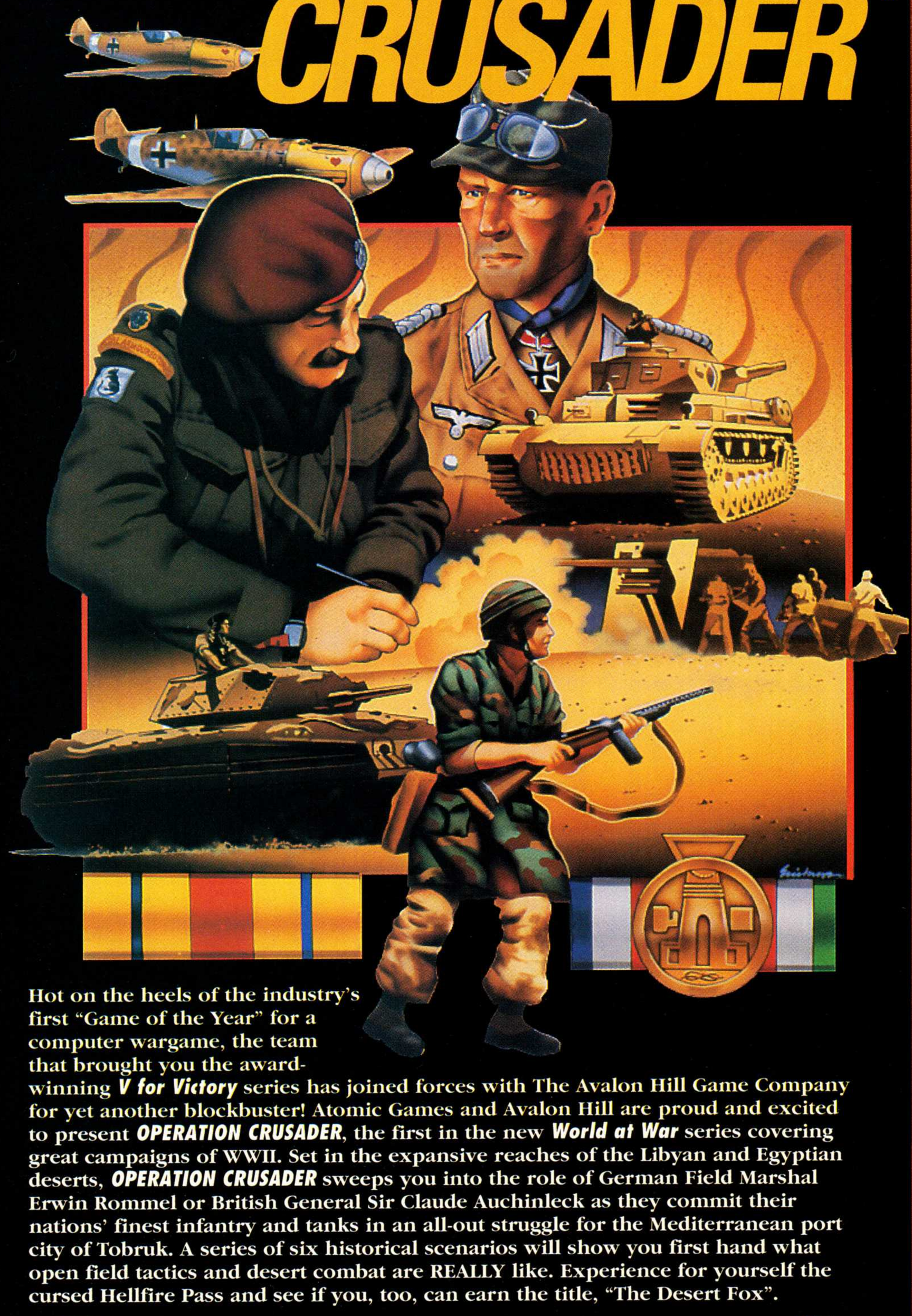


Time Reference Calendar gives weather forecasts and reinforcement alerts.

Available on: IBM PC compatibles. Required: Processor 386 or better. Min. 4 MB memory. HD.3.5" Floppy, Hard Drive, SVGA–VESA graphic card & monitor, support AdLib, Roland & SoundBlaster cards.

AND

Available on: Macintosh Color Systems. 5 MB RAM. HD req'd.



Hot on the heels of the industry's first "Game of the Year" for a computer wargame, the team that brought you the award-winning ***V for Victory*** series has joined forces with The Avalon Hill Game Company for yet another blockbuster! Atomic Games and Avalon Hill are proud and excited to present ***OPERATION CRUSADER***, the first in the new ***World at War*** series covering great campaigns of WWII. Set in the expansive reaches of the Libyan and Egyptian deserts, ***OPERATION CRUSADER*** sweeps you into the role of German Field Marshal Erwin Rommel or British General Sir Claude Auchinleck as they commit their nations' finest infantry and tanks in an all-out struggle for the Mediterranean port city of Tobruk. A series of six historical scenarios will show you first hand what open field tactics and desert combat are REALLY like. Experience for yourself the cursed Hellfire Pass and see if you, too, can earn the title, "The Desert Fox".

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road • Baltimore, MD 21214

If Operation Crusader cannot be found locally, call TOLL FREE 1-800-999-3222

Ask for Operator EG11

• Strategy Plus — "Computer wargamers rejoice!" • PC Entertainment — "A sleek, sweet gaming experience." • Computer Gaming World — "Contender for wargame of the year . . ." • Consumer Electronics Show — 1994 Software Showcase Award

Comparison Shopping the On-Line Networks

The cyber world is finally coming into its own. It is hard to find a business card today that doesn't have an e-mail address, sometimes displayed more prominently than the snailmail address, and companies too small to have their own Internet node and area on one of the services are somehow suspect.

This is a far cry from just a few years ago. In the early '80s there was CompuServe, with a business-oriented price structure that caused some less-wealthy users to refer to the service as Compu$erve. Very few people knew about some command line, brutally technical network called the Internet. Then, 300 baud was a valid modem speed and 1200 baud modems were "high speed." Ah, yes—the bad old days.

Now there are no less than seven national on-line networks (depending on your criteria for "national"), and more people are throwing their hat in the ring every day. The 3DO company is going to be starting a service soon, and smart providers are quaking in their boots at the idea that Microsoft is planning on bundling on-line software with every copy of their new Windows95 (Chicago) operating system. Ziff-Davis, the publishing giant, is expected to have their new on-line offering up and running soon after this issue hits the stands, and Paul Allen's Starwave (detailed in our Net column last month), a sports-oriented information provider, should be piggybacking on Ziff-Davis at incept.

Yes, the sprawling metroplex of the on-line universe is getting downright crowded. And, just like trying to have a good entertaining time in any big, swinging city on a Saturday night, the question is less, "Is there anything to do?" than "How do we sort through all the things there are to do?"

There are as many different ways to rate the various on-line offerings as there are users. One person is going to be addicted to the "toons" and ease of conversation offered on the relatively small ImagiNation Network. Other users are going to rate the hustle-bustle growth of America OnLine as being the only decent electronic haunt. Some users feel positively naked without the full-bore, thousand-option environment of CompuServe.

This article isn't intended to rate the various services. Each of the major on-line providers in the U. S. provides a valuable service for a certain segment of the market. Instead, we'll provide a brief overview of the available offerings, and hit some of the most salient points for our readers: gaming, prices, and other issues important to the game-playing public.

The coolness factor is a very subjective rating on a scale of one to five, with five being the highest, of how trendy and exciting the service feels, as rated by our crack staff of killer net surfers. Oh, and in the games listing we aren't counting casino games—everyone and their step-sister has a casino area.

So, without any further ado, let's start our trip through the electronic ether, with, appropriately enough, the oldest established on-line service, CompuServe.

CompuServe Information Service

Speed: 1200-14.4k baud access
Cost: $8.95 per month for unlimited Basic Services access
Premium Services $4.80/hour at 2400 bd $9.60/hour over 2400 bd
Main Game Titles: **BattleTech**
Sniper
Megawars III
Air Traffic Controller
British Legends
Internet Access: Newsgroups and mail
Users: 2.2 Million
Cool Rating: 2

CompuServe is the biggest on-line service, and its offerings simply dwarf most of its younger competitors. If you are looking for anything that can be delivered through a modem, it is somewhere on this giant. Getting lost while surfing CompuServe is almost as easy as getting lost surfing the Net.

But the old and established nature of CompuServe comes across in actual use. Swinging isn't the nature of this beast. Instead, the subliminal hum of technological business is always in the background. This is definitely a corporate culture. The average user is over 40 and has a yearly income roughly equivalent to a small, third-world nation. This is where technologically hip boomers hang out for a good time. Not a youth-oriented, in-your-face, house-of-games kind of environment.

The gaming offerings are good. **Battletech** is a great game and **Megawars III** is space empire at its finest, but you are going to pay

BUYING INT

by John P. Withers

for it, because all they have in the basic area for gaming are hangman and classic adventure ("you are in a cave") type games. You want to play the cool stuff, you need to pay. And the pay is at the rate of $4.80 to $9.60 an hour. Good luck in your legal battle with Visa.

A good point—by the end of the year, as with most other services, full Internet access should be established.

America OnLine

Speed: 1200-9600 Baud
Cost: $9.95 a month with 5 free hours.
$3.50/Hour additional.
Games: **NeverWinter Nights II**
Internet Access: Newsgroups, e-mail, WAIS,
Gopher
Users: 1 million +
Cool Rating: 4

In general, the users on AOL are younger and hipper than their CIS counterparts and trivia areas are more likely to have important moments in the life of the Bradys than flower-power '60s lingo. However, most of the games on AOL are of the text variety, with a distinctively pick-up game feel to them. This is because they *are* pick-up games. AOL not only does not support games much, it almost gives you the feeling that they don't even approve of them. Games tend to be user-organized, with very little service support except the use of an area. The exception is **NeverWinter Nights**, the one service-supported game.

If you are going to decide to support one game, **NWN II** is a good choice: it kicks. This is the SSI Goldbox D&D engine adapted to multiplayer, and it is great, but it is still only one game.

One can't help but wonder if this attitude isn't going to hurt AOL in the long run. The interface is great and the service has an excellent demographic mix, but multiplayer games are gaining in prominence in the on-line world, and AOL just doesn't seem to care. Maybe if Steve Case would spend a little less time in those chatty letters trying to imply that Sprint's high-speed upgrade was his personal doing, and a little more seeing how gamers felt about their second-class treatment, AOL could be the number-one service not only in feel, but also in gaming.

Prodigy

Speed: 2400-9600 baud
Cost: $14.95/Month for unlimited Core access with two hours premium access. $3.60/hour for extra premium.
Games: **Network Golf**
Baseball Manager
Fantasy Football League
AJ Dakota Boxes
Carmen Sandiego
Internet Access: Mail
Users: 2 Million
Cool Rating: 3

Prodigy is the family minivan of the on-line services. It is easy to use and you can bring the kids with you.

As can be seen from the games list, sports are big on Prodigy, and the sports area is solid. As is the news area, which provides rapid access to low-res photos along with the stories.

Prodigy is also the service that seems, like the number two of the rental-car world, to be "trying harder" of late. Prodigy has recently revamped its hardware in order to allow giant "arena" conferencing to bring stars on-line to chat with their fans. Full-Internet access should be up and running by the end of the year, and there seems to be a conscious attempt to get interesting people and areas on-line that will appeal to 13th Generation twentysomethings, who are the people with the technical fascination to really make the on-line services boom, as soon as they can afford to move out of their parent's basements.

The most annoying thing about Prodigy is their constant barrage of advertising, which is downloaded to your computer with each screen. However, it keeps the service cheap, and more services are expected to be putting advertising on in the near future, so this isn't that big of a deal.

ON THE NET

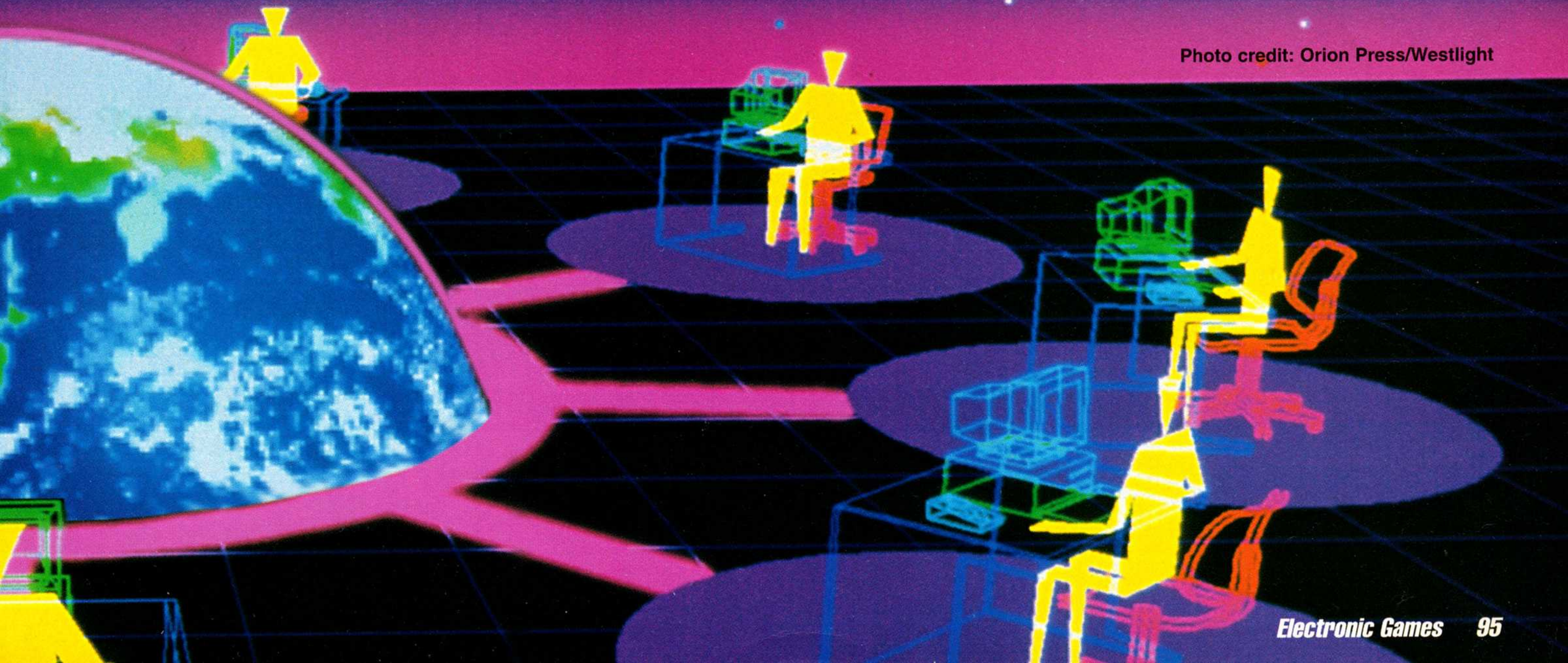


Photo credit: Orion Press/Westlight

Delphi

Speed: 2400-14.4k Baud
Cost: 10/4 plan: $10/4 hours, $4/hour additional
20/20 plan: $20 for 20 hours, $1.80/hour additional
Internet Access Surcharge: $3/Month
Games: **Air Warrior**
BattleTech
Island of Kesmi
Harpoon On-line
Internet Access: Complete Access
Users: Over 120,000
Cool Rating: 4

The first thing the experienced on-liner notices about Dephi is that the interface really blows. In this world of pretty graphics, who still uses a text interface? However, once the new kid gets past the interface, Delphi turns out to have a number of good offerings at very reasonable rates.

For instance, with its new acquisition of a number of multiplayer games, Delphi just became the cheapest place to play **BattleTech** or **Air Warrior**. There isn't a service out there that is going to beat $1.80 an hour. Period.

Delphi is also cool with the under-30 crowd, mainly due to being owned by the mad Hun of media, Rupert Murdock. Hence, you can find areas specifically for *X-Files* and other great Fox shows.

Most importantly, Delphi is the largest Internet provider out there.

GEnie

Speed: 2400-9600 Baud
Cost: $8.95/Month for 4 hours, $3.00/hour additional
Prime Time Access: $12.50/Hour!
Games: **100 Years War**
Air Warrior
Cyberstrike
Federation
BattleTech (This game should just start its own service)
Internet Access: e-mail and FTP files on request
Users: Will Not Release Information
Cool Rating: 3

For wargamers GEnie has the only thing they need: Dunnigan. James Dunnigan, that is. His personal creation, **100 Years War,** is the most accurate war game available on-line.

Cyberstrike is also highly hip. However, the gaming be darned, this service has a downright clunky interface and sucks dough out of your account like nothing but CompuServe (and can even be *more* expensive if you log on at the wrong speed at the wrong time).

EWorld

Speed: 2400-9600
Cost: 8.95/Month for 2 hours, $4.95 an hour additional
Primetime Surcharge of an extra $2.95 an hour.
Games: Not Yet
Internet Access: e-mail
Users: >16,000

EWorld is the brand-new official Apple on-line service, and is probably the first beta version ever opened up as a working on-line service. The interface is spiffy, but nothing is there yet. They claim they came out of Beta a month ago, but with nothing there, this sure looks like a big beta test (much like the release of the Power PC before the architecture was really locked in, or software was available), to the **EG** on-line team.

EWorld claims they are going to have a text RPG area and Inside Mac Games on-line. Other than that, no plans for gaming at this stage.

To understand this service, just remember this is an official Apple organ, and is going to be packaged with every new Mac from here on out. It can be expected to be an on-line tech support and haven for Mac people. Since Apple doesn't seem too concerned about gaming issues, it is a good bet this on-line service isn't going to be a gaming mecca.

One thing is in their favor, however: the phone tech support for this service is the quickest and most polite of any in the history of on-line, not a small consideration for someone with a tech problem.

Multi-Player Game Network

Speed: 2400 Baud
Cost: $4.00/Hour
Games: **Operation Market Garden**
Kingdom of Drakkar
Empire Builder
Internet Access: e-mail and Newsgroups
Users: 8,000
Cool Rating: 4

This service doesn't have a spunky front end or very many offerings. And not even that many people. So why is it cool? Well, it gets the cool rating on sheer spunk. This is a little-guy service doing exactly one thing: delivering multiplayer games. This service fits in the cracks. Also, they aren't just selling you the same old games every one else has; these games are original here, and are generally good in execution. **EG** loves the underdog, and MPG-net is definitely the underdog.

ImagiNation Network

Speed: 1200-9600 Baud
Cost: $9.95/Month for 5 hours, $3.50 per additional hour
Gold Plan: $49.95/Month for 25 hours
Platinum Plan: $99.95/Month for 50 Hours
Games: **Red Baron**
NTN Trivia
3-D Golf
Shadow of Yserbius
Internet Access: None
Users: 40,000
Cool Rating: 4

ImagiNation is a small network devoted only to gaming. The cool part about ImagiNation is their interface, in which the user creates a cartoon for a picture of themselves. Everything in the service is accessed by the cartoon paradigm, and it makes this service, hands down, the easiest to use.

But, other than games and some chat, there is really very little here. If you are getting on ImagiNation just for the games, great. But if you want a little more out of your on-line service, this isn't the place to be.

As far as the games go, ImagiNation is expanding their game offerings by the end of the year with **Front Page Sports Football** and **Cyberplex**, an edutainment center.

Total Entertainment Network

Speed: 9600-14.4k Baud
Cost: $10.95/ Month for 5 hours, $3-$4 per hour additional.
Games: **SimCity Multiplayer**
Wiz War
Chess
Backgammon
Internet Access: Mail and Managed Newsgroup Access
Users: Unknown
Cool Rating: 5 (tentative)

TEN, outlined a couple of months ago in an **EG** *Net* column, is a new service in beta out in the San Francisco Bay area. It should be going on-line by the time this issue goes to print.

TEN is the next generation of on-line interface, 640x480 graphics and sound up front. Instead of a simple user name or "toons," actual pictures will come up to identify users. The service also will make multimedia authoring tools available to users as soon as possible, allowing them to make their own on-line "environments" for others to tour or chat in.

This service is going specifically for the MTV, 13th Generation crowd, and is going to provide news, but more for entertainment value than investing or other such activities.

Like ImagiNation, if you are into the on-line environment for a number of things, and entertainment is just a side bennie, you might prefer another service. Also, low-end equipment need not apply; 9600 is the minimum speed for the service; since most of the processing is handled on *your* end of the interface, the person with the bigger toys gets the better performance.

If you think the skies over Berlin are scary, wait 'til you get the bill.

Beat outrageous online charges with the best value in multi-player games.

The world's most popular multi-player games are now on Delphi Internet™. That's great news because:

1) Our rates are as low as 33% less than other online services that offer Kesmai's™ big hits.
2) We offer the broadest access to the Internet world wide (and always have). So now you can take instant real-time pot shots at some Japanese ace without committing financial hara-kari.

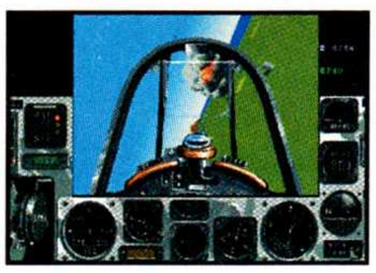
Check us out with our five hour offer any time of the day or night. **To order your games software kit and get your five hours free, dial by modem**

1-800-365-4636

Press return 'til you get a prompt. At 'password' enter EGV94

Five hours FREE on Delphi Internet

AIR WARRIOR®



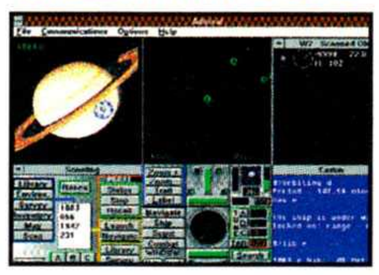
The world's most respected air combat simulation.

HARPOON™

Most popular naval strategy game in existence.

DELPHI™ INTERNET

STELLAR EMPEROR®



Master the far reaches of deep space...or at least try.

ISLAND OF KESMAI™

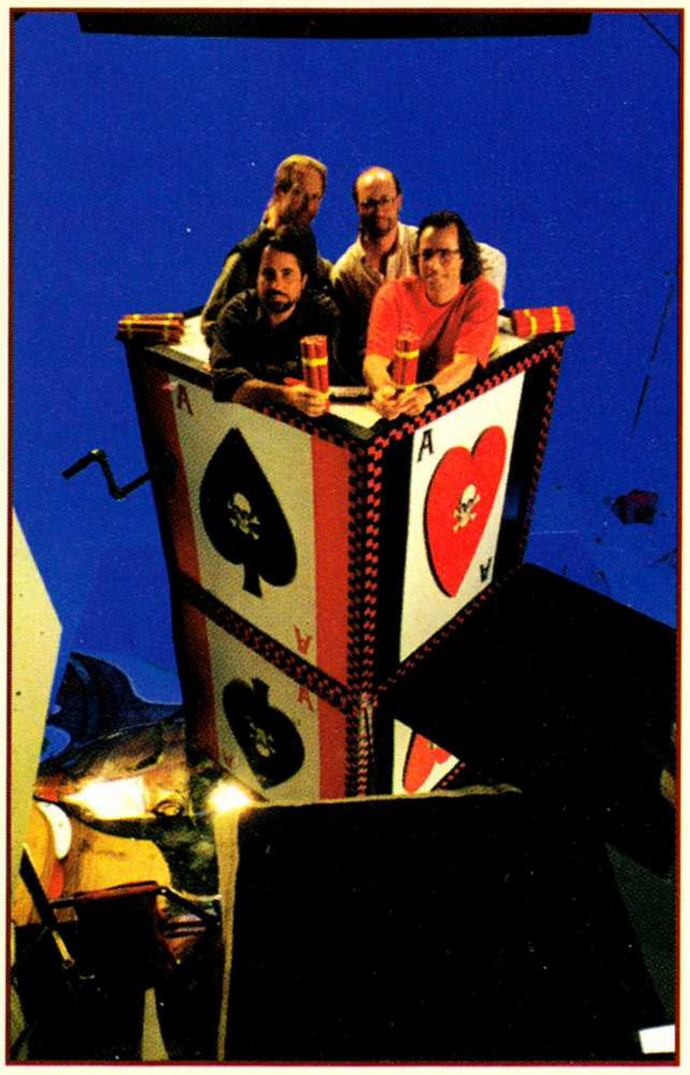
The classic demons-are-everywhere-get-me-outta-here adventure.

*The five free hours offer applies to new Delphi members only. Valid credit card required for immediate access; other restrictions apply - details provided during registration. Questions? Call 1-800-695-4005. Software is $6.95 including shipping and handling. DELPHI INTERNET is a trademark of Delphi Internet Services Corporation. KESMAI and ISLAND of KESMAI are trademarks, and AIR WARRIOR and STELLAR EMPEROR are registered trademarks, of Kesmai Corporation, a wholly-owned subsidiary of The News Corporation. HARPOON is a trademark of Three-Sixty Pacific Inc.

BOMBS AWAY

A Preview of Blown Away, the New CD-ROM Title Guaranteed to Keep Things Ticking

by Russ Ceccola



Blown Away was an exciting summer movie in which Jeff Bridges starred as Jimmy Dove, a Boston bomb squad police officer and former political renegade, who goes up against his former mentor Gaerity (Tommy Lee Jones), a maniac that challenges Dove's skills by placing bombs all over Boston. **Blown Away**, the game, picks up where the film ended. The player controls Dove from a first-person perspective as he saves hostages and, ultimately, his daughter, from the hands of Justus, another of Gaerity's men out for the revenge of his master's death.

The player progresses through the game by solving the varied puzzles and challenges that defuse Justus' bombs and neutralize his traps. The game is exciting because each challenge is timed and awful things happen if the player doesn't complete them before the alloted time.

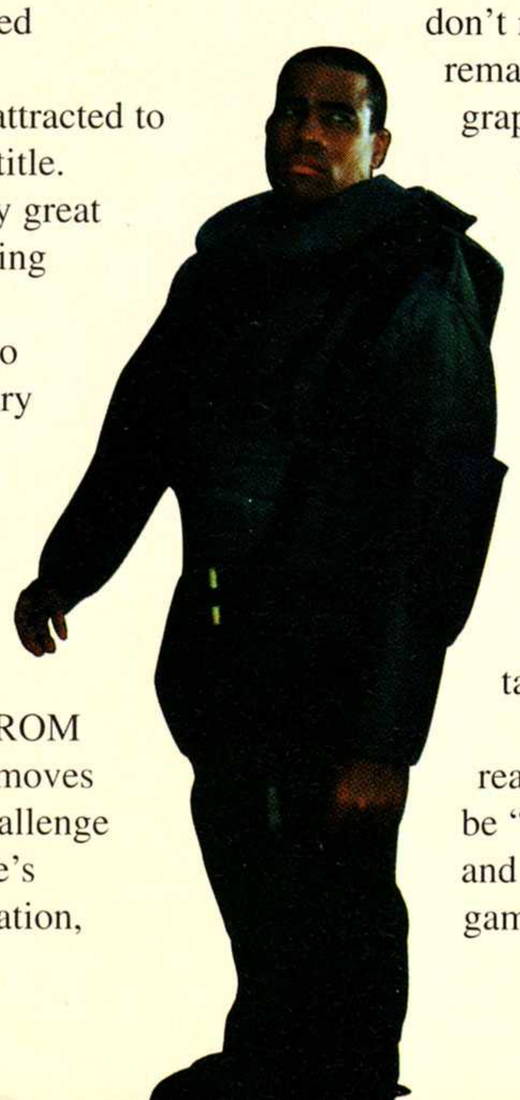
Howard Tullman, president of Imagination Pilots (developers of **Blown Away**), recently commented on the game and its challenges. "The goal of Imagination Pilots is to create high-end games with some educational aspects to them, but not 'edutainment.' The primary focus should be fun," he affirmed. Upcoming Imagination Pilots products include a virtual Erector Set for Windows and a Where's Waldo? game that captures the depth of Martin Handford's detailed illustrations.

Tullman was initially attracted to their first game's catchy title. "'Blown Away' is a really great confrontational and exciting name for a product," he exclaimed. "We wanted to design a game that is every bit as exciting as the movie and yet allows the player to control all the action and be responsible for the mistakes."

Blown Away is a CD-ROM game in which the story moves along as players solve challenge after challenge. The game's locations include a TV station, laboratory, helicopter, tunnels, switch room, and a toy store in which the finale takes place. The action is manic because, after the timer runs down in each challenge, a bomb goes off. The game segments are not all puzzles, but include such challenges as a maze, interactive toys, sliding puzzles, memory games, and interactive switch setups and card games.

"We want to make the game as accessible to the new kind of multimedia players as it is to the veterans. There's no learning curve to be a player, but only practice will make a master," Tullman explained. Because of the visibility of CD-ROM games to new computer owners, Imagination Pilots anticipated this audience and made the interface as simple to control as possible. They also tied the explosions and challenges together with cinematic vignettes with the game's major characters, filmed over four, 11-hour days. The designers were also lucky to get permission to use footage of explosions and bomb close-ups from the original MGM feature film.

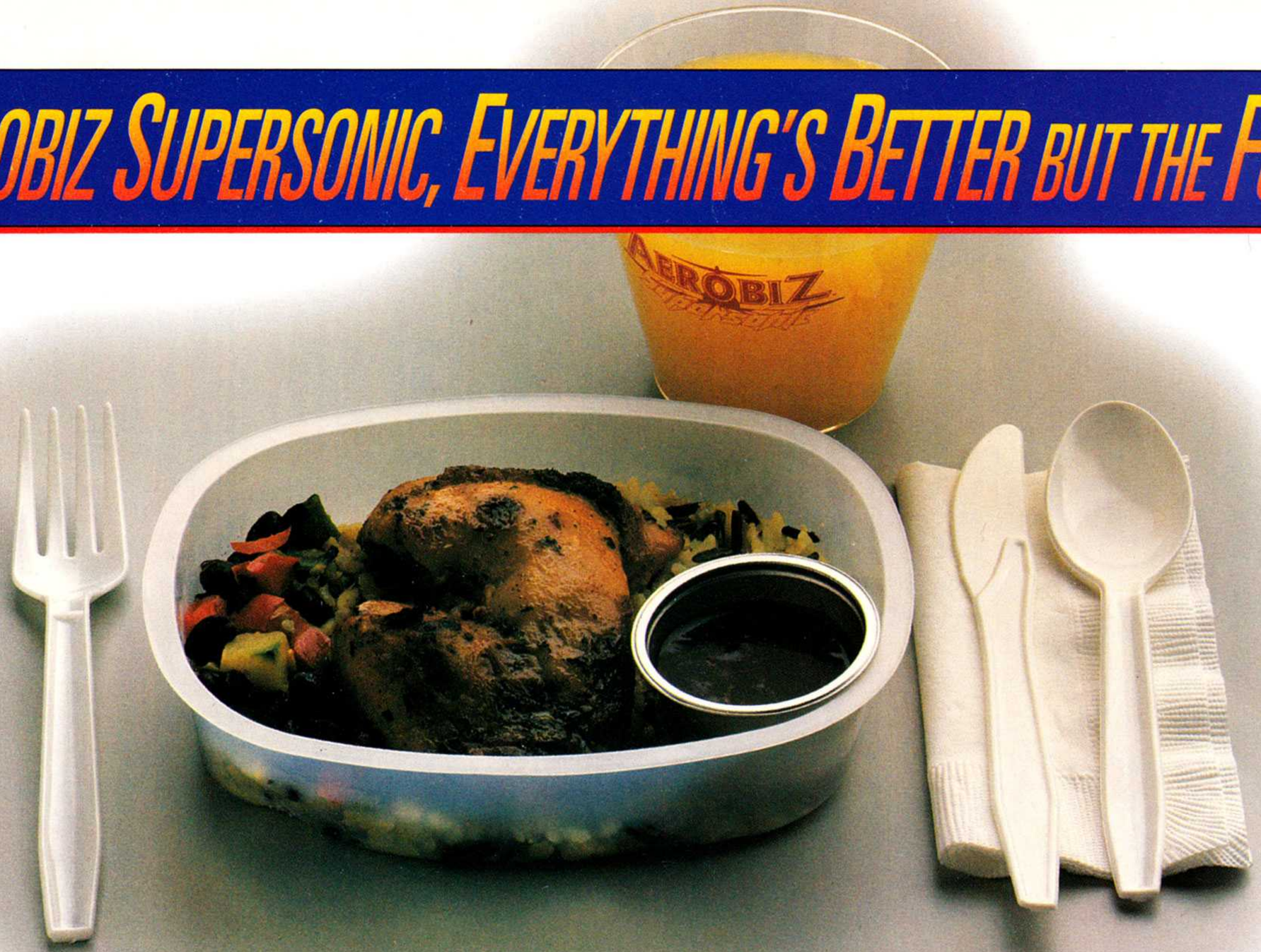
Players will play **Blown Away** until they finish the game and save all the hostages, but the temptation is certainly there to replay the title because of the variety and excitement of the mini-games and puzzles. "Even though you know the methodology of the challenges, because of the randomness of the game, you don't really know what's ahead," Tullman remarked. The number of sets, high-quality graphics and easy-to-learn challenges define **Blown Away** as almost a combination of Sierra's **Dr. Brain** puzzle games and Virgin's **The 7th Guest.**



Violence is not emphasized in the game. "We were concerned about the violence at the heart of the game, so we made the focus on saving people rather than blowing them up," Tullman assured. The result is a tense game that eggs players on to do better as Justus taunts them.

Blown Away lives up to the players' reactions that the title suggests—they'll be "blown away" by the production values and excitement, but more intrigued by the game play and replay value.

IN AEROBIZ SUPERSONIC, EVERYTHING'S BETTER BUT THE FOOD!



It's the beginning of the 21st century and competition in the airline industry is heating up. Lower fares, better service and improved flight schedules fuel the war in the skies.

SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES

PURCHASE STATE-OF-THE-ART SUPERSONIC AIRCRAFT

REVIEW AIRLINES SERVICES AT DESTINATION CITIES

As a young ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some tough decisions including where to fly, what aircraft to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

In Aerobiz Supersonic, fashion a powerful fleet of aircraft from more that 50 possible choices, organize routes to 89 global destinations and invest your profits in a variety of new services including amusement parks, ski resorts and airport shuttle services.

And don't forget, as CEO your still responsible for things like plane maintenance, advertising and handling those periodic emergencies such as a plane crash or employee strike. Get ready to make some tough decisions! And now that you're CEO, try doing something about the food!

- ***Offer air service to over 80 major & minor cities around the globe***
- ***Select from 4 eras in aviation history including two futuristic scenarios***
- ***Purchase from an extensive list of aircraft, including historical, fictitious & supersonic airplanes***
- ***Diversify your airline through business ventures such as golf courses, ski resorts & shuttle services***
- ***One to four player fun***

KOEI

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

Aerobiz Supersonic 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.

Sega Genesis title pictured above not yet rated.

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).

Online Support offered on CompuServe: GO VIDPUB, Sect. 4

SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS™

TEST LAB

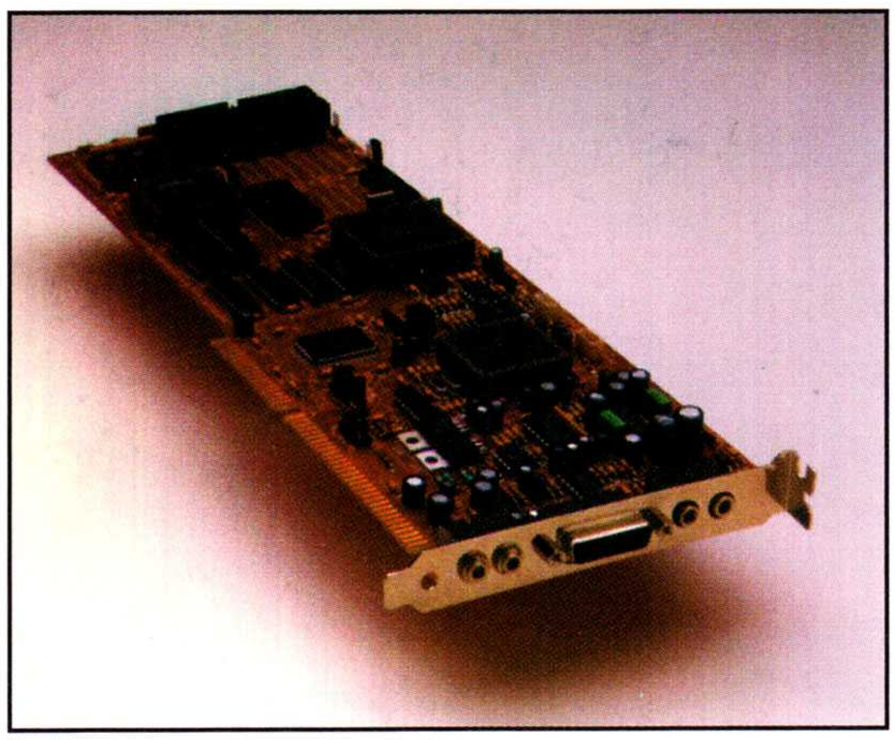
HEY, MR. PIANO MAN...

"It won't make you a rock star. It won't teach you to play overnight. Instead, it teaches piano the same way a real-life instructor would, one step at a time."

Several recent "Test Lab" columns have been devoted to sound. In the last few months, we have covered speakers and board technology, and the ins and outs of how to get the most out of game soundtracks. There is still one more area to explore: *making* music, as opposed to just listening to it.

Many of us at one time or another have wished we knew how to play the piano. Whether our interest is in Billy Joel and Elton John, or Mozart and Bach, or even Nine Inch Nails and Sisters of Mercy, there are few of us indeed who haven't flashed a fantasy, however brief, of being able to create music. Advanced Gravis, makers of the Ultrasound line of soundboards, is one company that is marketing to those of us who are disappointed, in retrospect, that we aren't of the generation where parents practically forced music lessons on their kids.

The Advanced Gravis Personal Piano system is a



plug and play solution to learning the piano. In one purchase, everything required to get started tickling the ivories is included. The package contains a MIDI keyboard, a pair of Acoustic Research multimedia speakers, an Ultrasound board with software and piano patches, a MIDI adapter cable, and Musicware's **Piano: Personal Piano Teacher** software.

Setting up and configuring the equipment is relatively easy, even for a neophyte. The greatest prerequisite is an area with enough space to accommodate the computer, speakers, and keyboard. If there is a downside to the arrangement, it will be that most users will have to take the keyboard aside and store it separately when they are not actively pursuing their music lessons. After all, if one were dedicating their computer to this activity alone, it would somewhat offset the value of this product over conventional lessons.

Remembering that this is a package arrangement, the balance of this article will focus on the strengths and weaknesses of individual components first, followed by a summation that puts the entire package in perspective. While some of the contents are less than optimum, their aggregate worth exceeds the sum of the parts. This is simply the most instructive piano teaching system on the market. To understand why, read on.

We have dealt with the AG Ultrasound in previous articles, but a brief review might be in order. The Ultrasound, the slightly older version of the Ultrasound Max, is, in a nutshell, an incredibly good soundcard. It supports general MIDI (more about this in a moment), has wavetable synthesis capability, and makes it a breeze to create and load your own patches. With recording capability that rivals CDs, good stereo positioning, and high sound quality, the Ultrasound is a board that rates with any other board in its class. Also, it has good sampling and patch creation capability, meaning that users can sample their own sounds and make them the basis of new musical instruments. This feature is only standard on sound equipment costing far more.

However, a soundcard alone is not ready to become a musical instructor. Grab a keyboard and look at the MIDI port on the back. Now look at the back of the Ultrasound. There isn't any port that looks like a MIDI cable. This is a gripe that fits every major soundboard on the market; none of them come standard with MIDI jacks. The Advanced Gravis Personal Piano System also includes Gravis' MIDI port adapter, which plugs into the joystick port on the Ultrasound and provides replicator ports for MIDI in and out as well as preserving a feed-through joystick port. A good feature of the MIDI adapter lies in the data lights above each port. When data is travelling through the port, a small LED flashes. While this might seem at first to be a gratuitous use of bells and whistles, it is a great troubleshooting tool. When there is no sound coming out of the speakers, this little light immediately rules out the keyboard. Just look at the light. If you press a key and the light comes on, then the keyboard is fine and it is time to go mano-a-mano with driver issues.

Obviously, there also has to be some way to hear the sound coming out of your board, and this is provided through a pair of Acoustic Research powered, multimedia speakers that come with the kit. The speakers are probably the most disappointing part of the whole package. It isn't that they are bad, it is just that they aren't good. These little units are 3 watts with a frequency response that starts at 120 hertz. The noise and distortion stats aren't provided with the speakers, but Test Lab, in a purely subjective test, rapidly replaced them with a set of Sony speakers lying around the shop. Enough said.

The keyboard, obviously one of the most critical elements in a piano teacher, is an Italian-made, four-

octave unit that, quite frankly, isn't very much to look at. There are full-sized piano keys and a single, LED-lit switch to indicate power on. Three ports reside on one side of the unit: one for power, one for MIDI in, and one for MIDI out. That's all she wrote for controls, connectors, or gew-gaws. Rather disappointing looking.

In use however, the keyboard belies its Spartan design ethic. The keys give a good, authoritative feel, and provide long action. Moreover, they are velocity sensitive, meaning how hard you strike is how loud the unit sounds, a critical factor for trying to learn how to play the piano. The velocity curve is a bit abrupt, but still more than acceptable for the task.

The keyboard notably lacks a bend roller, the small wheel you see on the side of many keyboards that distorts the sound produced by a given key up or down a bit. This would be a nice feature, but since the unit is meant to be a piano teacher and not a studio jam keyboard, this is no drawback. You can't make a bend on a piano without having a small child crawl inside the casing and take pliers to the strings.

That covers the equipment. However, the equipment is only one half of the picture, and the star player in this show is the software.

Musicware **Piano** is one of the finest pieces of educational software on the market. No ifs, ands, or buts about it. In the software market, as **EG** readers are well aware, it is very common to find software that 'sort of' does what it says it will. Or 'almost' lives up to the lavish promises written by marketing managers and placed on the back of the box. Musicware **Piano** is a refreshing exception. It promises to do exactly one trick: teach anyone a first-year piano course. And, without any fuss or embellishment, it does just that. It won't make you a rock star. It won't teach you to play overnight. Instead, it teaches piano the same way a real-life instructor would—one step at a time.

The first thing one notices about the Musicware course is that there is no nonsense about it. A simple Windows Screen asks for the student's name and you launch right into the course. There is exactly one sound it sets the keyboard to make, a piano patch. This isn't a piece of composing software, or an MTV-like presentation. You are here to learn about piano. There is no course overview, either. Learning piano isn't a skip-around affair. There is a very specific order to the learning process.

Another important point is that there is no need to open the product documentation. The program tells the user everything he/she need to know right on-screen. The first lesson shows a graphic representation of the keyboard and explains how to apply the small adhesive labels that come with the software to the particular keyboard being used.

These labels are one of the nice points about the Musicware program. Instead of requiring the user to switch between mouse or computer keyboard and back to the MIDI keyboard, certain notes on the keyboard activate commands in the software. In this way, students never need to move their hands from the keyboard while learning—even to answer the multiple choice quizzes popped on students in every lesson.

What is General MIDI?

In 1983, various musical equipment manufactures agreed on what seemed like a pretty keen idea: let's make a musical interface that will allow various instruments to talk to each other digitally. The Musical Digital Instrument Interface was born, and it was good.

However, there were a couple of problems with it, and one was the problem of MIDI mapping. There was no agreed upon order for the various voices in MIDI. So while one device was playing a grand piano when playing the first MIDI instrument in its bank, another was playing a xylophone. The situation was as if every computer keyboard manufacturer mapped differently, so on one computer the keyboard's A key produced an A and on another's it produced a Q.

However, a few years ago, Roland, a major player in the MIDI instrument world, was pervasive enough that their standard spread, and for many "Roland Compatibility" was a way out of the mapping mess. Seeing the wisdom of everything talking to each other in a standard way, the industry soon adapted Roland's standard to MIDI in general, creating the General MIDI standard, in which all the MIDI voices are always mapped the same way.

When purchasing any piece of electronic sound equipment, whether boards or instruments, make sure that they are not only MIDI, but General MIDI. This will save you many headaches mapping your neat new keyboard one instrument at a time.

The Making of the Perfect Sonic Beast: the SRS Factor

Surround Sound: the ultimate acoustical bon mot. Surround Sound is a processing technology that removes the "sweet spot" from stereo setups and simultaneously gives added depth to the music. Lately it has been added to everything from TV simulcast transmissions to new stereo receivers. Here are two ways to add this feature to your PC:

Nu Reality

This small box connects between your PC and your powered speakers adding the depth and quality of SRS Surround Sound to your favorite games and even audio discs. Affordably priced and easy to hook up, every serious audiophile ought to at least take a quick look at these small signal processors and hear the amazing difference they can make in your PC audio. Available at most major retailers in various models, starting at $79.95.

Jazz J-707S Powered Speaker System

For the really hardcore Sonic perfectionist, Jazz Speakers makes the ultimate multimedia speakers: the J-707S powered speakers. These speakers are built out of solid wood cabinets, have a graphic equalizer built into the system, and include SRS Surround Sound processors in the speakers themselves. With dual woofers, .05 percent distortion, and 14 watt RMS per channel power, these speakers are the ultimate for the audiophile. MSRP $379.95, but street price is expected to be around $250. Jazz speakers should be in stores in time for Christmas.

The software is broken down into 8 units with a varying number of lessons per unit. In the first unit, for example, there are 27 lessons. Each lesson presents a single concept, and is normally a relatively short affair. For instance, one lesson in Unit One is on identifying the C keys on the keyboard. Most early lessons take about 10 minutes for someone not hurrying.

Musicware **Piano** uses the power of the computer to its fullest in the teaching process. One example is in teaching rhythm. Not only does **Piano** give the student an electronic metronome, but also provides a unique audiovisual timing cue.

When learning rhythm, notes of various length are presented on the staff. Underneath them are blue bars showing how long the note should be held. When the student is playing, another bar appears—this one green. The green bar shows exactly how long the student actually held the note. This feedback device is amazingly effective. Rather than trying to 'guesstimate' how close their rhythm timing is, students can see precisely how close they come. The program will also give a percentage rating to how well the student approximated the attempt.

This particular numerical rating is one of the few areas where the program doesn't do such a good job. If the student gets slightly ahead of the metronome, the program just doesn't know how to score it. When, in reality, the student is over 90 percent correct, but slightly ahead in their timing, the program gets confused and scores exceptionally low numbers. However, since the score has no effect on program performance and the visual bars provide all the feedback required, this is a nit-pick.

Each lesson has a number of exercises like the rhythm exercises. After an exercise is done, students can continue with the lesson or go back and do the exercise over to try to improve their skill. One of the nifty little features of Musicware **Piano** is evident in doing over exercises: you are only allowed to stay on an exercise for three tries before you are forced to move on. This way, the student doesn't become burned out on the exercise. Since all of the lessons reinforce earlier presented skills, it isn't critical to get it right the first time. This is one of the host of little features that **Piano** doesn't brag about, just puts in because it is the best way to do it. After a lesson is over, students can go back and review their score in the lesson, and even go back and take another stab at an exercise they need more work on, or even review the whole lesson. However, due to the building nature of the program, this isn't required often. Material in the Musicware software is presented in a slow building process to reinforce the learning. Similar to the piano teacher who seems strict at first but later turns out to have a heart of gold, Musicware really does allow you to skip around lessons and change the MIDI patch to other instruments and all manner of other tricks. Once all the nooks and crannies of the program are explored, it just doesn't advertise the more distractive features.

Presumably this is to keep the user's mind on the task at hand, at least it worked that way for the crack Test Lab testing crew. We took our lessons seriously, and after only a week with this program are able to immediately identify and name the keys on the piano keyboard, read basic notes, and generally bang on a keyboard in a very authoritative manner.

It is important to note that while this program is packaged well with the Advanced Gravis hardware, it is also available separately, directly from Musicware (206-881-1419) and at many retail software outlets, for under $100 dollars. It will work with almost any sound card and keyboard that support General MIDI. The only restriction is that the keyboard needs to have four octaves and support key velocity. Further, once you are done with the first year of lessons (which the manufacturer says takes anywhere from three months to a year to complete, depending on the student) there are two more years available, with a fourth year course already in production. Each year's course is the same price as the initial lesson, from $50-$100 depending on the outlet, making these the cheapest piano lessons in the history of the instrument, and some of the most effective.

In all, except for the less than brilliant speakers, Advanced Gravis has put the right hardware together with the right software to make a plug-and-play package brilliantly suited to its task: teaching piano. For those people without the time in their schedule to take lessons, or who are shy about trying to learn something new as an adult, this is a great way to learn piano. Students can learn at their own pace, on their own schedule and in the privacy of their own homes. For a generation of wanna-be musicians, The Advanced Gravis Personal Piano system is a dream come true, and compared to the cost of pianos and lessons, it can be had for a song.

by Ed Dille

"Each year's course is the same price as the initial lesson, from $50-$100 depending on the outlet, making these the cheapest piano lessons in the history of the instrument."

Defense Industry Tigers

top-secret, kill-you-if-we-told-you technology and what squirted out the other end is something that's going to jump out and kick today's video games right in their saggy little butts. It's the Interactor. Strap it on. Crank it up. Your games will thank you. And you'll thank your soggy undies for world peace.

The Cold War's over, and we've got some time to kill. So we got our scientists going on a good sugar high, threw them in a lab filled with

AURA™ INTERACTOR™

Aura and Interactor are logos and trademarks of Aura Systems, Inc.

THE NET

THROUGH THE MUD AND THE MUCK

"The only salient question about the high-and-bloody-mighty net is as follows: Where are the games, and are they hip?"

What is the Internet good for?

This question comes to mind occasionally, and a plethora of answers clamor for attention. The Internet is the most powerful research tool available to mortals. The Internet is the perfect place to interact with professionals from all over the globe. The Internet is the place to get access to just about every one of those gadzillion government studies and reports we pay some bureaucrat to make. And, in the final analysis, none of this stuff means jack.

Let's face it, games are the mode and the modus; Deus Ex SimCity. One of those gadzillion government studies mentioned above probably shows that for every good, productive work-hour done on a computer, there are at least a couple of hours spent playing **Tetris**. Even if there isn't, you know the poor sap behind the screen sure wishes there were.

If you wish to take the measure of a person, you need only to know their games. They can be Democrat, Republican, Satanist, or Bishop; these distinctions are fairly inconsequential when put up against the real differences in people: Mario people *vs.* **Harpoon** people.

Hence, we really don't care how wonderful and useful the Internet may or may not be. The only salient question about the high-and-bloody-mighty net is as follows: where are the games, and are they hip?

Looking long and hard at the games on the Internet we find out a lot about the Internet itself. The real games are rather hard to find, pretty hard to learn, command-line driven, and inarguably cool. All statements that tend to apply to the Internet in general.

There are many games available via the Internet. There are chess servers, tic tac toe servers, the Internet Hunt (a very cool thing for the hopelessly technical) and a veritable cornucopia of diversions. However, when we talk about the Internet and games, these things aren't really what we are talking about. There is one particular style of game that is inexorably associated with the Internet: MUDs

MUD stands for Multiple User Dialog (though there are alternate definitions, including Multiple User Dimensions and Multiple User Dungeons) and is probably the single hardest computer gaming form in the history of silicon to learn how to use. On the flip side, for those with imagination, they are also the most flexible gaming environment in the history of humankind.

At their heart, MUDs are multiple-user, text-adventure games. Remember **Adventure**? Yeah, the one that kept saying things like "You are in a cave" and always seemed to be attacking you with trolls. Okay, take **Adventure** and put anywhere from two to 100 people in the game at once. And then, instead of a set computer program, you take the best few players, and let them loose with the programming code, so that they can add new areas and features every few days. Sound chaotic? Well, that isn't the half of it.

The next complication with MUDs is that of the hundreds of MUDs out there, there are about a dozen different flavors which are referred to in a flurry of adjectives and acronyms sure to discourage even the most ardent student. There are Diku MUDs, Tiny MUDs, LP MUDs, MUCKs and MUSHes, to name a few.

Have we convinced you to just give the whole thing up yet? Well, that isn't the point. The point is to stress

There is only one...

Legends of Future Past

"...A remarkably rich playground for modem owning role-players."
(Computer Gaming World)

"...no other game... captures the true essence of roleplaying like this one."
(Computer Game Review)

You just aren't going to have this much fun anywhere else.

Now you can have the adventures of a lifetime in the award-winning multi-player online game Legends of Future Past for as little as $1.80 per hour!

Create your character and visit Andor, a world created solely through artistic prose and colored by shared imagination. Meet the exciting, intrepid and interesting people who populate these ever-expanding lands. Become part of the community of adventurers who have found reward, riches — even romance — in the fantastic land of the Shattered Realms.

Live Game Masters: You'll explore a living world where professional game designers introduce new adventures and lands to explore on a continuing basis. Delve into the politics of the City-State of Fayd, or take up a noble quest. Become a Champion of Justice — or a Force for Darkness. Andor itself will change around you as you are drawn into the never ending plot of Legends of Future Past.

Full Character Development: In Legends, you can assume the role of any character imaginable. Our skill-based system will enable you to develop the persona of your dreams. Be a powerful wizard, sly thief or valiant knight — or even a gentle weaver, a skilled weaponsmith or a miner. The possibilities for profession and character development are endless.

Advanced Interactive Fiction: Legends was designed as a monumental work of fantasy and artificial intelligence. Not only will you interact with people just like yourself, you will be in a realm that responds to your every action. There are no graphics, because only the power of the English language could capture the beauty of this world. Come play it for yourself.

Try it free!

Give NovaLink a call with your modem and sign-up with your valid credit card today. When asked for a subscription code, enter "EGM94A" and you'll receive five free hours and access on your first call.

- **No special software required.**
- **Available via the Internet and local access numbers.**
- **Toll free number customer service and technical support.**
- **All adult:** You must be eighteen (18) or older.
- **American Express, Visa, MasterCard, Discover and Diners Club.**

NovaLink®
INTERACTIVE NETWORKS

800-274-2814 Voice
800-937-7644 Sign-up/Info
info@novalink.com • telnet novalink.com
200 Friberg Parkway, Suite 4003, Westborough, MA 01581

"To get on a MUD, telnet to their address and port. If you do not know how to use the telnet command, ask your system administrators. They will be more than happy to give you instructions."

that, just like the Internet itself, it requires patience and a bit of a learning curve to get into these games.

Now to demystify the process a bit. First of all, no matter which term is being used, all of the above named acronyms come down to MUD. They aren't different games, just slightly different flavors of interface. And a gamer who learns to use one of them can, with a few hours of effort, easily make the jump to another.

The biggest real distinction in MUDs is combat versus social. Tiny MUDs and MUSHes are primarily social gatherings in a fantastic gaming environment. There is very little in the way of competition on these MUDs. The real point is to dress up and have fun role-playing and conversing. Much like a costume party.

Most LP or Diku MUDs, on the other hand, are competitive games. There is a serious stress on the killing of monsters, solving of quests and, in some cases, killing other players.

Mudding is quite a complicated and long topic, and a comprehensive treatment of the subject is more suited to filling a book than a short article. However, in the space allotted in this section we can tell you enough to get started.

The first task to going mudding is finding MUD in the first place. There are a number of ways to do this. The first is to go to the Usenet. The groups Rec.Games.Mud.XXX deal with mudding. .Admin is for administrators, but the rest have information that a newbie (the term for a new player) will find valuable. The most important are ads and comments about various MUDs, with site addresses. Write down these addresses; you are going to need them. Ignore the flames about various MUDs. You will have plenty of time to make up your own mind about the good and bad points of a MUD.

The next thing to get is the MUD FAQ. This is a list of Frequently Asked Questions about mudding. Think of it as Mudding 101. There are two places to get it. The first is in Rec.Games.Mud.Announce. The second is by FTP from FTP.Math.Okstate.edu. It is located at PubB/Muds/Misc/Mudfaq and is called Mudfaq.txt. Get this from one of these two locations and read it.

Another invaluable resource is Axl's Incomplete List of MUDs. This is a listing of many Diku MUDs and can be found posted every few days in Rec.Games.Mud.Diku. If it doesn't happen to be up, post a short note asking for it to be posted or e-mailed to you. This list of about 50 Diku MUDs provides a great starting list for the newbie.

With some basic information from these varied sources in hand, it is time to actually get on a MUD. Do not, as is the natural urge with veteran gamers, think about getting on a MUD before you have read the MUDFAQ. MUDs are complicated environments, with a very serious set of command and social rules. Being rude, or not knowing what is rude, will get a character anything from snubbed to just killed on the spot. A very disheartening experience.

To get on a MUD, telnet to their address and port. If you do not know how to use the telnet command, ask your system administrators. They will be more than happy to give you instructions.

The first thing a player will see upon going to a MUD site is their intro screen. This intro will identify the MUD, and might also include instructions for newbies. If there are instructions, follow them.

The MUD will then prompt you for a name. This is the name of the character you intend to play. Choose it well and remember it. It is bad form to have to log on again under another name because you forgot your first one, or just don't like it.

During the logon process, there might be an option to pick character class. These will normally be standard fantasy gaming classes, such as warrior, mage, cleric, and the like. Pick the one you are most familiar with playing. If there is a more complicated procedure, carefully read all directions given and follow them. If there is any option for help at this point, use it.

Many gamers might bridle at the constant exhortations to read directions, but people would be surprised at the number of newbies who don't carefully follow the directions. Unlike a pay-to-play environment, these systems are not made to be particularly user friendly. Most, in fact, are downright user hostile. Hence, to get a good gaming experience, it is absolutely critical to read all directions and understand them as much as possible before continuing.

Once you have generated a character, you will find yourself thrust into the starting room of the MUD. There will often be a number of players here, as the opening room is a good place for socializing and chat. In MUDs where player killing is allowed, this room will almost always be a haven, or safe zone.

The first thing to do now is find out if anyone will help show you the ropes. The way to do this is with the Say command. This command is universal among MUDs. The format is simple, type Say, space, and a short sentence you wish your character to say. For example, "Say does anyone have time to help a newbie, please?"

Watch closely for replies. At first the screen will be quite confusing, as everything everyone says is coming in at once, so you must watch the screen scrolling by

How to Get Started

To start with any of the services here, just call their number and have them send you the software. However, a savvy customer should ask a couple of questions.

First, are the prices really what you read in that magazine article? In the competitive on-line world, prices can change almost overnight. Make sure you know the cost of your new hobby.

Second, is there a local access number, and is the connection free? In almost all cities and most rural areas in the U.S. there will be a local connection number for you to access the service, but if there isn't, you are also going to have to eat the long distance charges to the nearest node. Make sure there aren't any hidden costs for your local number, either.

Order Numbers for On-line Services

CompuServe: 1-800-848-8199
America Online: 1-800-827-6364
Prodigy: 1-800-776-3349
Delphi: 1-617-491-3342
Imagination Network: 1-800-462-4461
MultiPlayer Games Net: 1-800-438-4263
TEN: 1-800-867-6446
EWorld: 1-800-775-4556
GEnie: 1-800-638-9639

"I Wish My Parents Had ImagiNation."

Call it PC envy, call me crazy... but they're having fun across the street and I want in! See, my buddy's parents got The ImagiNation Network™ and they're all playing and talking with new friends clear across the country – live, in real time.

No kidding, I was over there last night and James (my friend) was dogfighting in this WWI flight simulator game called Red Baron.® His cousins live 2,000 miles away, but that didn't stop them from sending James down in flames. After that, his mom got on and played speed chess with TRISH, her on-line sister. And then, at midnight, his dad got on as ZORK2, dungeon master of The Shadow of Yserbius.™ But don't bring it up, James is kind of sensitive about it. And talk about cool. The interface is full color and easy to understand. You just point and click and you're there. Even James can do it.

Hey, I just figured out how to get mom and dad ImagiNation! The first month's basic membership is free!

Install the disk that came with this month's issue, and get 5 FREE HOURS to explore The ImagiNation Network.
If somebody beat you to it, call: 1-800-462-4461/ext. 764

IMAGINATION!™

*The ImagiNation Network requires at least a 386 IBM PC compatible computer, a 2400 baud modem, a mouse and keyboard, and about 580 kb of available memory. Red Baron is a registered trademark of Dynamix, Inc. The Shadow of Yserbius is a trademark of The ImagiNation Network. * Free hours must be used within 30 days of logon. For details on membership options and rates, call 1-800-IMAGIN-1 between 8 a.m. and 10 p.m. P.D.T. Offer expires 11/30/94 and is available to first time members only.* *©1994 The ImagiNation Network. All Rights Reserved.*

"On MUDs, in general, players aren't as disposed to help others as on pay-service games, where someone will almost always be willing to show a new player the ropes."

```
(SOCIAL)<21hp 101m 92mv>
Goethe Auctions, 'and sold 7.5 mil Drew.. meet atm please'.

(SOCIAL)<21hp 101m 92mv>
Ify gossips, 'I lost mine'.

(SOCIAL)<21hp 101m 92mv> look
Medievia Tourists Center
You are standing in a large round building. The area is very spacious
except for an isle of brochures and maps stacked neatly in steel wire stands.
This building is illuminated by the outside sunlight which comes through
many of the windows that are along the circular wall. The checker board
floor shines brightly as if it was just waxed. There is a SIGN here.
A burnt out ball is here.
A long sword has been left here
A long sword has been left here
A MUDslinger newspaper box sits on the corner.
Bofet the Swordpupil is here.
Your tour guide stands here beside a souvenir stand.
A janitor is walking around, cleaning up.

(SOCIAL)<21hp 101m 92mv>
```

carefully for any replies. Wait at least a couple of minutes, and if you get no reply, repeat your request, ONCE. Do not continue after that point, or it could be considered rude. A very bad thing.

On MUDs, in general, players aren't as disposed to help others as on pay-service games, where someone will almost always be willing to show a new player the ropes. So don't be surprised if no one heeds your call for help. However, this isn't the end of the world. There are two ways to learn enough to get started. The first is the LOOK command.

In most cases, the opening room will have help for a newbie, somewhere. Use the command LOOK and read the room description. If it scrolls by too quickly, simply repeat it as many times as required to get the whole description read. Often there will be a sign or book or some other information source in the room. Use the READ command to read this data. For example, at the start of Medievia MUD (Intense.netaxs.com /Port=4000) there is a sign. Use the command "read sign" and it will give further instructions for the new player.

Often, and this is the case in Medievia, the new player will start with a starters handbook of some kind already in their inventory. To find out, type the command Inventory. This will show a list of the items you are carrying. If you have a book or handbook with you, odds are it is a newbie guide.

After perusing this info, the next important command is HELP. Help is just what it sounds like and will normally give a list of help topics. The first, and probably most critical help topic, is communications. You need to find some way to turn off the deluge of player comments pouring across the screen so you can read the instructions in peace. The command for this will often be SETCOMM or some variant thereof. Get help on this command and use it. Now go back and read any topic that seems interesting at your leisure.

Most of the commands in a MUD are going to be relatively familiar to players of text-adventure games, like **Adventure** or the old Infocom games. North goes north, south goes south, and so on. Say allows your player to talk and look allows you to see your environment.

The next step in dealing with the game is to find a basic map. There is almost always one near the first room. Wander around looking until you find it. Then get into the map. Learn the area you are in.

Past these basic steps, there is too much difference in the various MUDs to be able to give reliable advice. Screen capture or log-file all instructions or advice to peruse later, and don't forget to turn your communications back on so that people can talk to you.

There are few bits of generic social advice that can help a new player. The first is to be polite. The definition of polite changes from MUD to MUD, but there are a few basics. One is; don't hassle people. Hail someone you wish to talk to. For instance, "Say Hello, X" and wait for a reply. If this person ignores you, don't continue to hail or talk to them. They could be involved in a number of activities you can't see.

Until you know if it is okay, do not attack player characters. On most MUDs, player killing, or Pkilling, is very bad form, and can result in disciplinary action by the rulers of the MUD (Wizards or Gods). On MUDs where it is allowed, it is still wise to avoid it unless forced, for the simple reason that the new guy is very unlikely to win a battle with an established player.

Lastly, don't Shout. The SHOUT command is used to yell across the MUD and shouldn't be used until you know the circumstances where it is okay to use it.

In general, the best strategy to take on a MUD is to keep your head down and watch what others do. If they do something you don't know how to do, go to the help function and try to figure out how they did it, and then practice with the command.

If they are so complicated, what is the point of being on a MUD at all? Well, while they are a bit hard to get used to, mudding is the closest you will get on a computer right now to the true, pen and paper, role-playing experience. The limits of your character's interaction with other characters are only set by your imagination. You can fight, love, hate, banter with, get married to, or play wordgames with other characters , which is something almost no other interactive game on computers will let you get away with, pay or no pay.

That is the other big reason: pay. MUDs are in the true spirit of the Internet: free. People provide them because they love the game, not for profit. This means you should be especially understanding of any administrators of a MUD, even if they are a bit short at times. These people are selflessly volunteering their time, and often equipment, to make the game happen.

While MUDs, with their difficult command lines and text-only interfaces, aren't for everyone. But if you are seriously into your role-playing, these gaming exits on the infohighway are one of the true gems of the Internet, and probably the strongest role-playing experience you can get in front of a terminal.

by John Whithers
Associate Editor, ELECTRONIC GAMES

"My Family Values The ImagiNation Network."

I used to think that our home PC was good for the usual things. You know, word processing, home finances, that sort of thing. That was then. Options

Now, I've discovered something totally new that the whole family loves. It's called The ImagiNation Network, and it's like nothing you've ever experienced before.

My son used to play blood-letting games that would make Atilla-the-Hun look meek. Now he's playing real people from all over the USA in games like Stratego™ and Rocket Quiz™ — a game that improves his math skills.

My husband loves it, too. When he's not playing poker in the casino (password protected), he's off as a wizard galavanting in the fantasy role playing game, The Shadow of Yserbius.™

And me, well, I've got to go now... I've got my afternoon speed chess game with Julia, my new on-line friend.

By the way, it's free to see if The ImagiNation Network is right for you.

Install the disk that came with this month's issue, and get 5 FREE HOURS to explore The ImagiNation Network.
If somebody beat you to it, call: 1-800-462-4461/ext.764

IMAGINATION!™

*The ImagiNation Network requires at least a 386 IBM PC compatible computer, a 2400 baud modem, a mouse and keyboard, and about 580 kb of available memory. Red Baron is a registered trademark of Dynamix, Inc. The Shadow of Yserbius is a trademark of The ImagiNation Network. * Free hours must be used within 30 days of logon. For details on membership options and rates, call 1-800-IMAGIN-1 between 8 a.m. and 10 p.m. P.D.T. Offer expires 11/30/94 and is available to first time members only.* *©1994 The ImagiNation Network. All Rights Reserved.*

THE LION KING

The Pride of the Video Game Jungle

At the start of the Disney summer blockbuster, *The Lion King*, the animals gather at the foot of Pride Rock to pay homage to Simba, the newborn son of Mufasa, the current Lion King. The movie primarily examines the Circle of Life, a concept in which all life is connected and all animals depend on one other for survival. It is also the story of a cub coming of age and assuming his rightful place in not only the Pride, but within that entire Circle of Life.

The Lion King, Disney and Virgin's third project together, follows the plot of the movie. By virtue of its powerful design plus cutting-edge audio and graphics, it allows game enthusiasts to guide Simba through his young years and into adulthood.

Level One, Pride Rock, introduces the gamer to a young Simba who pounces, rolls, and roars (okay, squeaks) at porcupines, lizards, and Bombardier Beetles. After defeating a breathless hyena, Simba continues on to Level Two, Can't Wait to be King. Here the player-character must utilize rhinoceroses, monkeys, and giraffes in order to take an ostrich ride. Staying on the ostrich's back while galloping under and over obstacles like tree limbs and wild animals is quite a challenge. The Elephant Graveyard scenario is as atmospherically spooky as the movie, with its boneyard ambience, vultures, and hyenas.

TECH SPECS

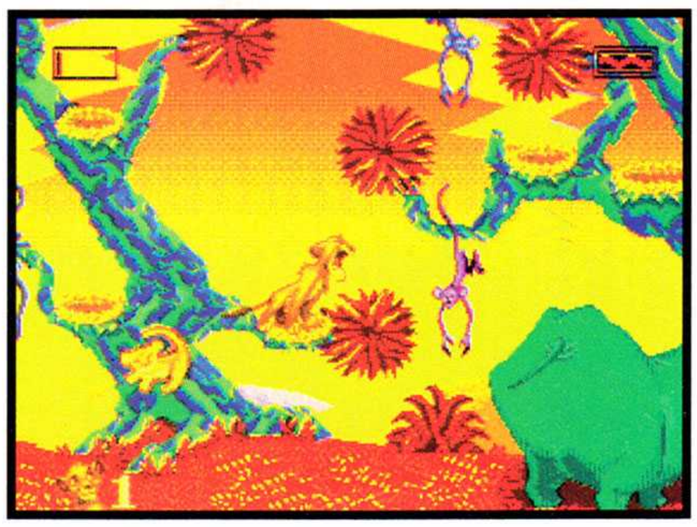
PUBLISHER:	Disney/Virgin
SYSTEM:	Genesis
THEME:	Action
MEGABITS:	24
PLAYERS:	1
LEVELS:	10

Level Four provides a game play change of pace. In the Stampede sequence, the action is no longer side-scrolling, but a head-on, straight-at-the-television screen stampede, with players doing their best to keep Simba from stumbling over rocks or being trampled by the panicked wildebeests. Simba's Exile scenario forces the p-c to escape Scar's hyena henchmen while avoiding chasms and other physical hazards. Willow Cascade, the last level played as the young Simba, employs a **Bubsy**-esque waterfall system to maneuver through the level.

Rafiki Chase, Level Seven, requires the gamer to reacquaint himself with Simba's abilities. In addition to heavy-duty pouncing and deep roaring, the full-grown lion can now maul and slash his enemies. When Simba has cleared his way past cheetahs and vines, Rafiki opens a passage back to the Pride Lands. However, the arduous journey to resume his rightful position is hardly over.

In Be Prepared, one of the few scenarios which appears out of sequence from the film, lava threatens to sweep the leonine hero to his death.

Return to Pride Rock is the climactic level. It also serves as a cumulative test of the player's ability to wield Simba's new-found abilities in order to defeat the evil usurper, Scar.



The Lion King boasts four bonus levels which feature Pumbaa and Timon. In the Pumbaa levels, a mini-game reminiscent of **Kaboom!**, the player keeps the warthog rushing left and right to capture the tasty bugs and avoid the bad. When gamers play as Timon the meercat, the p-c hops from ledge to ledge gathering good, nutritious insects.

The graphics on this epic video game are genuinely spectacular. Westwood and Disney worked closely on the artwork and used state-of-the-art Digicel technology to pack over 2,000 frames of artwork into **The Lion King**. Each level has a different look and feel, such as the realistic and cheerfully optimistic Pride Rock sequences; the impressionistic, heavily-stylized Can't Wait to be King intermezzo; and the crypto-fascist, forbidding portrayal of the Be Prepared scene.

The character animations are absolutely groundbreaking. Watching Simba the cub claw his way up ledges, pounce on lizards, and be distracted by butterflies accurately captures the behavior that caused film-goers to fall in love with the lion prince.

All of the audio selections capture not only the moods and emotions of the story, but also evoke the film's exotic location appeal. **The Lion King** video game soundtrack features nine pieces of original music, composed not only by Westwood Studios, but also by Hans Zimmer, the composer of the original film score. And of course three of the film's key songs—"The Circle of Life," "Just Can't Wait to be King," and "Can You Feel the Love Tonight"—ideally suit the game play.

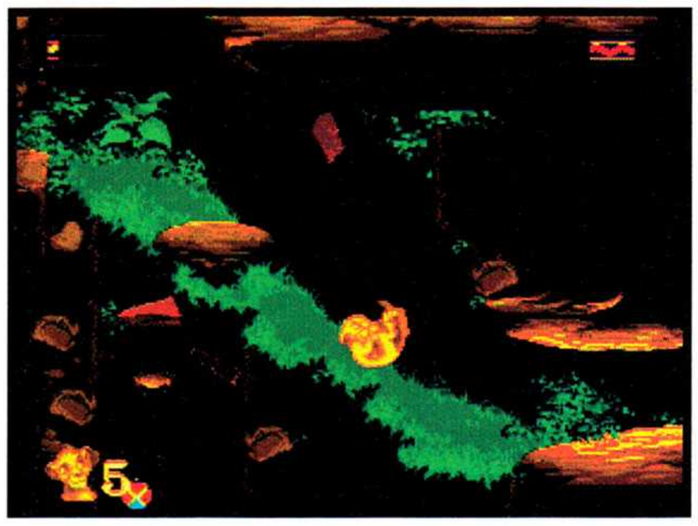
In addition to movie narrative cut scenes, **The Lion King** sports several digitized vocal performances, including Simba's roars, Timon's "It starts" and even the majestic, booming voice of James Earl Jones.

The game play is very smooth and rhythmic. While controlling a four-legged animal requires gamers to develop new playing skills, **The Lion King** is quick to pick up, but hard to put down. The play is compelling, especially with "hidden" areas to access.

Perhaps the game's greatest visual triumph is the realistic depiction of a quadruped performing leaps and twists which would be clearly impossible. Imagine a lion making his way up a chasm by leaping from outcropping to outcropping, holding snug with his front paws alone. And yet, somehow, the game makes you believe a lion can perform human-style gymnastics.

The other characters interact with Simba in a natural way, and their behavior is dynamic. For example, the first time Simba approaches a gorilla in Level Six, the primate responds with casual disdain. But with each further interaction, the gorilla becomes visibly more irritated with Simba, moving the game along in the process.

The game control evolves slightly as



Simba grows into an adult lion. Because he has more mass as an adult than he did as a cub, the play takes on a slightly different feel. Meanwhile, the early levels serve as a training ground to hone the simpler skills of roaring, pouncing, and swiping. All fighting is treated naturally, not offensively. It's intense, but without gore.

The Lion King meets not only the high standards that Disney requires of all of its products, but is a beautiful drama with appeal that should span all demographics.

A *(Laurie Yates)*

PRIDE'S EYE VIEW

Virgin Interactive Entertainment's Seth Mendelsohn, **The Lion King**'s lead designer, had a personal goal in the development of the game: he wanted to produce a product that was superior to **Aladdin**. However, to meet that goal, he had to beat the challenge of bringing quadrupeds to life and converting a straightforward movie script into a game.

"Simba is a [physically] wider character than most. It became a question of where is his gravitational dead center? When and where would he go over a ledge?"

Seth also hopes that gamers realize that while **The Lion King** is *like* the movie, it is *not* the movie. "Players will be role-playing Simba, who has a very defined personality. We worked at getting the character as close to the movie as possible. People will be living the game, which will reinforce the film, but it really is a secondary part of the process."

For Seth, the highlights of working on the project were many. "We were able to work on the property before it came out. [When we attended] the first screening and we heard the kids' responses, we knew this was going to be big.

"Another high point was going to Florida and meeting with Disney's animation services. It was odd to be watching the drawing process, and have visitors watching you [on the studio tour]. "I was blown away at the premiere. I didn't really know what to expect, and there is something magical about the first time [you see *The Lion King*]."

If Simba-lators come away from the game with only one thing, Seth hopes that players "feel that **The Lion King** was worth the time and effort. In other words, that it was fun, worth playing, and an all-around great game."

SUPER NINTENDO ENTERTAINMENT SYSTEM®

GENESIS™

GAME GEAR™

MTV's MUSIC TELEVISION®

BEAVIS AND BUTT-HEAD™

the game

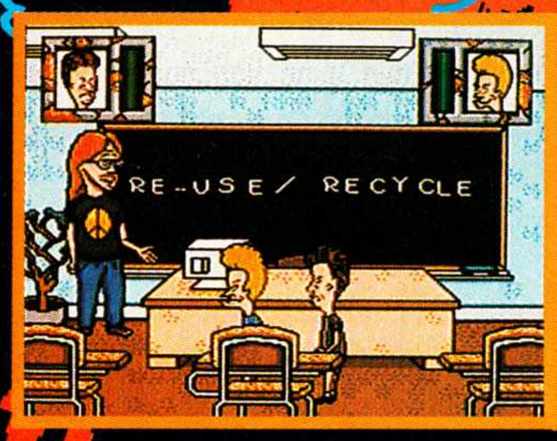
FEATURING MUSIC BY GWAR™

Introducing the games that actually let you control the destinies of America's leading morons.

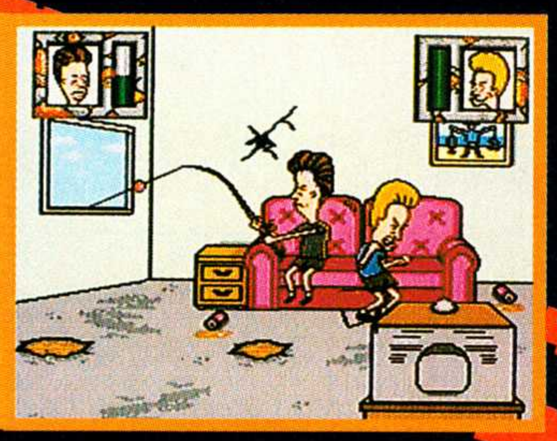
3 DIFFERENT GAMES, DUDE.

GWAR IS LIKE, COOL, BUT ONLY IF YOU HAVE TICKETS. YOU GOTTA HELP US GET TO THE CONCERT, HEH HEH. THERE'S LIKE A TOTALLY DIFFERENT WAY IN EACH GAME.

GENESIS
1 OR 2 PLAYERS



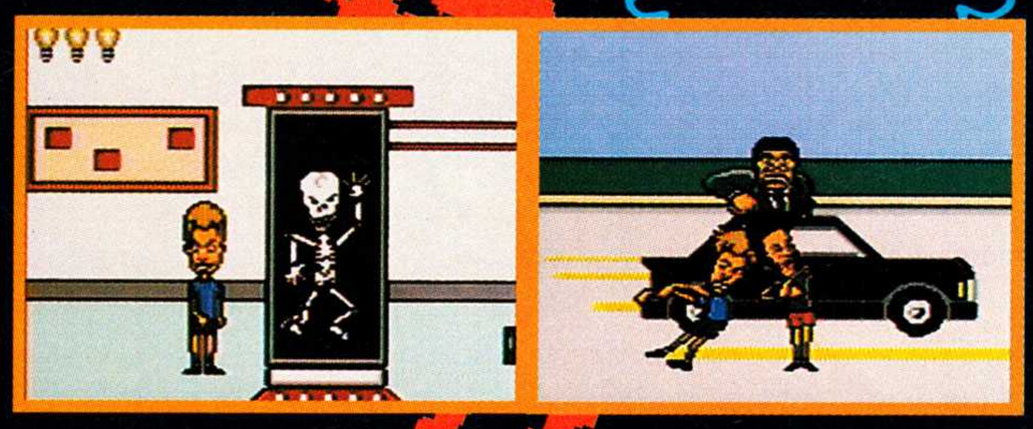
VAN DRIESSEN TRIED TO TEACH US, LIKE, HISTORY. BUT WE OUTSMARTED HIM.



COUCH FISHING RULES. UNLESS THERE'S SOMETHING GOOD ON TV OR SOMETHING.

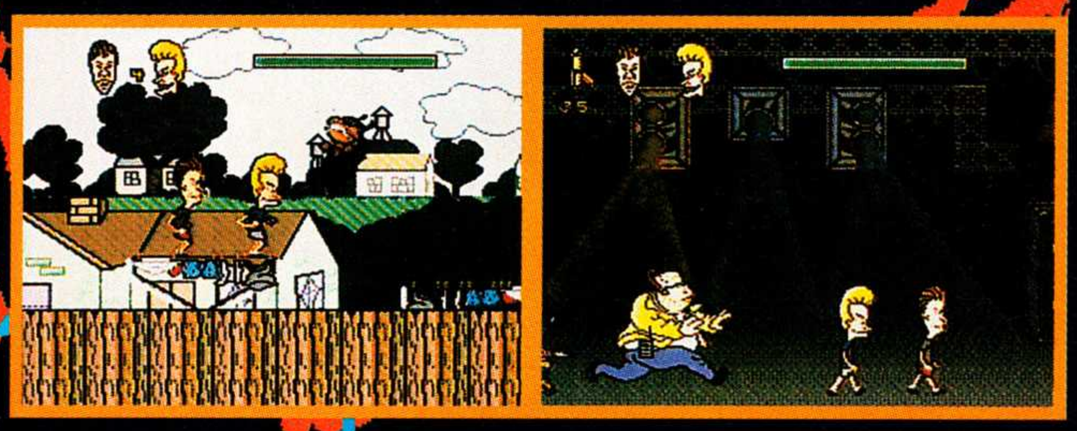
GAME GEAR

AT THE HOSPITAL THEY SAID WE WERE FREAK SPECIMENS, WE SAID, "THANKS DUDES."



SOME GUYS FREAK OUT WHEN YOU TOUCH THEIR CAR, BUT WE WEREN'T GONNA DRIVE IT. FAR.

CLOTHESLINE JUMPING IS A GREAT SPORT. IT HAS THE THRILL OF VICTORY AND THE AGONY OF, UH, FALLING.



THE CROWD IS INTO OUR ANIMAL MAGNETISM. THAT'S WHY WE PRESERVE IT BY NOT SHOWERING.

SUPER NES®
1 OR 2 PLAYERS

LICENSED BY: Nintendo

Official Nintendo Seal of Quality

VIACOM NEWMEDIA™

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ and Sega™ Game Gear™ system.

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences ™

©1994 VIACOM INTERNATIONAL INC. ALL RIGHTS RESERVED. "MTV: MUSIC TELEVISION","BEAVIS AND BUTT-HEAD" AND ALL RELATED CHARACTERS ARE TRADEMARKS OF VIACOM INTERNATIONAL INC. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC. SEGA, GENESIS AND GAME GEAR ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. ©1993 SEGA.

VIRTUAL BART

Follow Bart through strange un-realities

Bart Simpson is still one of the most exciting and popular sitcom stars of today's television, even if he is a cartoon character. **Virtual Bart** is the perfect Bart Simpson game, because it lets him stand front and center as the star of the game and "reinterprets" him in a number of fun ways and game challenges.

Virtual Bart uses the vibrant colors and graphic modes of the SNES to produce the finest interactive Simpsons game yet. It plays more like an interactive cartoon than the other games that make the same claim.

The best troublemaker around is none other than Bart Simpson, so it's no surprise that he gets himself in a pickle during Springfield's science fair. Bart's nerdy friend Martin Prince has designed a Virtual Reality machine for the fair, and plans to demonstrate it with gala festivities at a predetermined time. His plans go awry when Bart sneaks behind the curtain and accidentally hooks himself up to the machine.

The player controls Bart as he explores each of the realities that Martin's machine creates in his mind. The variety of the subgames keeps the replay value high, since players aren't forced to play the same levels again and again with only different backgrounds.

After the introductory sequences, a screen shows Bart strapped to the Virtual Reality machine. There are seven icons around the perimeter of the machine's rim—one for each of the games and one bonus/penalty icon. When the player presses a button, Bart begins to spin uncontrollably. Another press of the button stops Bart at one of the challenges. It is important that the player be ready for any of the challenges since they are chosen randomly.

Each challenge is timed and features an energy meter and number of lives. Bart can earn extra lives with the main screen's bonus/penalty stop or within some challenges. Bart must play the subgames until he wins, after which he gets transported back to the Virtual Reality machine screen. If Bart survives all the challenges, he escapes the machine and will probably never duck behind a curtain at a science fair again!

Three challenges are third-person perspective platform games (Dino Bart, Baby Bart and Pork Factory Pig Bart) and three take place from directly behind Bart's view in SNES Mode 7 graphics screens (Doomsday Bart, Mt. Splashmore, and Class Picture). The latter three are the more difficult of the challenges because it takes a little while to get used to the perspective while trying to stay alive. Each game has its own flavor and the third-person games each mutate Bart into another Bart-like creature.

Doomsday Bart is the most challenging of the games because it's a racing game a la Super Mario Kart, in which Bart can kick competitors and throw water balloons. It takes place in a futuristic apocalypse that was once Springfield. The controls are difficult, so players may like this game the least. Mt. Splashmore is a first-person maze-type game in which Bart must avoid objects in a water tube as he uses the right path based on a map at the top of the screen. Class Picture is the most enjoyable of the first-person games because Bart can throw tomatoes and eggs at members of his class and Springfield's citizens as they walk across the screen. This is a fun shooting gallery game where it pays to make a mess.

In the third-person games, Bart transforms into a baby, a Tyrannosaurus Rex with Bart's head and a pig with Bart's features and a big snout. In all of these games, the player must guide Bart to the end of the level, but the Pork Factory Pig Bart challenge has some added game play. Bart must also find keys to release his fellow swine from cages and help them escape the factory. Dino Bart has special powers and Baby Bart can use his diaper as a parachute, so what could be standard games have a bit more excitement.

Virtual Bart's graphics are stunning and as close to the cartoon as any Simpsons game has approached. The designers made good use of the color palette of the SNES throughout the varied levels, so expect some gorgeous scenery and humorous backgrounds that also highlight other Springfield regulars. The Mode 7 first-person games scroll smoothly and project that "you are there" look.

Virtual Bart is also full of sound bites from the TV show and goofy music that fits each challenge perfectly. Players will hear the whoosh of the water in Mt. Splashmore and the snorting of the pigs in Pork Factory Pig Bart.

Virtual Bart takes Simpsons games to a higher level of quality that all other new titles must match to truly satisfy and entertain Simpsons fans. The idea to focus on Bart as the star of the game works well, but perhaps a Homer-based title or a Maggie-in-peril game should be the next step. Players who like a lot of variety in a product and Simpsons fans alike will want to hook up to the Virtual Reality machine in this title! **B+** *(Russ Ceccola)*

TECH SPECS

PUBLISHER:	Acclaim
SYSTEM:	SNES
THEME:	Arcade
MEGABITS:	16
PLAYERS:	1
LEVELS:	6

Are You Up To Wearing The Hat?

Indiana Jones'®
Greatest Adventures™

PLAY THE TRILOGY

RAIDERS OF THE LOST ARK™

THE TEMPLE OF DOOM™

THE LAST CRUSADE™

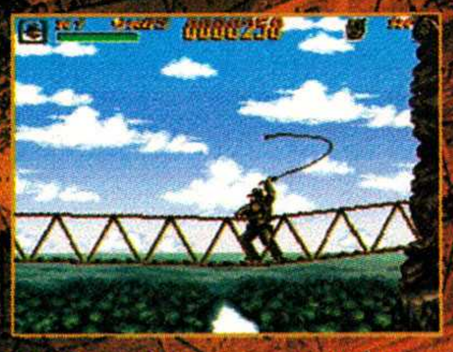
Just because you can name all the bad guys from the Indiana Jones trilogy doesn't mean you've earned the right to wear his hat.

If you're going to wear the Hat, you've got to be sharp with your wits. Quick with your whip. And crazy enough to travel to the most dangerous points on the globe in search of lost treasures. Just like Indy did on the big screen.

Only this isn't a movie. And if you're not Indy enough, you'll get crushed—hat and all!

It wouldn't be Indy without Mode 7 graphics... Whoa, Dr. Jones, look out for those Messerschmitts!!!

You'll need your Indy ingenuity to survive the likes of Rene Belloq, Colonel Vogel and all those booby traps.



Raiders Of The Lost Ark, The Temple of Doom, The Last Crusade... Three adventures. All you!

JVC
JVC MUSICAL INDUSTRIES, INC.

© 1994 Lucasfilm Ltd. and LucasArts Entertainment Company. Indiana Jones is a registered trademark of Lucasfilm Ltd. Indiana Jones' Greatest Adventures, Raiders of the Lost Ark, The Temple of Doom, and The Last Crusade are trademarks of Lucasfilm Ltd. All rights reserved. Used under authorization. Nintendo, Nintendo Entertainment System and Super Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

PITFALL: THE MAYAN ADVENTURE

You've come a long way, Harry

Video gaming has changed a little since Pitfall Harry made his appearance on the scene. Back in the dark ages (somewhere around 1982), Activision made a little game called **Pitfall**. With its uncommon side-scrolling view and action/adventure theme, it charmed Atari 2600 players.

Fast forward a couple of geological ages (in video game terms) to 1994. Activision is still a player in a field littered with the remains of once-successful companies. Now they're hoping to introduce a new generation of gamers to Pitfall Harry, Jr., *and* capitalize on the nostalgia factor of older gamers to help propel the new **Pitfall** into success.

They aren't relying solely on nostalgia though. They've taken everything we know about game design in the '90s and applied it to this classic. The result is still a side-scrolling adventure game, but the similarity ends there.

In **Pitfall: The Mayan Adventure**, players take the role of Pitfall Harry's son, Harry, Jr., a young explorer who is separated from his famous father while exploring a mysterious Mayan temple in the jungles of South America. In his quest to save dad, Harry Jr. must adventure through several perilous locales, and avoid dangers ranging from mundane, mischievous, fruit-throwing monkeys to supernatural, malevolent temple spirits.

To protect himself, Harry has a variety of weapons. Most abundant are sling stones for his sling. These aren't very powerful, but they are plentiful and effective from a distance. Harry can also deliver a super shot with his sling. The sling itself can be used to swat enemies at close range, but this tactic is sort of a desperate, last-measure kind of thing.

Harry also wields a mean boomerang. He starts out with three of them, but if they aren't caught after they are used, they are lost. Finally, there's the Exploding Stone of Pacal, a smart bomb that wipes out the bulk of the bad guys on screen.

As Junior journeys through the jungles and traipses through the temples, he'll find various mystical items that will aid and succor him. The Time Keeper is a powerful artifact that will temporarily freeze time after it is touched. Finding the Mayan Chili Pepper will endow Harry, Jr. with super-human strength. The Sacred Heart is a neat looking, anatomically correct beating heart that can restore a little health to Harry. When he finds one of the rare Golden Idols, Harry is rewarded with an extra life.

Pitfall: The Mayan Adventure is full of nifty little touches. Harry's life meter, for example, is a small icon of Harry being pursued by a fearsome crocodile. As Harry's life goes down, the croc gets closer and closer until ... well, until it's time for a new life.

True to the spirit of the original game, there is all sorts of vine-swinging, pit-jumping, rope-climbing action. Thanks to technology being light years ahead of where it was, Harry, Jr. has a much broader range of movements than his somewhat blocky dad. Harry, Jr. can swing on vines, climb ropes, crawl on his belly, ride ziplines, ride runaway mine carts, backflip off of walls and bungee jump.

But still, some older players may yearn for the simpler days of the 2600. In a nod to them, Activision has hidden the entire, original **Pitfall** game somewhere in **Mayan Adventure**. Players will know when they get close to this area, due to the appearance of some very crude-looking scorpions. Players new to **Pitfall** will want to see this area as well, just to find out what made the original game a classic.

All the action takes place in a series of 10 locations, starting in the Jungle of Ceiba and ending in the Tikal Temple. Each place has unique perils and a unique look. The backgrounds are gorgeous everywhere, from the tropical waters in the jungle to the murals in the temples, but they are hard pressed to match the foregrounds in detail and color.

The sound and graphics are the best money can buy. Harry Jr. has a lot of very good animations courtesy of Kroyer Films, a well-known and respected name in Hollywood. Players may be more familiar with Soundelux, another big name in movies, who provided all the music and sound effects for the game. Graphically, this is as good as 16-Bit playing gets.

The Activision design team, led by Nathalie Deschatres and John Spinale, did an excellent job with the interface. In the jungle, seemingly everything is interactive. Young Harry can affect or be affected by a lot of things in the environment. This is perhaps the most all-encompassing game world ever seen in a 16-Bit video cartridge.

The game play relies heavily on reflex and repetition; this is perhaps not the ideal game for the easily frustrated. There are other problems. There is only one password, given out at the middle of the game. Until the player gets it, the game must be started over from the beginning each time it is played, as if there wasn't enough repetition in the game already.

Pitfall: The Mayan Adventure has a lot to recommend it. The play is solid, the sound and graphics unsurpassed, and the feel of the classic is preserved. Happy adventuring, and welcome back, Harry.

A *(John Wesley Hardin)*

TECH SPECS

PUBLISHER:	Activision
SYSTEM:	Genesis
THEME:	Action/Adventure
MEGABITS:	16
PLAYERS:	1
LEVELS:	10

16 Megs of Awesome Power...
3 Dimensional Polygon Graphics...
Powerful Sound Track...

Sammy®

Bring it home to your Sega™ Genesis™

ULTIMATE ARCADE ACTION

VIEWPOINT™

An Arcade hit on the Neo Geo System!

GENESIS™

Rated by V.R.C.
GA™
Appropriate for all audiences.
General Audiences

THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 SEGA.

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

American Sammy Corporation
901 Cambridge Drive • Elk Grove Village, IL 60007 • Phone: (708) 364-9787
Fax: (708) 364-9831

This official Seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ system.

OFFICIAL SEGA SEAL OF QUALITY

ILLUSION OF GAIA

Young Warrior Tim in the journey of a lifetime

Those who remember Enix's hit game **Soulblazer,** will surly appreciate this sequel—**The Illusion of Gaia.** Licensed from Enix by Nintendo of America, **Gaia** offers the same great mix of action and role-playing that have made **The Legend**

of Zelda and most recently Square Soft's, **Secret of Mana,** so popular.

Illusion of Gaia follows the young warrior Tim on an epic journey to discover eight statues and bring them together in preparation for the final climactic battle.

Although **Gaia** is only a single-character game, Tim does have quite a few friends that appear and give him clues on his journey. There are two main sequences for the game: exploring towns and villages and action sequences. While exploring in towns, Tim will encounter tons of different NPCs to talk to and get information from. Unlike most RPGs, there are no real shops to buy things from, only one character in some town who will exchange any Red Gems found while exploring for items such as extra lives and Herbs. The disadvantage of this is that once you have gained an item from the Gem Dealer, it is no longer available ... ever. There are about 10 items on the list and each one can be gained once; after that, you must find your items while battling the creatures.

The real fun of this game is the battle sequences. Tim will enter all of the scenarios alone and in each scenario there are several different areas. Each area is populated with a number of monsters, each of which must be killed. Pressing the start button will bring up a map showing how many monsters are in the area, how many treasure chests are there, and the location of each. By defeating all of the monsters in an area, Tim will receive one of three power-ups: Strength, Defense, or an addition to the Health Bar. Almost all of the monsters will leave behind a stone when defeated, and collecting 100 stones will give Tim an extra life. While it is not necessary to kill every monster in every area, it is recommended since Tim will need all the strength and life he can find to make it through the game.

Tim will find many items during his quest, and it is important to use them properly. There will only be one use for many of the items, such as the Red Gems and Keys. Other items like Herbs must be used at the right time. If Tim uses a Herb to regain strength while exploring one of the many areas, he won't have that Herb available to him when he fights an end-level boss. This could be the difference between success and failure.

Most of the monsters encountered during the game are easy enough to beat, after seeing them a couple of times and learning how they move. The bosses are another matter. From the first boss encountered, you will find that Enix programmed this game to be a little more difficult than its predecessor. It may take several attempts to learn all of the boss' moves and several more to defeat him.

Tim is not without his powers. At the start of the game, Tim is armed with a flute enabling him to play special, magical songs as well as move objects from a distance by twirling the flute in front of him. In battle, the flute can also be used to strike out like a sword, and twirling the flute can be used as a defense against oncoming projectiles.

Scattered around both the towns and the action sequences are portals which open into a star-covered room and a magical statue. The statue is the goddess Gaia and she will restore Tim's health, save the game, and sometimes offer advice. Occasionally, there will be another statue in the room. Some of these statues will offer Tim a new power, such as the Power Dash, and others will allow Tim to transform into the powerful warrior Freedan. This adds an additional twist to the game, since there are some things that Tim can do that Freedan can't and vice versa. Freedan is a more powerful fighter and his sword has a greater reach than Tim's flute, allowing him an advantage in most battles.

Illusion of Gaia is a very good game and an excellent follow-up to **Soulblazer.** The graphics are beautiful and seem to get better and better the farther you progress into the game. The sounds are also excellent and never get repetitious or annoying.

The game plays very well and Tim is always easy to control. The story progresses at a good pace and there are very few dull moments. The only real shortcoming here is that the game is completely linear. Unlike many of the more popular games today, which suggest a route but leaves the world open to exploration, **Gaia** progresses along a predetermined story from Point A to Point B and so on. Those who object to this constriction when playing adventure games should be wary of this fact.

Unfortunately, because of Nintendo's review policy (they don't let preliminary copies of games out of their sight) I only had one short day to play **The Illusion of Gaia,** and I only finished about half of the large game. Still, I feel reasonably assured that if the game continues the same quality after the halfway point as it did before, I can recommend **The Illusion of Gaia** to any fans of this genre. **Gaia** is not state of the art, but it is a great romp. **B**
(Marc Camron)

TECH SPECS

PUBLISHER:	Nintendo
SYSTEM:	SNES
THEME:	Action/RPG
MEGABITS:	16
PLAYERS:	1
LEVELS:	N/A

BRUTAL®

Paws of Fury

SNES

SEGA GENESIS

SEGA CD

Soundtrack available on Uno Mundo Records

Available at your local retailer or call 1.800.GAMETEK. Phone 24 hours a day, 7 days a week. Visa and Mastercard accepted.

Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things. Get your paws on this cool new game. It's so cool, it's Brutal.

CYBERSOFT

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SEGA CD™ SYSTEM.

GAMETEK

Official Nintendo Seal of Quality

Rated by V.R.C.
MA-13
Parental Discretion Advised.
Mature Audiences

Brutal & Brutal Paws of Fury are trademarks of GameTek, Inc. ©1994 Cybersoft, Inc. Cybersoft is a subsidiary of IJE, Inc. ©1994 GameTek, Inc. GameTek is a registered trademark of IJE, Inc. All rights reserved 2999 N.E. 191st Street, Aventura, Florida 33180. SEGA GENESIS AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. THE VIDEO GAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. ©1993 SEGA. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991NINTENDO OF AMERICA.

You Guys Finally Made It To Sega. What Do You Say?

The mayhem continues as this carnival-gone -bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to -head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.

Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved.

Clay Fighter™

Staggering graphics, amazing digitized sound and voices, and mind- boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickybod Clay, Helga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA™ GENESIS™ system.

Interplay™

VISUAL CONCEPTS

Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678

© 1994 Interplay Productions, Inc. and Visual Concepts. All rights reserved.
Clay Fighter is a trademark of Interplay Productions, Inc

MICKEY MANIA

Walt's famous mouse revisits old playgrounds

Mickey Mania was first glimpsed by television viewers tuning in on coverage of the summer CES. Mickey Mouse would be seen on monitors in the background, running and jumping along in one or two of the game scenarios, while reporters talked about the hot new graphics revealed at the show. Now the game is available.

The most famous mouse in the world used to get into almost as much trouble as his Disney Studios pal (and rival) Donald Duck, but always seemed to take it in good grace. Here, with the help of a list of contributors that could almost match the credit listings of a modern blockbuster

movie, Sony Imagesoft and Disney Software send Mickey Mouse back in time to seven of his classic cartoons, starting with the 1928 black-and-white short *Steamboat Willie*. His long-time nemesis (now just called Pete in a sidewise kowtow to political correctness), is the big boss Mickey has to overcome at the end, but he also shows up on the steamboat and is undoubtedly behind many of the other problems Mickey encounters.

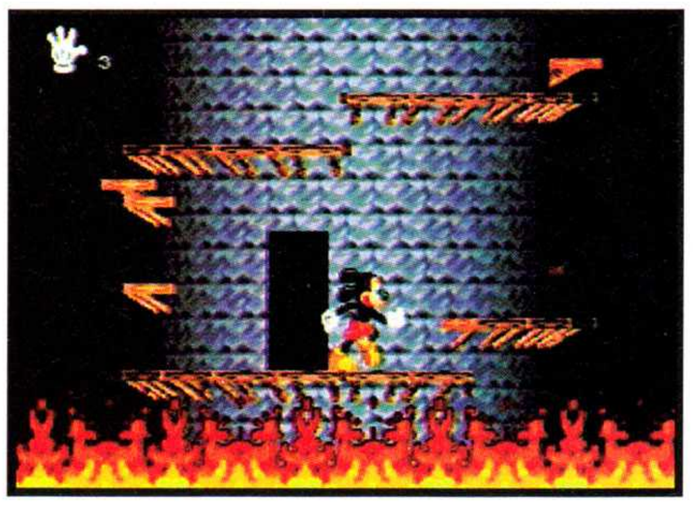
The problems are legion, with lots of dangers for Mickey to get past or get hurt by, and lots of puzzles to solve. Some of these are frustrating even at the easy difficulty setting, but it's all worth the effort, if only just to see more of the game.

The subtitle for the game is *The Timeless Adventures of Mickey Mouse*, and the look captures the Disney cartoon styles for each of the animated shorts Mickey visits, all handled well on the Genesis. Among those who worked on the game are a crowd of animators from Disney Feature Animation Florida who helped supply more than 1,200 animation frames.

No attempt was made to reproduce the original soundtrack themes, but the newly composed music is lively and in keeping with the Disney style and tradition. There are 23 different tracks, nicely arranged, most of which are on long enough loops to avoid monotony. Players who run their Genesis through a stereo system are in for a treat. (Those with the Sega CD version reportedly will be even more so.) The Sound Check Option allows one to listen to all the tracks at will, as well as to the 36 sound effects and 16 speech cuts. All but two of the latter are Mickey's exclamations, like "Uh-oh!" and "Good boy, Pluto!"—the others are Pluto's bark and a parrot's squawk.

Pluto has to be rescued from the title character from 1933's *The Mad Doctor*, the second cartoon feature, and he helps Mickey avoid dangers in *Moose Hunters* (1937), the third. Other animated shorts Mickey visits are *Mickey and the Beanstalk* (from the 1947 feature release *Fun and Fancy Free)*, and *The Prince and the Pauper*, a 1990 entry. In addition, and only in the Genesis and Sega CD versions, there is a hidden bonus level where he revisits 1935's *The Band Concert*. Somewhere in each of the six main settings, Mickey meets his former self, who dashes off to join a growing group that will be needed to battle the final boss, Pete.

While most of the game is pretty much a standard side-scroller, there are a couple of alternate game engines. One, which appears among the *Moose Hunters* levels, takes a "coming-at-you" viewpoint, like a reverse of the more common first-person perspective, in which Mickey, chased by a moose, runs toward the screen as the ground rolls away behind him. The other, and most innovative, which appears in the *Mad Doctor* and *Prince and the Pauper* sets, has Mickey descending or climbing a rotating vertical cylinder with steps. Both of these engines are glimpsed in the demo sequence that cycles after booting the cart if the Start button isn't pushed.



Fair warning: there are no passwords and there is no battery backup. Players will have to start from the beginning every time they play. On the other hand, the Option Screen lets the player choose from three difficulty levels and from three to five lives to start with, and there are plenty of power-ups to be found, though some are well hidden and some are seemingly out of reach. So, the recommendations are: keep trying, try everything, and explore when possible. Some great fun and enjoyable music will reward the player's perseverance. **A** *(Ross Chamberlain)*

PRODUCER'S ANGLE

"We did this to celebrate Mickey's 65 years in animated features," explained Mary Ann Norris, producer for Sony Imagesoft. "We made a special effort to capture the style and flavor of each of the cartoons that Mickey visits, from his first film, *Steamboat Willie*, with its guitar-eating goat (which sings out solid notes that Mickey has to get past), through the pastel colors of *Moose Hunters* to Mickey's most recent appearance in *The Prince and the Pauper*.

"I think what we're proudest of is that we were able to give everyone that appears in the game their own real personality—a personality that people who have come to know and love these characters over the years will recognize."

TECH SPECS

PUBLISHER:	Sony Imagesoft
SYSTEM:	Genesis
THEME:	Platform/Puzzle
MEGABITS:	16
PLAYERS:	1
LEVELS:	25

BLINK...
AND
YOU'RE
HISTORY.

STARBLADE®

Ultimately, it has come down to this...You, alone in the gunner chair with the entire Red Eye armada in your face.

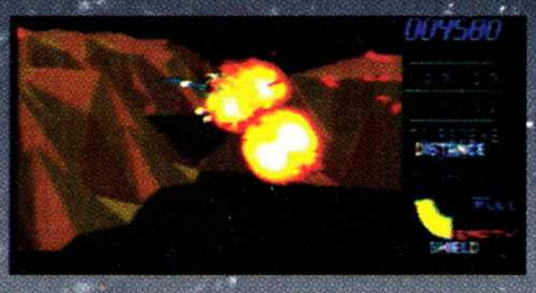
Yet somehow, as you grab hold of your 15-ton lasercannon, it actually feels like you've got a chance against these unrelenting alien mercenaries...

A chance in hell, that is.

***Starblade* on the Sega CD. Intergalactic Armageddon has arrived.**

It takes about two-tenths of a second for a Red Eye cruiser to toast its target... don't miss!

Atomic destroyers, pentagon fire orbs, Red Eye blasters...so many enemies, so little time.



Furious deep space dogfighting...just like the arcade classic!

NYR
Not Yet Rated

SEGA CD™

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

namco®
The Game Creator

Starblade ® & © 1991, 1994 Namco Ltd. All rights reserved. SEGA, SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.
Namco Hometek, Inc. 150 Charcot Ave., Suite A, San Jose, CA 95131-1102. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC.© 1993 SEGA. LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA CD™ SYSTEM.

CARTRIDGE

NEW HORIZONS

Take to the High Seas in the Age of Exploration

New Horizons is the latest in a number of games that has established Koei as the acknowledged leader in strategy/sim games for 16-Bit platforms. Like **Genghis Khan**, **Operation Europe**, and the **Romance of the Three Kingdoms**, **New Horizons** is a game of tactics, logistics, and intrigue, driven by a multi-tiered interface. Unlike the games that have come before, **New Horizons** is set on the high seas.

The year is 1522 and Magellan's crew has just returned from their incredible, around-the-world journey. Advances in sailing and navigation have broadened the horizons. A new world is ripe for the taking. It is in this exciting era that the player adopts the role of one of six surrogates.

The player can be a merchant, a pirate, or an adventurer. Merchants prosper by building a fortune with profitable trade routes, while pirates thrive on the notoriety of their deeds on the high seas (captured loot helps, too). Adventurers gain fame by exploring exotic locations and going where no man (or woman) has gone before. Each of the surrogates has a personal goal which must be achieved to win the game, but the player must also amass substantial wealth and fame to win.

João Franco is the son of Portuguese royalty. He's on a quest to further the glory of Portugal and discover the secrets of Atlantis. Catalina Erantzo leaves the Spanish Navy for a life of piracy and revenge on the Portuguese for the loss of her loved ones. Otto Baynes is a British privateer on a secret mission to defeat the Spanish Navy. Ernst Von Bohr is a Dutch geographer, hired by the famed Mercator to plot out a map of far-off lands. Pietro Conti is an Italian adventurer on a quest for hidden treasure and a means to repay the massive debt left to him by his father. Ali Vezas is an orphaned Turkish merchant. He acquires a merchant ship, and with it, the ambition to make a fortune.

Each character starts out with more than enough motivation to embark on a new career. Catalina Erantzo, for example, steals a ship from the Spanish Navy, instantly sealing her name as a pirate, while Ali Vezas promises his investors a tenfold return on their investment. He begins the game at least 40,000 gold in debt. In these early events, the player can only direct the movements and watch as the character goes around stealing ships, racking up debt, etc. It's kind of frustrating, but it is more involving than just reading about it in the background story.

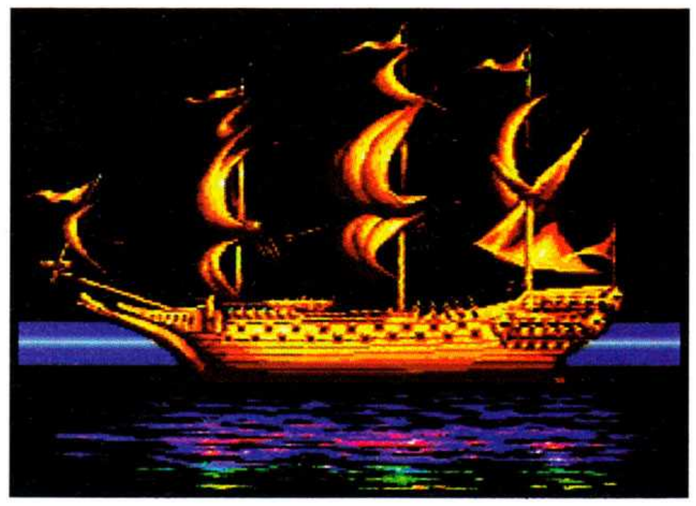
After motivations are established, it's on to gaining glorious fame and fantastic riches. Or not. A huge number of variables and factors must be considered and dealt with, all while the player is dealing with the occasionally torturous menus and submenus. The instruction manual is a vital necessity until the interface is mastered.

The character must prosper and rise in rank, from hardly-even-noble Page to near-kingly Duke, and any number of things can happen to derail one's plans. Dying in a duel, for example, will botch things right up. As if this were not enough, the player has only 32 game years to become a household name. It's not as long as it sounds.

Largely, the view is from an angled, top-down perspective. In each full port there is a variety of buildings where gamers can access many vital services and tasks, like recruit crew, trade goods, repair and purchase ships, buy supplies, get a job, gamble their money, and find out any number of useful tips and hints.

There are 25 types of ships in **New Horizons**. Each has strengths and weaknesses that make them desirable for one job or another. The player may commission a new ship, but that's expensive, and most players start out buying a used one.

Like any good wargame, **New Horizons** brings home the fact that everything hinges on logistics. Successful seafaring is a balancing act between food and water versus cargo space. The efficiency of a ship is determined by the amount of crew, but the number of crewmen directly affects how much food and water is consumed, and how much food and water a ship should carry has to be balanced with concerns about costs and cargo space.



These rather prosaic concerns are countered by the challenge of getting around in the days of wind and sail. Besides dealing with the all-too-real facts of incompetent navigation, wind direction, storms, scurvy, and pirates, players must beware of mythical threats as well. Early seafarers took sea-monsters and sirens seriously, and the player of **New Horizons** must, too. This is a world where having the right kind of figurehead on your ship can make a real difference in your fate on the high seas.

No game about sailing ships would be complete without naval warfare. Players who choose to become pirates will have to master the skills of sea battling. The priority is the enemy flagship. If that ship is taken out, the battle is over and the enemy is yours to toy with. A variety of tactics and commands is available to the player, from decimating the enemy at a distance to challenging the enemy commodore to a one-on-one duel.

Graphically, **New Horizons** doesn't break any new ground. Everything is serviceable, and in a game like this, graphics aren't the point anyway. The music gets tedious after a while and there's no way to turn it off, save turning the volume down.

Apart from the sometimes opaque interface and a bit of repetitive dialog, **New Horizons** is a deep game that offers many hours of challenging game play. Cast off, landlubbers, and head for ... **New Horizons**. **B+** *(John Wesley Hardin)*

TECH SPECS

PUBLISHER:	**Koei**
SYSTEM:	**Sega Genesis**
THEME:	**Strat/Sim/Adventure**
MEGABITS:	**16**
PLAYERS:	**1**
LEVELS:	**N/A**

Change the way you play.

And you won't believe what it does to your Sega Genesis.

GENESIS 32X is about to bring the pulse-racing, eye-popping, heart-pounding, brain-buzzing **32-BIT GAMING EXPERIENCE** home for Sega Genesis owners. Quick! Get the whole scoop by making one free phone call! Call today — before your friends do! **1-800-32X-SEGA.**

GENESIS 32X

WELCOME TO THE NEXT LEVEL™

SEGA™

Sega, Genesis, Genesis 32X, and Welcome To The Next Level are trademarks of SEGA. © 1994 SEGA. All rights reserved.

ALIEN VS. PREDATOR

Stylishly doomed

Quietly slipping through the dark halls of the space station, the player sights one of the aliens. It hasn't sensed the danger, so it's easy to slip up beside it for the kill. But down the hall, a Space Marine gets in a lucky shot before he's killed. That makes 10 Marines and countless Aliens destroyed. The hunt has been good.

Killing Aliens is not as easy as it looks. They're very alert, and they move quickly. Worst of all, they don't just quietly fall down when shot. Their bodies splatter in a splash of bright green acid, leaving dangerous puddles behind. While Space Marines don't bleed acid, approaching them requires extreme caution as they tend to shoot anything that moves. A really fast Alien may dodge their bullets, but that's not so easily accomplished in tight halls or air shafts.

Now, Predators have a real advantage—invisibility. But even being invisible has its limits.

In **Alien vs. Predator** (**AVP**), players can assume the identity of a gutsy Space Marine with an arm load of weapons and a motion sensor, a Predator (not much to look at, but invisibility has its benefits), or a lightning-fast Alien.

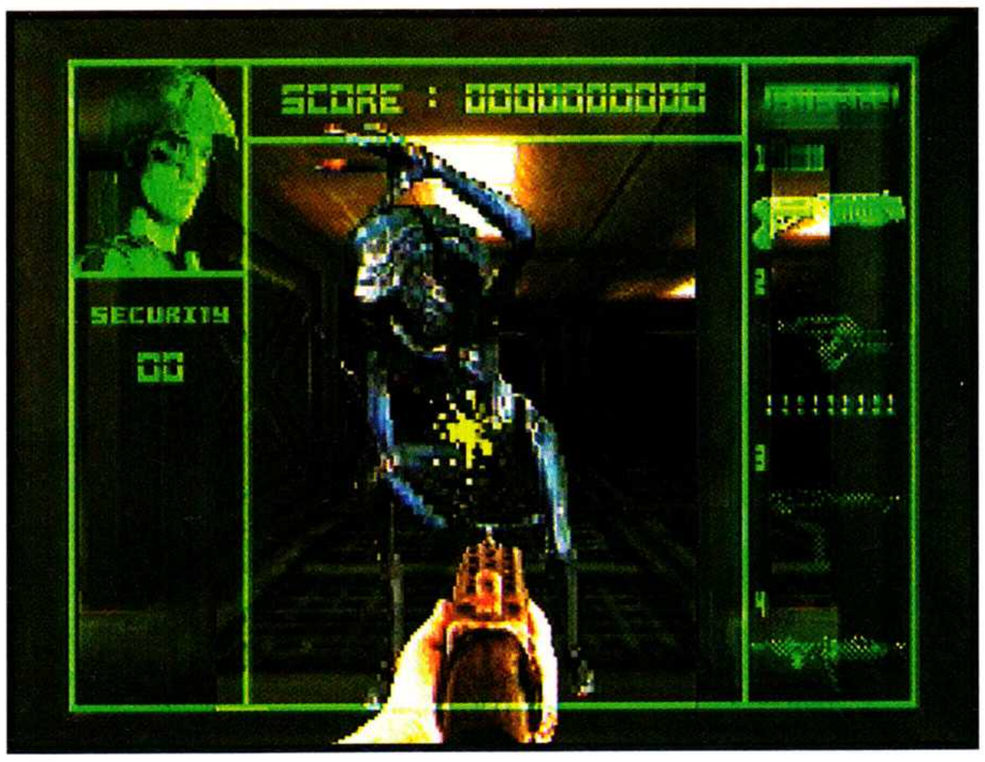
Whichever role they choose, players enter an arena where survival is unlikely and victory is nearly out of the question. Though Rebellion Software created an original engine for **AVP**, gamers familiar with **Doom** and **Wolfenstein 3-D** will feel right at home with this first-person perspective, find-'em and kill-'em game.

Taking place in a fairly generic space station, **AVP** starts out slowly. Space Marines begin the game by exploring a partially secured level of the station in search of weapons and ammunition. A few Aliens pop up early on as players make their way through the halls. By the time they get near the first elevator, more Aliens, and a few nasty Predators line the halls and wait behind each doorway. Space Marines should avoid first level air shafts at all costs. The aliens own those shafts, and there's no room to maneuver.

The Aliens and the Predators have secured areas too. The Predators control a spaceship attached to a station airlock. Inside the ship is a maze of tight hallways that look as if they're made of wicker.

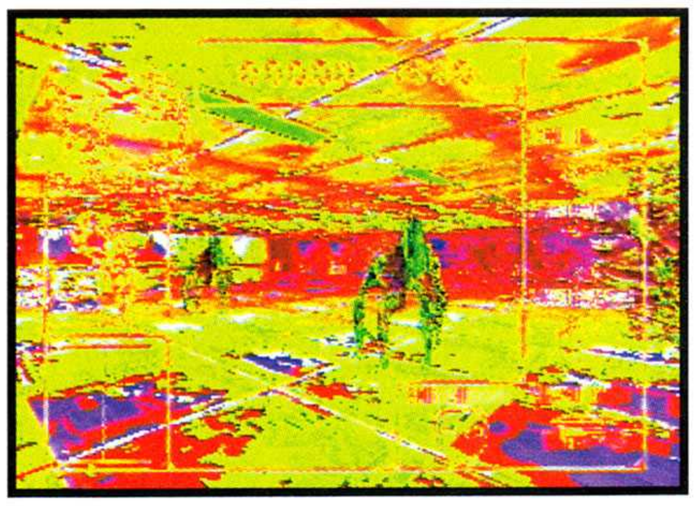
The Aliens' domain is right out of the movies. Covered with hardened, cocooning slime, the walls look melted and foreboding. For halls, this realm has odd-shaped tunnels, perfect for the Aliens' loping gait. There are Marines in this domain, but they've been cocooned and pose no threat.

No matter which character players choose, the battle begins as they try to secure more territory. The space station is immense. Fortunately, there's a mapping feature that charts the rooms as players explore them.



Each character in this fight has strengths and weaknesses. The Predator can turn invisible and attack unsuspecting Aliens and Marines. Invisible or not, the Predator's enemies spot him when he opens doors or gets too close. Though Predator players can easily kill enemies while invisible, they do not get any points for such an unsporting deed. The Predator is also unable to collect weapons while invisible. Like any big game hunter, the Predator wants a fine trophy to take home. In this case, his ultimate goal is to collect the Alien Queen's skull.

Fast but unarmed except for their hands, tails, mouths, and wits, the agile Aliens want the station for themselves. Though they cannot dodge bullets, their rapid lateral movements make them hard to shoot. Because all of their weapons kill from close range, players need to master those lateral movements. Aliens need to cocoon Space Marines, since that is how they regenerate. Cocooned Marines act like game saves. When people play as Aliens, they restart the game by bursting out of the last cocooned Marine.



The Marines have the most advantages. Not only do they have long-range weapons, they also have motion sensors that are capable of detecting distant Aliens and invisible Predators. Unfortunately, Space Marines can dish punishment out better than they can take it. It doesn't take much damage to kill them. More than anything else, the Marines just want to leave the space station. Unfortunately, they'll have to enter the Alien lair to accomplish that.

Jaguar, with its high-speed processor and enormous color palette, was made for games like **AVP**. Not only are the Aliens large and realistically rendered, they move with cat-like grace. Back away from one and it will charge after you with the most realistic movements ever seen in a cartridge game. Details like this give **AVP** incredible impact.

Not every aspect of **AVP** is quite so glorious. When controlled by the CPU, the Space Marines are fairly lame creatures that stand around waiting to be killed. Another problem is that **AVP**'s graphics are meant to be seen from a distance. Approached too closely, the resolution of objects and characters breaks down until they are undistinguishable. It is sometimes hard to tell an Alien from a wall.

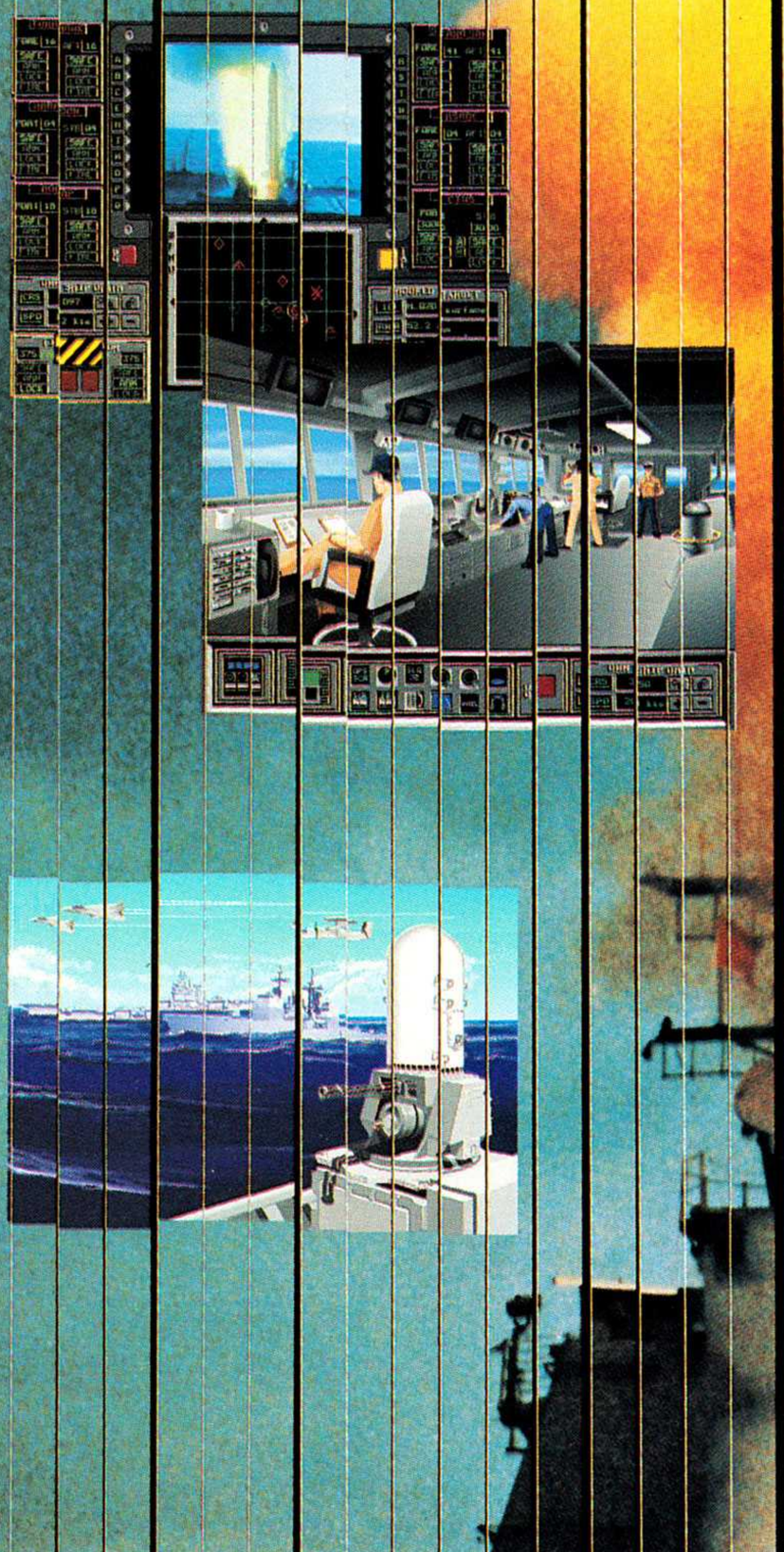
The biggest problem with this game is the number of combination commands needed to play. Jaguar's game pads have 17 buttons, and players still need to memorize button combinations to play this game. In the thick of a battle, it's hard to remember that button number four controls the gatling gun and that the option button fires the grenades.

Overall, **AVP** is a brilliant demonstration of what Jaguar does best—fast and attractive game play. This game has characters that are larger than life, grizzly graphics, high-speed play, and an immense labyrinth in which one can get lost for days. **A–** *(Steven L. Kent)*

TECH SPECS

PUBLISHER:	**Atari**
SYSTEM:	**Jaguar**
THEME:	**Sci-Fi Action**
MEGABITS:	**64**
PLAYERS:	**1**
LEVELS:	**5**

WE REGRET THE APPEARANCE OF THIS AD., BUT THE MILITARY INFORMATION IN THIS NEW GAME HAS ONLY RECENTLY BEEN DECLASSIFIED.

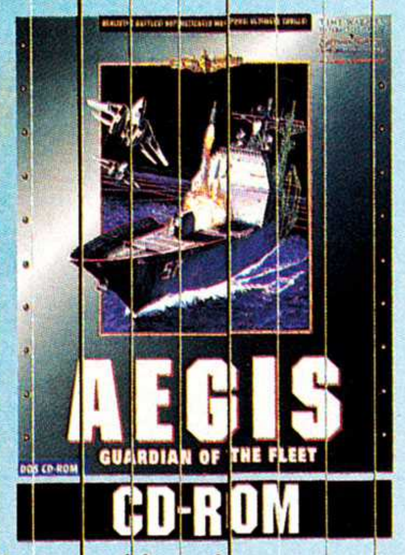


Otherwise, we'd have to ask you to eat the evidence for security reasons.

For a real taste of military action, try leading a navy fleet through heavy Exocet missile attacks in the Falkland War. Or defending against torpedo strikes in the Persian Gulf.

Command an Aegis class cruiser, and all the ships, aircraft and submarines in the fleet. Destroy the enemy in high-tech naval warfare. Rely on state-of-the-art weapons, electronic sensors, artificial intelligence and instinct for survival. And if you're lucky, you will live to do it again.

Introducing *Aegis: Guardian of the Fleet*. Now on CD-ROM. Over 100 missions based on declassified information and actual battles. Live-action video, 3-D cinematic graphics and CD-quality sound effects put you in the heat of battle, as close to reality as national security will allow!



Visit your local retail outlet or call 800-482-3766 to order. This is not a drill. Repeat. This is not a drill.

TIME WARNER
INTERACTIVE GROUP
2210 W. Olive Avenue
Burbank, CA 91506

Software Sorcery
Where Magic is State-of-the-Art!

Aegis: #1 Naval Simulation CD-Rom - PC Data, May '94
D4S1 08P1

Software Sorcery-"Where Magic is State-of-the-Art!" is a trademark of Software Sorcery.

THE FINAL GRADE

The following chart details the thoughts and opinions of several different EG editors on some of the latest software. In the future we will feature guest reviewers from around the country.

	Arnie Katz Editor	Marc Camron Senior Editor	Bill Kunkel Executive Editor	Russ Ceccola Associate Editor
Aerobiz Supersonic	B+	A-	B	-
Ballz	C	C	C+	-
Blackthorn	B+	B	B+	B
Breath of Fire	A-	A+	A-	A+
Bubsy II	A-	B	B+	B-
Castlevania Bloodlines	-	A	B+	A
Chester Cheetah	C	C-	D	-
Daffy Duck: Marvin Miss.	B	B+	B+	B
DNR of Superman	B-	D	C+	B
Double Dragon V	C+	C	C+	B+
Dynamite Headdy	B	B	A	B
Earthworm Jim	B+	A-	B-	-
Eye of the Beholder	B	B	B+	-
Flintstones: Treasure...	B	B	B	B-
Goofy's History Tour	B-	A-	B	-
HardBall '94	B	B-	B-	B+
Jammit	B-	B-	C	C+
Jungle Book	A-	A	A	B+
Larussa Baseball '95	C+	C	C+	B+
Lord of the Rings	A	A-	B	B
Mario Andretti Racing	B+	B	B+	-
Maximum Carnage	A-	B-	A-	B+
Megaman Soccer	A-	A-	B-	B
Mega Turrican	B-	C	A	-
MLBPA Baseball '94	B-	B	B-	-
NBA Jam	A	A	A+	B+
Obitus	-	B	C+	B
Pele Soccer	B+	-	B	B-
Rocko's Modern Life	B+	B+	B+	-
Saturday Night Slm.	B-	B	-	B-
Star Trek: TNG (SNES)	B	B	A-	B+
Sub-Terrania	B	B+	B+	B+
Taz Escape Fr. Mars	B+	B+	B+	B
Tempest 2000	A	A+	A	A
Time Trax	-	B-	C	B
Turn & Burn: No Fly Zone	-	C+	B-	A-
Urban Strike	B	B	B-	B
Wizardry V	B+	B+	B+	B
World Heroes	C-	C-	D	-

Hone your skills for another thrilling round of gunfighting action in Lethal Enforcers II.

Jurassic Park Rampage Edition *(By **Sega** for the Genesis)* This all-new cart takes into account the feedback generated by the first version. Fast and furious side-scrolling action is tempered by elements of strategy as players take the part of Dr. Grant or a ferocious velociraptor and adventure through various parts of Isla Nebular. As Dr. Grant, players access a variety of weapons, and a new feature allows him to ride a dinosaur in some scenes. The raptor uses fearsome jaws and claws, a bonus power-up, plus new features like a lashing tail, and nifty jumping maneuvers to do in the bad guys. Dr. Grant's goal is to try and stop nefarious types from stealing the genetic goodies from the island. The raptor's goal is more straightforward; escape! It's fun and visually interesting enough to make players consider another visit to Jurassic Park. **B+** *(John Wesley Hardin)*

Lethal Enforcers II *(by **Konami** for Genesis)* Okay, you take **Lethal Enforcers** and you set it in the Wild West and you've got **LE II: The Gunfighters**. Konami's technology was state-of-the-art when the original was introduced on the Genesis last year, but the trick doesn't wear so well a second time around. The characters in this light-gun, first-person shooter are still digitized and the surrounding sets are once again rendered, with two frames for each character. We see the bad guys aiming at the screen, and if they're hit, they either plummet to the ground, or are presented in a flickering image which shows them falling backward. For some reason, even with added speech, the gimmick seems too much like a … gimmick this time around.

Still, Konami's light-gun (blue or pink) is the best in the business, and if a pulse-pounding target game is to your taste, this will go down very smoothly. For one or two players. **B+** *(Bill Kunkel)*

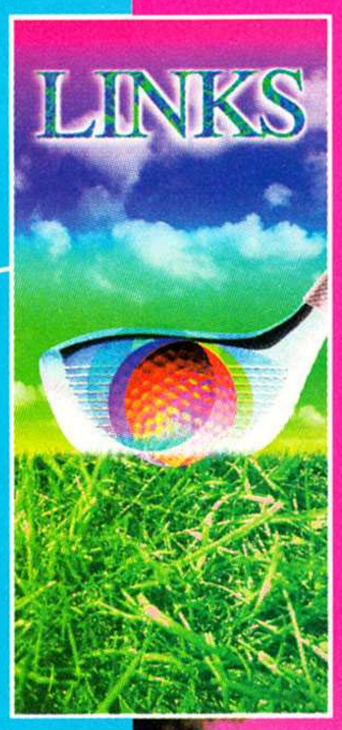
Michael Andretti's Indy Car Challenge *(by **Bullet-Proof Software** for SNES)* This is one of the more challenging racing carts out there. It can also be one of the most embarrassing, as it reruns practice rounds in full Mode 7 as if shot from the viewpoints of a series of cameras around the track. This definitely provides incentive to improve. In the easy level, animated arrows warn of upcoming curves, braking is automatic on curves and Michael Andretti offers advice about the track. During play his voice offers comments like "Good Move!" or "Slow down," but a female voice does most of the announcing. The championship circuit takes the player through 16 tracks in Australia and the U.S.; passwords allow status retrieval in later sessions—and the chance to retry a bad race. Winning the season brings the ultimate challenge—to go one-on-one

against Andretti. It'll be tough to reach that point. **B+** *(Ross Chamberlain)*

Star Trek, The Next Generation: Advanced Holodeck Tutorial *(By **Absolute** for Game Gear)* If you liked it on the Game Boy, you'll love it on the Game Gear. This title for hard-core Trekkers and sci-fi fans puts players in the role of students at StarFleet Academy, where they train for command of a starship on the holodeck. Besides mastering ship to ship combat, players must become skillful at using the transporter, navigation, and damage control systems. These tasks are presented as mini-games in a number of innovative interfaces. The graphics are the best that one could want on the Game Gear, but the interface suffers from having only two buttons and the control pad to work with. Overall, it's playable and intriguing. **B** *(John Wesley Hardin)*

Wild Snake *(by **Spectrum-HoloByte** for SNES)* One of the first projects for

Spectrum-Holobyte's Alexey Pajitnov Introduces series, **Wild Snake** combines elements from **Tetris** with the **Surround**-style moving line games of the late '70s to create an intriguing puzzle challenge. The music is stimulating, but not overpowering. The graphics retain the minimalist standard gamers have come to expect from kinetic puzzles. Overall, the game is addictive, entertaining, and highly playable, either against the computer or a fellow human. **A-** *(Laurie Yates)*



We're still working on the
"Golf Cart Joy Ride & Crash" feature.
Other than that, it's perfect.

LINKS

the challenge of golf

Links for **Sega CD**™ is the most near-perfect, outrageously realistic golf game available.

How perfect is **Links**? The course mimics Torrey Pines exactly —incredible, 35 mm photography places you behind every tee, fairway, water hazard and bunker, wherever the ball lands, and gives you an accurate view of your next shot. It's so life-like, you can almost smell the green (that's a good thing).

And as you'd expect from any decent golf game, **Links** features
- Tournament play
- Practice mode, Front 9, Back 9
- Instant Replays
- Save player info

But then, **Links** goes far beyond any other golf games to give you in-depth golf features like
- 1 to 6 players (sorry, other games can only handle up to 4)
- Full support of TeeVGolf Club™ for the most accurate, realistic and fun golfing experience available
- Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you tag when your ball lands in the water.

Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Car Donuts On The Fairway" feature in the future, it'll be **Links**.

LINKS™ & ©1990, 1994 Access Software, Inc. ©1994 Virgin Interactive Entertainment, Inc. All rights reserved. SEGA and SEGA CD are trademarks of Sega Enterprises, Ltd. Virgin is a registered trademark of Virgin Enterprises, Ltd.

CORRIDOR 7

Draw, You Alien Slimeball!

Capstone has acquired an interesting reputation in the software business. It has always been financially successful, thanks largely to the uncanny showbiz acumen of honcho Leigh Rothschild. In the past, he's snatched up computer rights to everything from *Home Alone* and *Bill & Ted's Excellent Adventure* to *The Terminator* and Stephen King's *The Dark Side*. He even produced one of the industry's most successful gambling game franchises as a result of his deal with Trump's Castle.

Unfortunately, the brilliance too often stopped at the point of acquisition. Many Capstone games have had a rushed, generic look and feel that doesn't do justice to the source material.

With **Corridor 7**, however, Capstone has taken a new approach, licensing an established technology instead of a movie title. Specifically, Capstone picked up an enhanced rev of the **Wolfenstein 3D** engine from id Software. "The great thing," explained **C7** director Amy Smith Boylan, "was that we already had a story in development that worked perfectly with the engine. So it really made sense for us to use it."

TECH SPECS

PUBLISHER:	**Capstone**
DESIGNER:	**Capstone**
SYSTEM:	**MS-DOS**
THEME:	**Sci-Fi Shooter**
HD SPACE:	**1 MB**
PLAYERS:	**1**
LEVELS:	**36**

The improvements take the engine to a point somewhere between **Wolfenstein** and **Doom**—there's an auto-mapping feature, improved frame rate, and some cool transparency effects—though it's much closer to the former than the latter.

C7 also fails to improve the faux dimensionality of **Wolfenstein**; for example, objects can still only be seen from one perspective. Imagine coming upon a large machine. After observing it from the front, the player-character moves behind the device in order to view its backboard. Surprise—the object reappears in the same frontal POV!

The game has no stairways, ramps, or other multilevel access points, and all the rooms are constructed exclusively at right angles, with players moving from chamber to chamber through secured portals.

The graphics themselves are rather interesting, employing a style that is more impressionistic than realistic, though a few more frames would have greatly improved the animations.

The vast walls of **Corridor 7** are an interesting blend of flashing lights and embedded machinery, creating an effective illusion of depth.

The controls allow for a combination of mouse, joystick, and keyboard commands. The mouse is a bit sluggish, however, and most players will probably opt to master the sometimes-awkward keyboard control system, which at least benefits from its basic similarity to **Wolfenstein 3D**.

The plot wisely opts for science fiction rather than duplicating historical or contemporary real-world environments. The engine fits seamlessly into the plot line, set at the mysterious Delta Base, the isolated and somewhat neglected Nevada location where the government tests secret weapons.

In the year 2012, according to **Corridor 7**, our planet devotes few of its resources to weapons testing, preferring instead to concentrate on scientific and space research. During an early manned mission to Mars, an egghead unwittingly brings back an alien artifact. It is immediately taken to the deepest recesses of Delta Base, a maze of hallways and labs known as Corridor 7.

It is at this point that the scientists *really* screw up. After subjecting the artifact to gamma radiation ("So Lou, whattaya think? Throw some gamma rays at it, maybe; see what happens?"), it explodes, creating a rift in dimensional reality which allows a wild variety of malignant space monsters to charge through the gateway into our world.

The player, in the now-familiar first-person POV, moves through the 36 levels of Corridor 7, cast in the role of a Special Forces Marine. There are several difficulty levels, an appealing variety of weapons, and computers (which look more like ATMs), from which the p-c can obtain access cards to new levels.

An especially nice touch are the helmet visor settings; the player can set them for normal, night, or infrared vision. The weapons, from Tasers and shotguns to the M-343 Tribarrel Power Blaster, do an impressive amount of damage, but the limited soundboard access clearly limited the creators; a shotgun blast sounds like a spot of TV distortion. Of course, the aliens are armed, too, with Plasma Rifles, Assault Cannons, and Disintegrators, among other nasty weapons.

Lots of power-ups keep the game moving nicely. There are maps, health chambers, invulnerability spheres, proximity mines, and a variety of other goodies to be found along the way.

The bottom line? This game is a heck of a lot of fun to play. It isn't **Doom II**, but it doesn't try to be; **Corridor 7** is a well-produced, compelling game, probably the best work Capstone has done since its **Titanic** software in the late '80s.

The key to success on games of this type is to keep the player moving, exploring, and acquiring interesting new toys. **Corridor 7: Alien Invasion** does a first-rate job of keeping the player interested.

Finally, however, we should address the question of violence. **C7** certainly has its share of exploding humanoid bodies and pulped orb-like aliens, but this one doesn't hurl the blood up against the brightly lit

walls in the manner of, say, **Doom II**, or some of its more savage imitators.

Capstone should be congratulated. Instead of taking a movie license and assigning it to a generic game format, **Corridor 7** shows real creative flare. The developers started with a good engine, and then built a great game to fit around it. **B+**
(Bill Kunkel)

C7 OVER THE NET

Players who are turned on by the idea of **Corridor 7: Alien Invasion** should certainly check out the new PC-CD version, which adds an impressive variety of innovative new features missing from the floppy disk edition, all of which are guaranteed to charge up the gaming experience.

First off, there are 10 additional levels—that's right, 46 areas full of invading aliens, including several new species.

The game also offers cinematic cut scenes, an introduction, a CD-quality soundtrack (what else?), and the extremely cool Presidential Option, which reformats itself to present the player with a new environment every game.

But perhaps the most impressive new feature of the multimedia **Corridor 7** is its network play capability.

In the PC-CD edition, up to a dozen players can compete simultaneously via the IPX Network Play option, gaming either head-to-head or in teams.

Not only that, they can also play the game as either human *or* alien characters.

Networks are almost certainly the ideal environment for these VR-style games, with players stalking one another hungrily, armed to the eyes, through the blinking hallways and cavernous laboratories of **Corridor 7.**

Most gamers are divided on whether it's more fun to play the network games head-to-head or in teams. It seems to come down to a philosophical issue; is the idea of teaming up with fellow humans to battle the computer more compelling than pursuing them? What about the folks who like to role-play the monsters?

Hmmm...

SUPERHERO LEAGUE OF HOBOKEN

Don't get your Spandex in a knot, Crimson Tape is here!

Role-playing games (RPGs) and adventure games generally do not mix well. But with master game designer and all-around wacky guy Steve Meretzky at the helm, they combine beautifully. **Superhero League of Hoboken** is both a spoof of RPGs and a humorous RPG itself. It also includes traditional adventure game segments in which players must use the objects, weapons, and powers they earned and found in the game's RPG segments to solve various puzzles and challenges.

The humor is the element that makes the mixture work. Meretzky lathers on the goofy characters, bad puns, and pop-culture references heavily. Legend President and fellow designer Bob Bates comes close to Meretzky's wit, but he's still the king. Doesn't the title of this farce alone prove that?

Hoboken is divided into a number of levels in which players must solve five color-coded missions with their band of superheroes before they can progress to the next level. The leader of the Superhero League is the Crimson Tape, a character whose super power is to create organizational charts. Various other superheroes pop up throughout the game and are available to join Crimson Tape's party. The object is to put together a capable party of superheroes to explore the area around a futuristic New York City and northern New Jersey, slightly submerged underwater since the polar ice caps have finally melted as threatened. At times in the game, the party will enter locations where a different interface pops up to solve puzzles and explore interior locations.

Meretzky and his team members thought out the RPG elements of the game well. The variety of goofy weapons and armor (jockstrap, shoulder pads, dress shields, etc.) makes this RPG unique. Nothing like it has ever come out, or probably ever will again. The game automatically selects the best armor and weapons for characters based on what they are carrying so that players don't have to figure out all that difficult stuff on their own. The battle progress and moves are funny to read by themselves, but the animation and sound effects enliven it even more. Each battle is exciting and includes all of the options RPG fans would want (powers, defense skills, attacks).

The adventure game aspects of **Hoboken** involve Meretzky's devilishly clever puzzles and attention to the missions' main goals. It is in these adventure screens that players do things like fix the computer malfunction in Paterson, NJ, and save the cat stuck under the Liberty Bell. Because the game is so silly, players may find it difficult to use the correct object(s) to solve the puzzles at first. But after the first few missions, they'll get used to the attitude of the game and get in synch with its rhythm. Meretzky's skills fall mainly in the adventure game realm, so these segments are the real basis of the project.

The interfaces for the various segments of the game are intuitive, so players new to RPGs or adventures should be able to learn **Hoboken** rather quickly. The game includes helpful features like an overall map and point-and-click movement plus command controls so that players can breeze through the game's more routine functions. Two maps in the Superhero League headquarters reveal how much of the geography players have explored and how dangerous certain squares/locations on the map may be. Veteran players will find that the tedious elements that may appear in adventure or RPG games are absent from **Hoboken**.

Hoboken's graphics are detailed and focus on the various characters in the game. The superheroes really come to life during combat and the adventure game screens poke fun at a mutated future world. The sound effects and music follow the attitude of the game and keep the atmosphere light. Those looking for an entirely different bent on adventures will find it here, just as adventure fans were amused by Bates's **Eric the Unready**.

SuperHero League of Hoboken is every bit the different game it tries to be. It is exactly this merger of styles with Meretzky's humor and puzzles that makes it so enjoyable. Besides, how many games are based in New Jersey? **B**

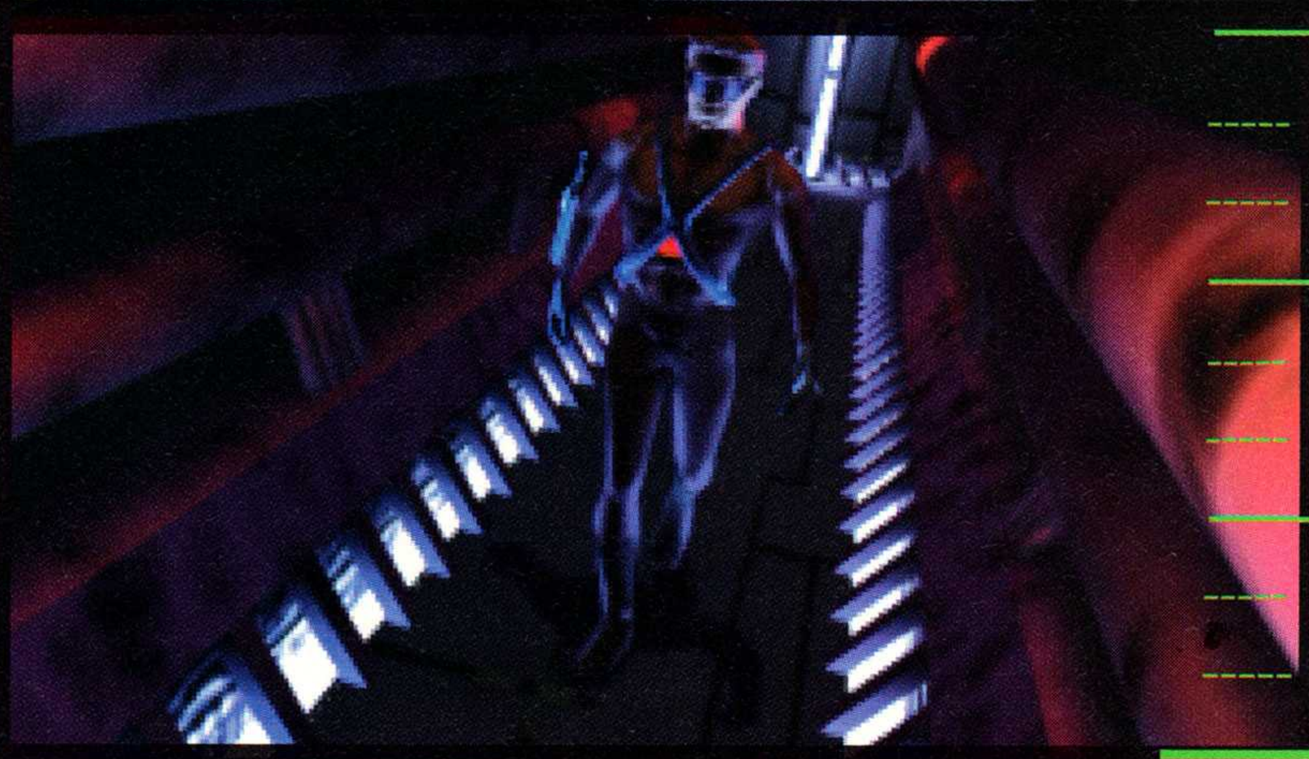
(Russ Ceccola)

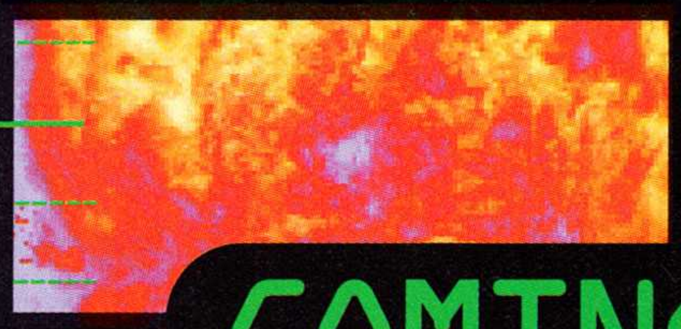
MERETZKY'S MIND

Designer Steve Meretzky explained how **Hoboken** had its origins back in his days at Infocom before the big breakup that sent the veteran text game designers to the four corners of the Earth. He was to design **Hoboken** after **Zork Zero,** and has always loved RPGs, but found them lacking in fun and puzzles. "**Hoboken**'s mixture of game types sounds like a cockamamie idea, but it works well because it combines the best elements of RPGs (detail) and adventures (story depth and characters) and enhances them both," he commented. Meretzky, a native of the New York region, used Hoboken as a setting for the Superhero League "because I've always thought it's a really funny name." Meretzky's next titles will be **Planetfall** for Activision and **Spellcasting 401** for Legend.

TECH SPECS

PUBLISHER:	**Legend**
DESIGNER:	**Steve Meretzky**
SYSTEM:	**MS-DOS**
THEME:	**RPG/adventure**
HD SPACE:	**9 MB**
PLAYERS:	**1**
LEVELS:	**7**





COMING: 12-1-94

CYBERIA

CD-ROM CINEMATIC MULTIMEDIA

Interplay™

© 1994 Xatrix Interactive Design, Inc. All rights reserved. Published and distributed by Interplay Productions, Inc.

Alien Legacy

The Stars Appear to be Unfriendly

When the same publisher introduces two major titles it raises some questions and invites comparisons. Launching **Alien Legacy** within months of **Outpost** may seem like a chancy proposition, but game enthusiasts will be glad Sierra On-Line took the risk.

Producer Joe Ybarra's decision to take a more dramatic approach to the subject makes a huge difference in the resulting games. Its development problems aside, **Outpost** suffered from a certain coldness. It seems to come across as an interactive scientific extrapolation.

By contrast, **Alien Legacy** has the ambience of a meticulously researched hard science-fiction novel. The design triumvirate, Scot Amos, Michael E.Moore, and Rich Waters, surround plausible futuristic science and technology with memorable characters and a compelling five-phase storyline.

The adventure and role-playing aspects of **Alien Legacy** make the often-demanding and invariably complex operational aspects of **Alien Legacy** more meaningful. If the interactor's personal involvement is the key to a satisfying play-experience, then Ybarra's crew has succeeded brilliantly where the designers of **Outpost** came up short.

The **Alien Legacy** player is not just surfing the spacelanes in an idealistic crusade to propagate our species. When Alpha Centauri sends a hostile probe to attack the Earth in 2043, mankind mobilizes under the United Nations banner to stop the probe and mount a counterattack.

TECH SPECS

PUBLISHER:	**Sierra On-Line**
DESIGNER:	**Ybarra Productions**
SYSTEM:	**MS-DOS**
THEME:	**Strategy-Adventure**
HD SPACE:	**4MB**
PLAYERS:	**1**
LEVELS:	**N/A**

The development of a new spaceship drive enables Earth to build huge seedships like the *UNS Calypso*, designed to convey human colonies beyond the reach of the Centauri war machine should Earth prove unsuccessful in its war with the interstellar aggressor.

Alien Legacy begins when the seedship reaches the Beta Caeli system. Although the colony planted by an early seedship is nowhere to be found on Gaea, a planet of Beta Caeli, the player, as captain of the *Calypso* must proceed with plans to found a human settlement. This arduous, disaster-prone procedure brings the player in contact with many aliens and leads through a series of five connected plot segments to the ultimate salvation of the human race. Not a bad pay-off, even for 60 or more hours of mind-stretching planning and strategizing.

The main screen is a captain's eye view of the bridge of the *UNS Calypso*. Science, Engineering, Military and Navigation officers, all cleverly animated and lifelike, sit or stand at their stations, ready to provide updated information or specialized advice at a point-and-click.

Also available from this helpful screen are maps, a cargo inventory, and the robot.

When the cursor touches a clickable spot, an on-screen label identifies it. Clicking on an officer brings up that character's screen.

Each of these screens is dominated by a close-up drawing of the officer (or the robot). Along the right edge of the screen are four small boxes, one for each of the other four advisors. Clicking on a rectangle maximizes that character's screen while minimizing the previously displayed one into a rectangle.

The bottom quarter of each character screen presents messages. These inform the captain and also suggest courses of action for captains who aren't moving their mission forward.

The button cluster above the message block, on the left, accesses secondary control screens. For instance, the skipper obtains technological information through a button on the Science Officer's screen.

A similar button on the Navigation Officer's display retrieves data about vehicles.

The Captain's PDA, activated from the robot screen, is particularly helpful. Its library contains plenty of probe data and scientific background, as well as memorandums that point out potential fruitful lines of activity.

Sound and graphics rate raves. Animations perk up the data screens, and the combination of minimalist music and techno-sounds maintains the illusion that the user is running a starship.

The documentation, which includes a well-illustrated orientation tour, is exceptional. Information is concise and well-organized, and the index proves to be invaluable for locating that elusive rule during the heat of play.

If **Outpost** proved disappointing, try **Alien Legacy**. It has many of the concepts and play-options gamers may've expected to find in the other title. **A** *(Arnie Katz)*

READYSOFT INCORPORATED & EPICENTER INTERACTIVE PRESENT

DON BLUTH'S

SPACE ACE®

The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.

The fate of Earth is in your hands.

NYR Not Yet Rated™

PC CD-ROM

MAC CD-ROM

REALmagic INTERACTIVE MPEG

3DO

OFFICIAL SEGA SEAL OF QUALITY

SEGA CD

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ (Genesis™, Sega CD™, or Game Gear™) System.

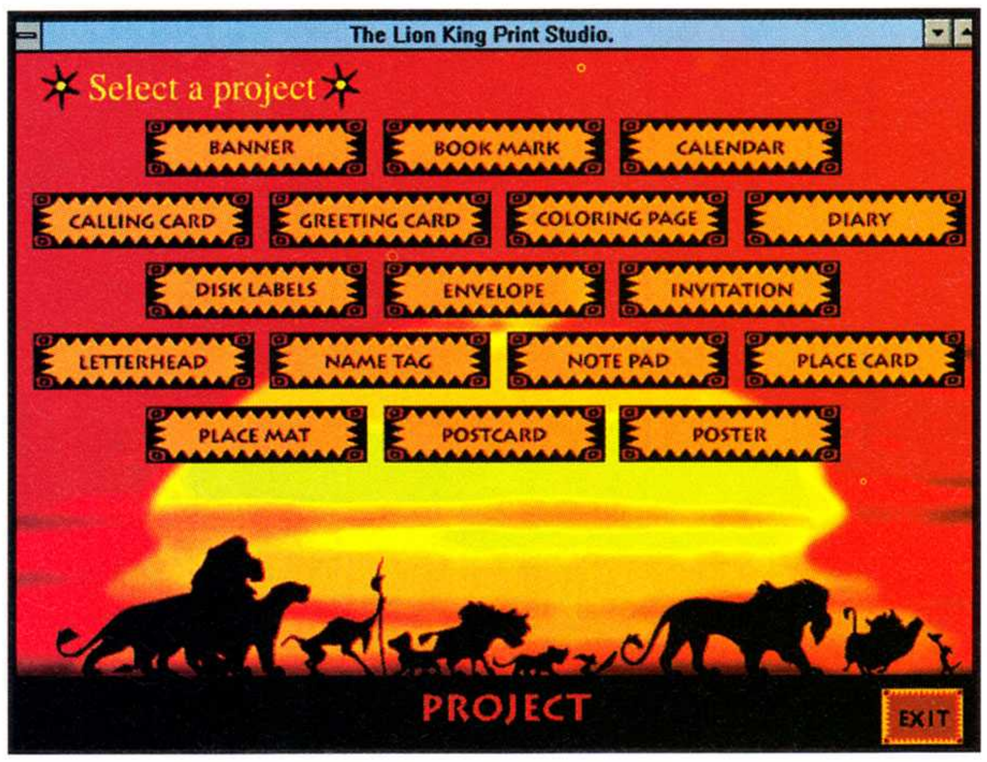
READYSOFT

ReadySoft Incorporated
3375 14th Ave., Unit 7 & 8
Markham, Ontario, Canada L3R 0H2
Tel: (905) 475-4801 Fax: (905) 475-4802

"Space Ace" is a registered trademark of Bluth Group, Ltd. —©1994. Character Designs ©1983 Don Bluth; ©1994 all audio, visual and concept – used under the exclusive license of Epicenter Interactive Inc. Programming ©1994 ReadySoft Incorporated. ALL RIGHTS RESERVED 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. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 Sega. 3DO, the 3DO logos, and Interactive Multiplayer are trademarks of The 3DO Company. "REALMAGIC" is a trademark of Sigma Designs, Inc.

THE LION KING PRINT STUDIO

The Lion Prints Tonight



With *The Lion King* merchandising train running at full steam heading into the holiday season, some products were naturals: stuffed animals, clothing, and of course, video games. One unexpected, but very pleasant, surprise is Disney's **The Lion King Print Studio**.

This stand-alone product utilizes a simple point-and-click interface, making this a dream program for users first experimenting with art programs.

Computerists are first presented with the Project Selection Screen. Banners allow text to be "sandwiched" between two pieces of artwork; while Book Marks prints text either above or below the selected graphic. Calendars (from 1992 to 2010) print the selected month and year under the chosen artwork, while the Calling Card prints 10 2" x 3.5" cards on a page, making it compatible with most of the commercial perforated business card sheets.

Coloring Pages prints the artwork so it fills a standard, letter-size piece of paper. Selecting the Black-and-White Option prints only the outline, while color printers can access either a completed piece of *Lion King* artwork. If the user has a black-and-white printer, the colors will be printed in various shades of gray.

Choosing the Diary Project prints out two diary pages per sheet of paper. Each page displays the date and any artwork/text that is selected to accompany it. Users must enter the diary starting date and the number of days to be printed. Additionally, randomized graphics can be printed on each page, if the user doesn't feel like selecting each image.

Disk Labels generates nine 3.5" floppy disk labels per page, which is also compatible with most of the commercial labels. The artwork prints out above the text, which makes exchanging floppy disks more personalized. Number 10 Envelopes can not only be printed with a return address and artwork below, but also with the recipient's address. However, it is not required that all fields be filled out.

The Greeting Card and Invitation Options print the information and artwork on the paper so that it can then be folded into a card. Letterhead allows artwork and/or text to be printed at the top and bottom of the page; while the Note Pad prints sideways on the page, with two images per page.

Name Tags, which can also be produced on the commercial sheets, prints the artwork to the left side or top of the tag, depending on the selected layout, and can be printed with or without text. The Place Cards feature prints both the image and text on half of a letter-size sheet of paper, so that it can be folded and stood up.

Postcards should be printed on the commercial sheets, or on very heavy stock paper. Two postcards can be done per page, and their finished size is roughly 4" x 5". A computer-generated image does appear in the upper-right corner of the screen so that the stamp location won't interfere with the layout.

The Placemat and Poster Options are very similar. The Placemat prints sideways on the page, with the text above the image, while the Poster, on the other hand, has six possible printing formats.

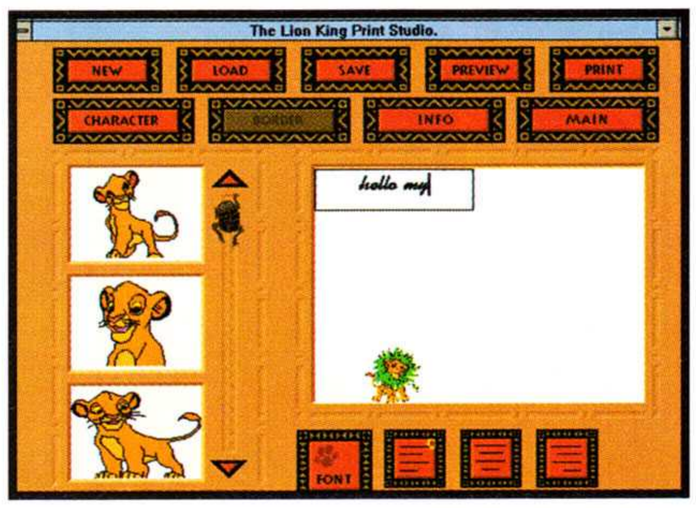
The graphic selection is quite varied. Simba, Timon, Pumbaa, Rafiki, Scar, Nala, Zazu, and one of the hyenas all make individual appearances, but there are a number of group pictures involving combinations of the above characters, plus Mufasa. Some of these include Rafiki holding Simba up on Pride Rock while the proud parents look on, and the "Follow-the-Leader" scene with Simba, Pumbaa, and Timon.

There is also, inexplicably, a zebra and a pink elephant available. The decision to add those two particular animals is not one whose rationale springs instantly to mind. Borders, consisting of a variety of bugs or pawprints, are available.

The only sound in the program is a reverberating jungle drum beat that sounds when the user makes a selection. The absence of music is not a real minus in this program, especially since it is so quick and easy to use.

The interface enhances this program to the point that external documentation is virtually unnecessary. The options at any point are very clear: New, Load, Save, Preview, Print, Character (graphic), Border, Info, and Main. Within each option, there are equally clear directions. To type text, one needs to only click on the text box. After that, the Font selection appears, and will provide a dialog window if selected.

Granted, this ease of use does come at the expense of features that other programs offer. For example, while **The Lion King Print Studio** graphics can be flipped, they cannot be resized.



The Lion King Print Studio is a fun, easy-to-use program for both adults and children. Adults will appreciate not only the ease of use, but also the variety of image expressions that are available. It is also a fast program, although some printers may take up to eight minutes to process all of the graphics, especially if it is a complex project. Kids will also enjoy seeing their favorite movie characters in hard copy as they increase their creativity. Once again, Disney Software has created a great product that is suitable for users of all ages. **A-** *(Laurie Yates)*

TECH SPECS

PUBLISHER:	**Disney Software**
DESIGNER:	**Disney Software**
SYSTEM:	**Windows**
THEME:	**Application**
HD SPACE:	**10 MB**
PLAYERS:	**N/A**
LEVELS:	**N/A**

The Dark Sun Rises Again!

Prepare for the dawn of a new day in AD&D® role-playing: The sequel to SSI's mega-hit SHATTERED LANDS is here! WAKE OF THE RAVAGER hurls you back to the scorching DARK SUN™ game world — to battle the minions of the mighty *Dragon of Ur Draxa*! The sensory extravaganza of sights and sounds will overwhelm you: ever more spectacular full-screen graphics and cinematics plus digitized character voices and sound effects.

It's going to be one hot summer — when the Dark Sun rises again!

On CD-ROM and 3.5" disks for IBM & Compatibles

TO ORDER: Visit your retailer or call: 1-800-245-4525 with Visa or MasterCard (U.S. & Canada only, please).

OFFICIAL Advanced Dungeons & Dragons® COMPUTER 2nd Edition GAME

DARK·SUN WORLD

256-color VGA displays

SSI®

ADVANCED DUNGEONS & DRAGONS, AD&D, DARK SUN, the TSR logo and all TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by and used under license from TSR, Inc., Lake Geneva, WI, U.S.A. ©1994 TSR, Inc. ©1994 Strategic Simulations, Inc. All rights reserved.

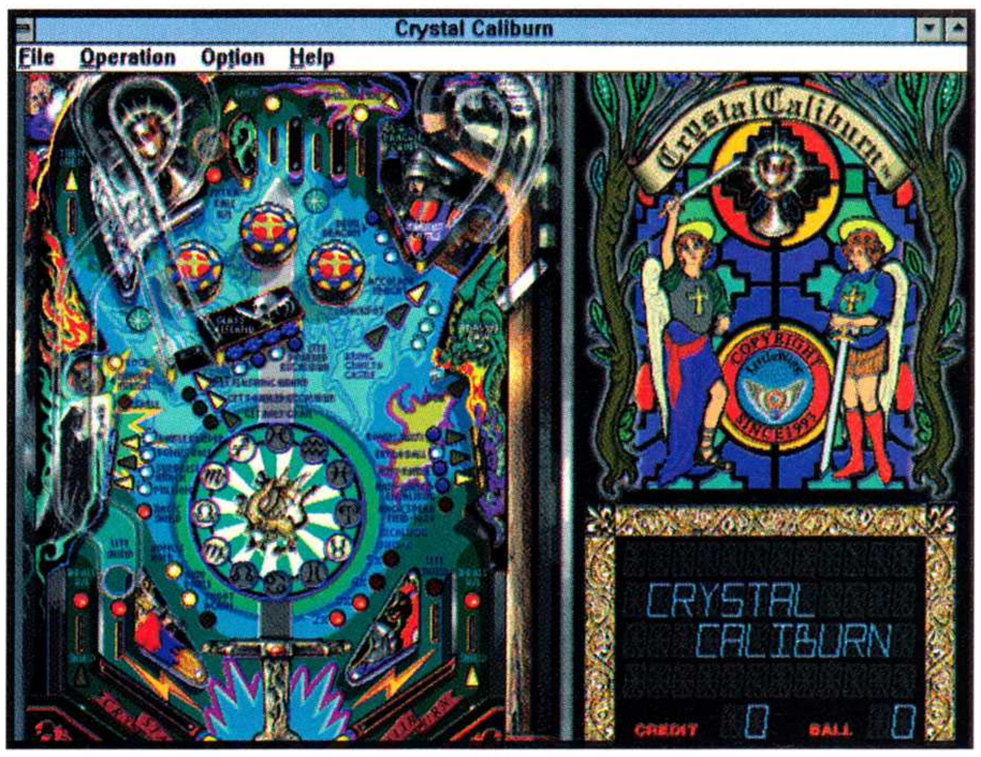
CRYSTAL CALIBURN

Having a Ball in Camelot was Never like this...

Developer LittleWing first introduced its Solid State Pinball series with **Tristan**. This neo-classic pin sim was designed to be fairly easy, with extra video features that are all but impossible to find in the real world. For example, **Tristan** offered electronic pin fanciers double kick-backs, easy-to-get extra balls, and caged balls that release when a ball drops.

LittleWing's **Crystal Caliburn** is the second pinball simulation in the **Tristan** series, and a great successor to the throne.

Crystal Caliburn takes up the story of King Arthur, a man whose mythos has overwhelmed his reality. An orphan unaware of his lineage, Arthur proved himself to be the true heir to the English throne by pulling the sword Caliburn (a.k.a. Excalibur) from a stone.



From Camelot, King Arthur ruled and gathered the most daring and chivalrous knights of the realm to the Round Table. His loftiest goal was to regain the Holy Grail from the Saracens, and many of Arthur's knights attempted this quest.

Merlin, the most powerful wizard at the time, used his magic to aid Arthur, only to be bewitched and imprisoned later by Nimue.

During his reign, Arthur held a series of nine jousts whose rewards were large diamonds. All of the Diamond Jousts were won by Lancelot, Arthur's favorite knight and Queen Guinevere's paramour. The illicit romance sparked turmoil and warfare that eventually led to Arthur's death and the destruction of Camelot.

Upon his death, Arthur's body was placed on a funeral barge and sailed across to Glass Island (a.k.a. Avalon).

The legend is now explored in pinball terms in **Crystal Caliburn**. The game is simply magnificent, an iceberg of a pinball simulation: its superficial beauty is obvious from the start, but only after users delve into the game, with the help of its documentation, do the program's less obvious virtues become visible.

The basic scoring includes the obvious (hitting bumpers and spot targets, and shooting ramps and lanes), as well as the easier task of Accolading Knights to the Round Table. However, when gamers start looking for challenges, **Crystal Caliburn** provides them in spades.

If players can Accolade (i.e., bestow knighthood) upon all 12 knights, they can make an attempt for the Holy Grail and the challenge of bringing it back to Camelot, within five seconds.

If the gamer succeeds, they are not only awarded a million points, but also eight other bonuses.

The Multibattle minigame offers its own strategies and rewards. This scenario requires flipper fiends to keep two to three balls in simultaneous play while the sounds and movement vie for the gamer's attention.

When the conditions are correct, the Merlin's Spell scenario provides a helpful gift ranging from extra points to multipliers to an extra ball. The nature of the reward is, of course, Merlin's choice, but there are ten possible goodies.

Crystal Caliburn's graphics are exquisite, a delicate explosion of line and color that successfully creates one of the most beautiful tables ever seen in the real or virtual world.

The playfield occupies the left half of the screen (there is no vertical scrolling in the game), and the score box/message center is displayed in the lower right quarter of the screen. Above that is a "stained glass window" depicting the Grail, LittleWing's logo, and two angelic, sword-bearing pages. The images capture not only the reality of a mechanical pinball machine, but also the fantasy behind the Arthurian legend.

There is no musical score in **Crystal Caliburn**, but the fanfares, sound effects, and rolling metal-on-wood ball movements more than compensate for any missing melodies. The audio re-creations of hitting targets and shooting lanes, meanwhile, are very realistic.

LittleWing designed **Crystal Caliburn** in the style of the 1980s pinball machines, with three-dimensional ramps and fast moving balls. The flippers are also stronger, which helps compensate against the sloped playing surfaces. The playfield itself is of a modern-style.

Timing is critical, the features are complex, and the ramps are a key feature of game strategy. To establish and maintain the illusion of reality, **Crystal Caliburn** crusaders must even insert virtual coins and select a new game.

The development group has already begun plans for the third in the Tristan series. While they're not sure if Sir Tristan will make a three-peat, two games isn't bad for a man who was originally conceived as the name of a particle accelerator (the artist misunderstood the original instructions, but the programmer was so pleased with the results, the design was altered to interface appropriately with the Medieval artwork).

Crystal Caliburn is a simulation worthy of King Arthur's Accolade, and should be included in every pin fan's collection.

A- *(Laurie Yates)*

TECH SPECS

PUBLISHER:	**StarPlay**
DESIGNER:	**LittleWing**
SYSTEM:	**Windows 3.1**
THEME:	**Pinball Simulation**
HD SPACE:	**1.7**
PLAYERS:	**1-4**
LEVELS:	**N/A**

256-color VGA displays

MEET CYCLONES HEAD-ON

No, we're not talking about twisters that wipe out trailer parks in the Midwest. We're referring to Cybernetic Clones, deadly creations of an alien race bent on Earth's conquest.

To add insult to injury, these CyClones are actually captured humans transformed into flesh-steel monstrosities!

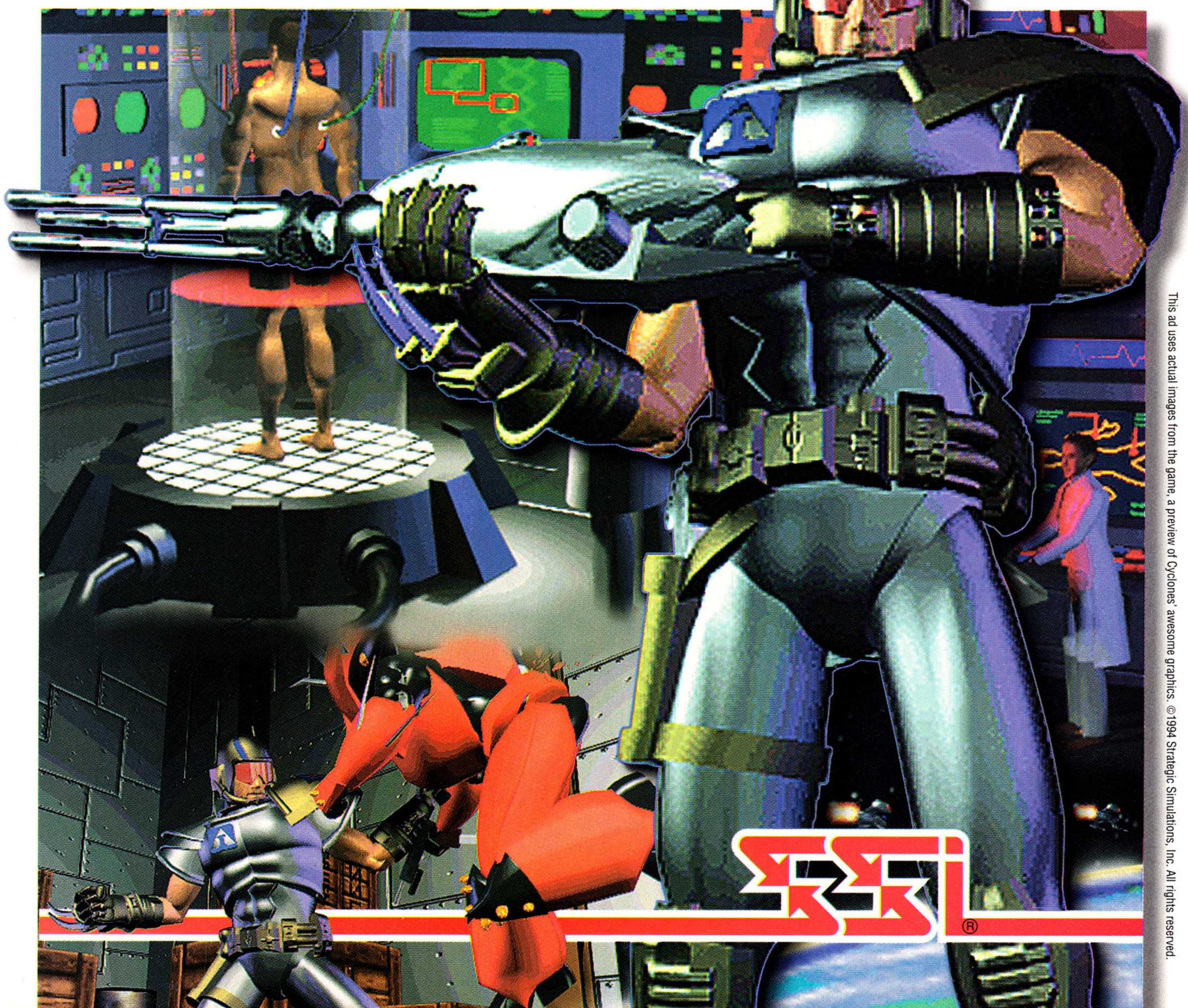
As Earth's defender armed with hi-tech weaponry, you're dying to jump into action. Especially when this futuristic adventure promises some of the most spectacular full-motion video you've ever seen. Plus an advanced smooth scrolling, head-on perspective. Incredible cinematics. And state-of-the-art digitized voices, sizzling sound effects and breath-taking music.

CyClones

Catapulting you into a total multimedia experience!

TO ORDER: Visit your retailer or call 1-800-245-4525 with Visa or MasterCard (U.S. & Canada only, please).

On CD-ROM and 3.5" disks for IBM & Compatibles

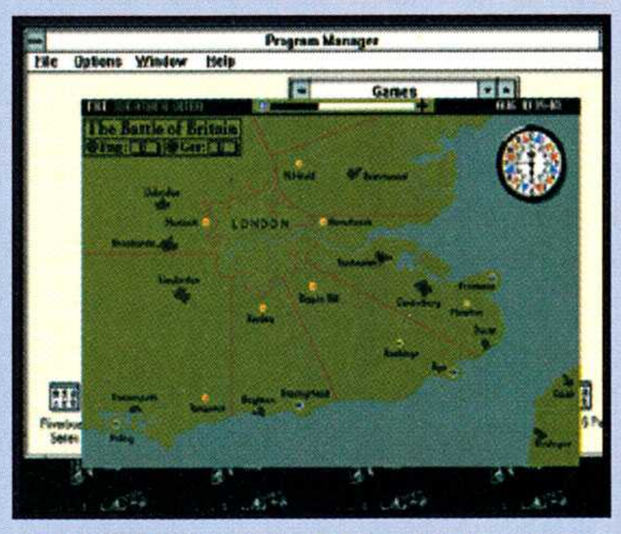


This ad uses actual images from the game, a preview of Cyclones' awesome graphics. ©1994 Strategic Simulations, Inc. All rights reserved.

THE FINAL GRADE

The following chart details the thoughts and opinions of several different EG editors on some of the latest software. In the future we will feature guest reviewers from around the country.

	Arnie Katz Editor	Marc Camron Senior Editor	Bill Kunkel Executive Editor	Russ Ceccola Associate Editor
Al Qadim	B	B-	B+	B
Alone in the Dark II	A	A	A+	-
Arena Elder Scrolls	B	B	A-	A
Astro Chase 3-D	A	B+	A	-
Com. Adv.: Starship	B-	B-	B	B
Empire Soccer '94	C	C	B-	C
Formula One	B-	C	C+	B
Front Page FB Pro	A	A	A	A
Geekwad Games	A+	A-	B+	B
Genghis Khan II	B	A	A	-
Global Domination	B	B	A	B
Harpoon II	A-	B+	B+	-
Heirs to the Throne	C	C	-	C+
Hired Gun	C	C-	-	B
Indy Car Racer	A	B+	B+	B+
Inherit the Earth	C	C	-	B+
Lands of Lore	A-	A	B+	A
Leisure Suit Larry 6	-	A-	B	B+
Metal and Lace	C+	D	D	C+
Microsoft Arcade	A	A	A	A
Mortal Kombat	B	B+	C-	B+
Nigel Mansell's	B-	C	C+	-
Pacific Strike	A-	B	A-	C+
Ultima VIII: Pagan	A-	B	B+	A-
Power Poker	C+	C-	B	-
Pea Shootin' Pete	B+	B-	B	B+
Quarter Pole	C+	C	C	-
Ravenloft	B-	A-	C+	B+
Return to Zork	A	A	A-	A
Sam and Max	-	A+	B+	A
Serf City	B-	B-	C+	B
SimCity 2000	A	A+	A	A+
Star Trek: Judgment Rites	B+	B	B	B+
Theme Park	A-	A-	C+	B+
Tie Fighter	A	A	A	A
Terminator Rampage	A-	A-	B+	B
TFX: Tactical Fighter	B-	C+	C+	A
Ultimate Domain	B+	B+	B+	B
X-Com: UFO Defense	A-	A	-	A+



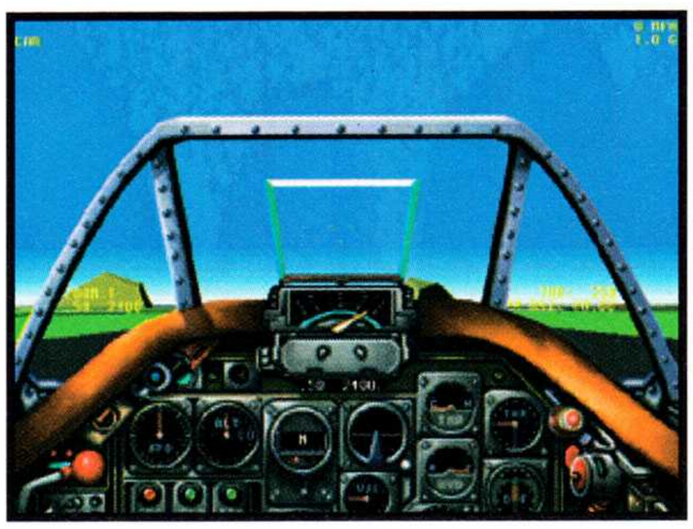
Battle of Britain offers a simplified strategy challenge of the famous British WWII stand.

The Battle of Britain *(By **Deadly Games** for PC)* The awesome effort by the RAF to save England in 1940 is not commemorated well in this now-aging title. The plain-jane graphics (map, duty board, newspapers, and still photos) fail to provide any sense of urgency or excitement. This bare-bones strategic test does give scrupulous attention to the types of aircraft, and holding back the Germans is a consuming challenge for the historical gamer. The test of tactics lends itself to replay to determine the best way to defend the country. But less avid wargamers will wish for more bells and whistles. **C+** *(Joyce Worley)*

Prime Mover *(By **Psygnosis** for Amiga)* For all those among the Amiga faithful who gripe that **EG** ignores software for that system, here's a morsel. **Prime Mover** is a behind-the-vehicle POV motorcycle race with five different choppers and an impressive range of tracks. The background graphics are hot, and the handling on the vehicles is slick. A speedometer and RPM gauge appear on the bottom of the screen, and an overview of the track is displayed in the upper left-hand corner. It isn't exactly **Road Rash 3DO**, but given the lack of Amiga-original software, users should be delighted. **B+** *(Bill Kunkel)*

Chuck Yeager's Air Combat *(By **Electronic Arts** for Macintosh)* One of the hottest combat flight sims of all time has arrived on the Macintosh, slightly battle-scarred, but none the worse for wear.

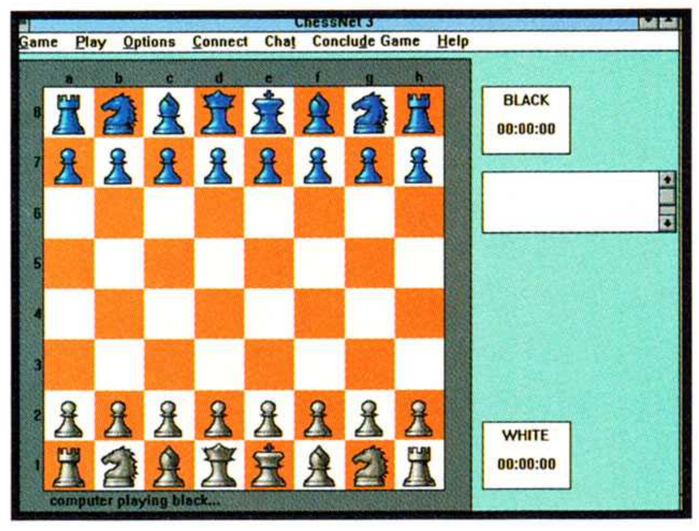
Aside from the presence of General Chuck as host, the game's primary appeal



is its scope, spanning a trio of historical eras—WWII, Korea, and Vietnam—with 50 missions and a full campaign mode to further the air combat experience. Users can even mix 'n' match, creating their own shootouts with access to all three eras. There's even network play.

The polygon-based flying graphics are not quite cutting-edge anymore, but they're crisp and move well, while the bit-mapped HUDs are beautifully rendered. **A** *(Bill Kunkel)*

ChessNet 3–Single User *(By **Masque** for MS-DOS)* This is chess for the cyber highway, with options to play computer-to-computer via modem or null-modem, via BBS systems, networks, or even Internet. It includes its own terminal emulation software, and supports one-liner or extended Chat mode. The graphics are plain-vanilla with nice icons for the pieces; a board rotation option simply exchanges the black-and-white sides. The



player may play against the computer, but **ChessNet 3** is best for play against another human. There are six play levels for those who want a computer opponent: the lowest is very aggressive but totally ignores strategy. The highest is painfully slow—after a standard opening, we waited over 10 minutes for response to a pawn move, then gave up. Recommended for live-action play only.

This single-user version is also included with **ChessNet Club Edition** which allows up to eight boards to be played simultaneously using one computer, modem, and line. **B** *(Ross Chamberlain)*

Sabre Team *(By **MicroLeague** for PC)* Details are important in action-strategy games, but when they totally overwhelm the game, they become destructive clutter.

Sabre Team is an ambitious European program in which users select a group of commandos for the purpose of liberating four hostages at the American Embassy. Unfortunately, by the time the player gets through all the details—player/weapon selection, placement, icon selection, etc.—it's doubtful they'll have sufficient will to continue the struggle. Points for effort, but not many for the result. **C-** *(Bill Kunkel)*

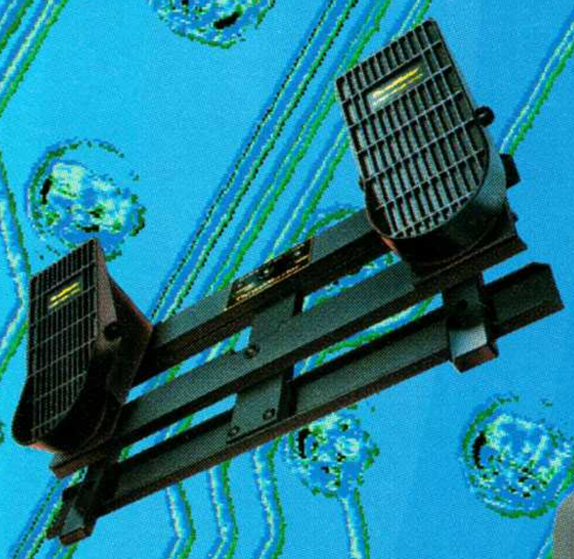
DREAM IT

LIVE IT

FORMULA T1™ Steering Wheel and Shifter Console - Floor Mounted Gas and Brake Pedals (not pictured)

FLIGHT CONTROL SYSTEM (FCS™) Multiple Function Joystick

RUDDER CONTROL SYSTEM (RCS®) Authentic Rudder Action



WEAPONS CONTROL SYSTEM (WCS™) User Programmable Throttle

PRO FLIGHT CONTROL SYSTEM (PFCS®) High Resistance and Precision Control Joystick

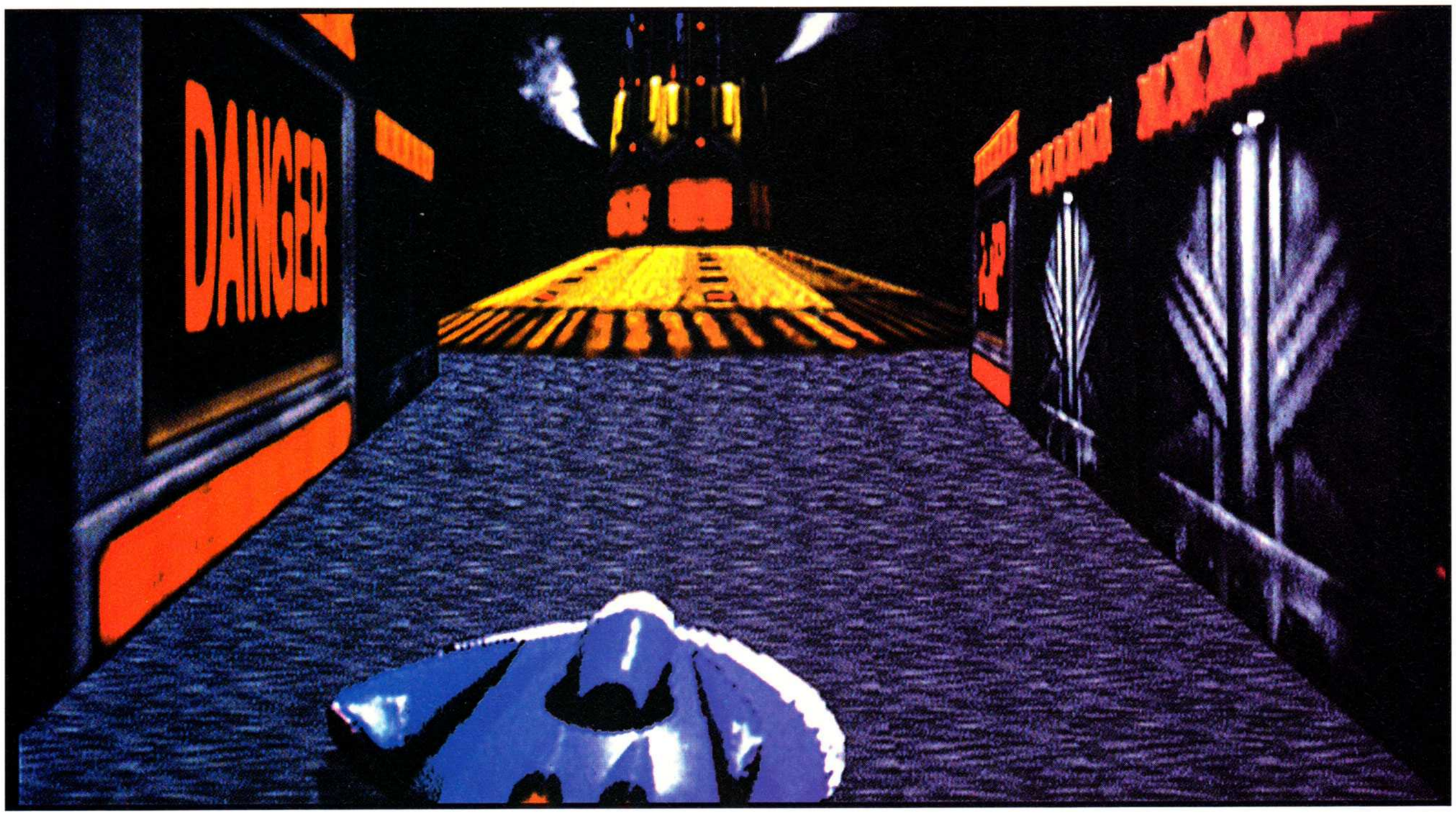
ACM™ GAME CARD Quad Port Game Card

THRUSTMASTER®

THE REALITY SPECIALISTS

FOR INTERACTIVE CONTROLS ON MACINTOSH™, IBM® AND COMPATIBLE PCs

ThrustMaster Inc, 10150 S.W. Nimbus Avenue Portland, OR. 97223-4337 PHONE (503)639-3200 FAX (503)620-8094



PATAANK

PaTaank: Sound and Fury Signifying Nothing

Sometimes a great notion appears in the mind of a game visionary. The idea is declared a "no-brainer" and sent into development, whereupon designers, programmers, artists, and musicians are caught up in the frenzy, determined to make this software watershed surpass anything else in its genre.

Unfortunately, sometimes the concept runs away with the developers. Such would seem to be the case with PF. Magic's **PaTaank** (pronounced "Puh-tonk," which is intended to re-create the sound of the pinball/puck when it strikes a wall after careening off a bumper).

The idea must have sounded irresistible: create a first-person POV pinball game that pushes the 32-Bit 3DO's envelope with manic 3-D graphics, intense play, eye-popping video, stereo music, and state- of-the-art sound effects.

But reality must rear its ugly head at some point, and that point arrived very early in the development of **PaTaank**.

The notion of the user becoming a virtual pinball has always been a compelling notion [see sidebar] to game designers, but once the creators get down to the nuts and bolts, the project begins to assume the proportions of creating a perpetual motion machine.

TECH SPECS

PUBLISHER:	**PF. Magic**
DESIGNER:	**Joel Dubiner**
SYSTEM:	**3DO**
THEME:	**Pinball Simulation**
HD SPACE:	**N/A**
PLAYERS:	**1-4**
LEVELS:	**3**

PaTaank is comprised of three levels which can be played separately, or in sequence in the challenging Meta-Game Mode. The Surf Room has the player hitting wall targets, shark targets, and special stations to light up the letters in SURF'S UP and then ride the giant wave into the tunnel.

The Carnival o' Luv sequence requires hitting the appropriate wall target, called "tickets" in this scenario, in order to activate the Kissing Booth, Compatibility Meter, Fortune Teller, and Tunnel of Luv. These stations allow the player to eventually breach the Tunnel of Luv and depart the level. The Disaster Room level requires players to hit the wall bumpers under the Torcano [sic] and Demolition stations and reposition the ramp in order to demolish the Central Core.

The program opens with the appearance of a Main Menu Selection for players, options, and help. The player select allows anywhere from one to four gamers to compete (in turns, thank heaven). The option choices include difficulty level (easy or hard), music on/off, and play field selection. The help feature examines the controls, the field objectives, and discusses the fearsome Meta-Game.

The controls, overall, are quite simple.

The left and right arrows rotate the puck (which inexplicably stands in for an actual pinball) left and right. The A button activates magnetos, blue pads on the floor of the playfield which grab the puck, hold it in place, and recharge the thrusters. The B button thrusts the puck forward, and

the C button cycles the lane and target lights. The upper left and right buttons serve a nudging capacity, but too many nudges can cause the game to—gasp!—tilt.

The graphics are almost inexplicable; a mutated hybrid of *Blade Runner* and *Plan 9 From Outer Space*. While the playfields embrace eye-popping colors, the huge target screens run black-and-white FMV. Most of the video images contain frequently incomprehensible images (our reviewer may have played the game too long, but isn't that Lee Harvey Oswald in the Carnival o' Luv?). It's like being in an avant-garde cinematic nightmare, with the player's puck bouncing almost uncontrollably into a bizarre cross-section of some madman's consciousness.

When the puck leaves the cacophony of colors, it enters a bland gray tunnel, which, while confusing, is refreshing.

All of this would have been far more intriguing if the audio and graphics were closer to the developers' vision. The audio and sound effects are adequate, but show off neither PF. Magic's top rank talent pool nor the capabilities of the 3DO. The insults and "advice" the player hears when going down the drain come far too late, and go down rather badly given the game's poor play control.

Novice gamers can jump right in because no real pinball skill is required. As gamers become oriented to **PaTaank**, they can tackle skill shots, which allow players to earn specials, jackpots, and more challenges.

Where **PaTaank** really rolls into the gutter (pinball-wise) is in its terribly flawed game play. First off, this is *not* first-person POV pinball. Instead, the player travels slightly above and behind the puck—in **Pole Position**-style—while it performs a wild and nearly uncontrollable spindizzy on an overly-crowded playfield. This perspective simply makes it too difficult to determine not only where the puck is, but also where it *should* be. The angled top-down perspective that is used when the puck enters the Carnival o' Luv target lanes is less disorienting and much more effective.

The game would have been greatly improved by offering a simpler playfield—the fewer objects the player bounces off, the less disoriented he is likely to become. The game moves so fast at times that the visual priorities get screwed up, causing the puck to wind up superimposed against a wall (though PF. Magic promises the graphics in the final release will be cleaned up).

Finally, it is a simple fact that for a game like this to work, the player *must* have some access to an overview of the entire field. Imagine, for a moment, what it would be like to *be* a pinball. Even given limited control over your movement, you would be redirected so frequently, that you could never become sufficiently oriented to accomplish anything.

In fact, finding the Fortune Telling area within the Carnival o' Luv, for example, is mainly a matter of hit and miss. But, if an overview was provided, then the puck could be guided easier.

Fans of pinball games will undoubtedly be drawn to this product, and PF. Magic deserves a pat on the back for being ambitious enough to attempt it. Nonetheless, it captures neither the fun and challenge of pinball nor the visceral kick of a virtual thrill ride. **D+** *(Laurie Yates)*

FIRST PERSON PINBALL

While **PaTaank** is the first 32-Bit faux first-person perspective pinball simulation, this is not the first application of this concept.

In the mid-'80s, **1st Person Pinball** debuted, designed by Subway Software and programmed by Tynesoft Computer Software, which then published it in Britain. While gray market copies filtered over, it wasn't officially brought to the U.S. until 1992 by Villa Crespo, which renamed the product **3-D Pinball**, and released the PC version as part of its Coffee Break series.

3-D Pinball permits up to four players, alternating turns, and allows players to toggle between the **PaTaank**: POV—slightly above and behind the ball—to either a standard, topdown view, or a combination display offering both perspectives.

The game speed ranges from fast to a very fast almost frantic speed, and has four different levels of ball acceleration.

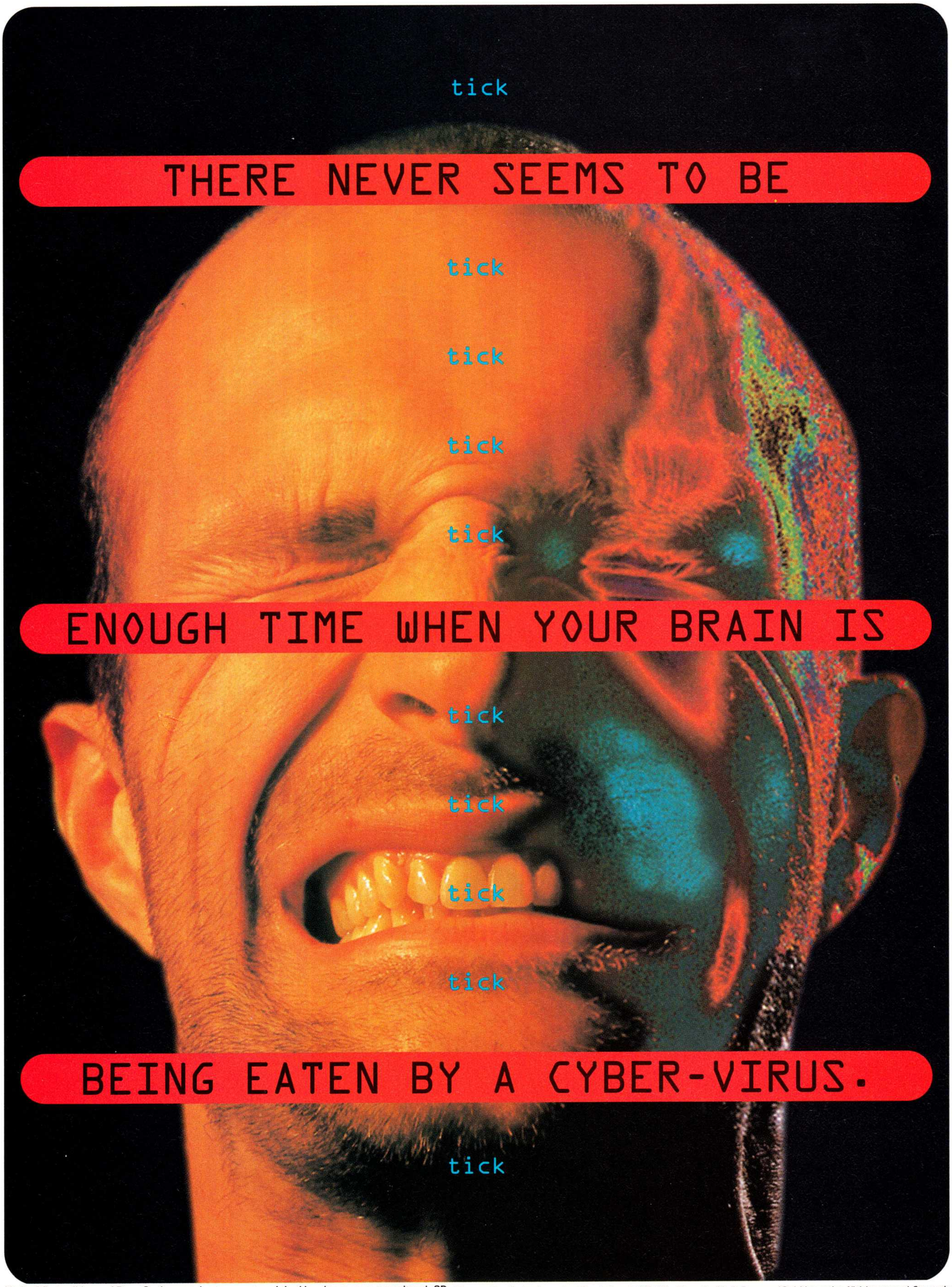
The split-viewing opportunities, give the player a much more solid idea of not only where the ball is but where it needs to go.

While the graphics and sound are not state-of-the-art, the game play is fun, and that's what counts.

Of course, what both the primitive **3-D Pinball** and the more visually arresting **PaTaank** seem to establish is that pinball is a game best viewed from above. The limited perspective offered by the pseudo first-person view keeps the player from seeing the forest for the trees—or, in this case, the bumpers.

It may well be that pinball machines were one of those places where gamers were simply not intended to go.

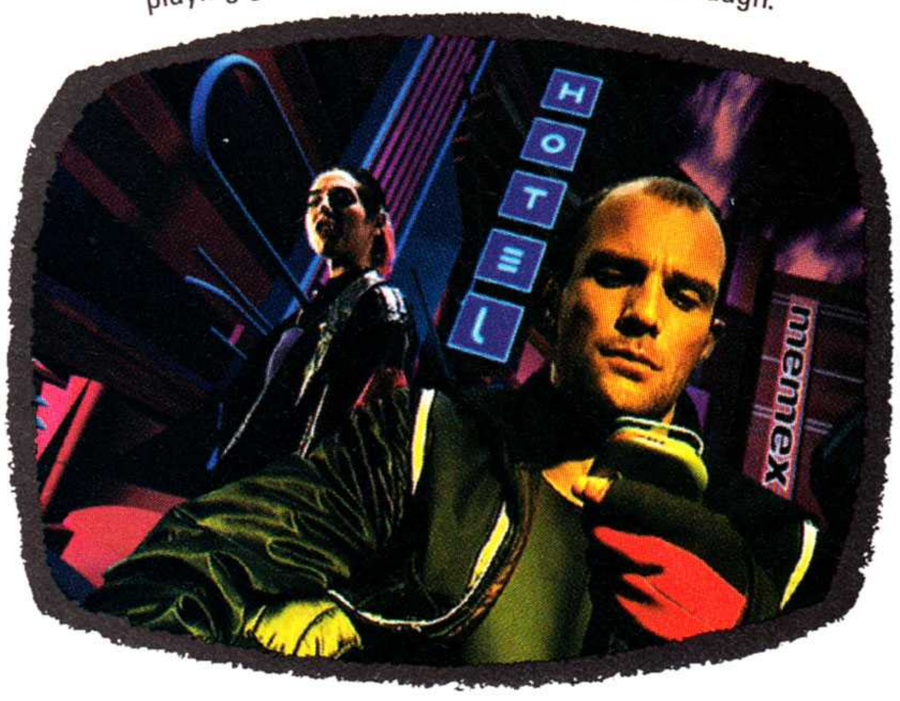
They're much more fun on the outside looking in than vice versa.

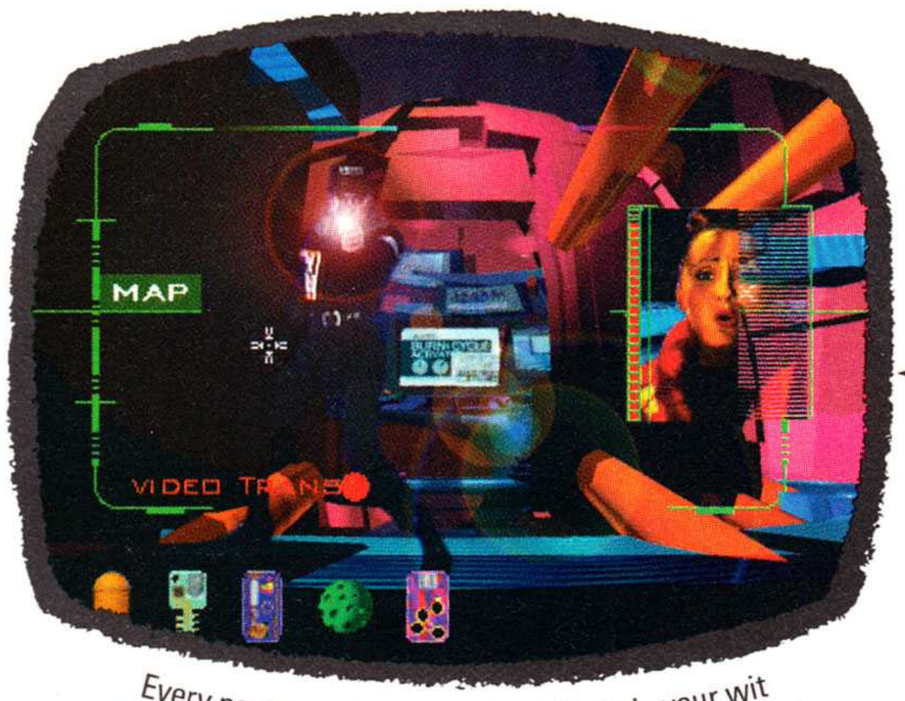


Limited first editions of Burn:Cycle contain a separate original hardcore rave soundtrack CD. *Suggested retail price. International Tennis Open ©1992 Philips Interactive Media France and Pathé Interactive. All rights reserved. Compton's Interactive Encyclopedia ©1992 Compton's New Media, Inc. All rights reserved. ©1994 Philips Media. All rights reserved. Both the copywriter and the art director of this ad would like to say hi to their respective moms. They'd also love to get CD-i players for Christmas.

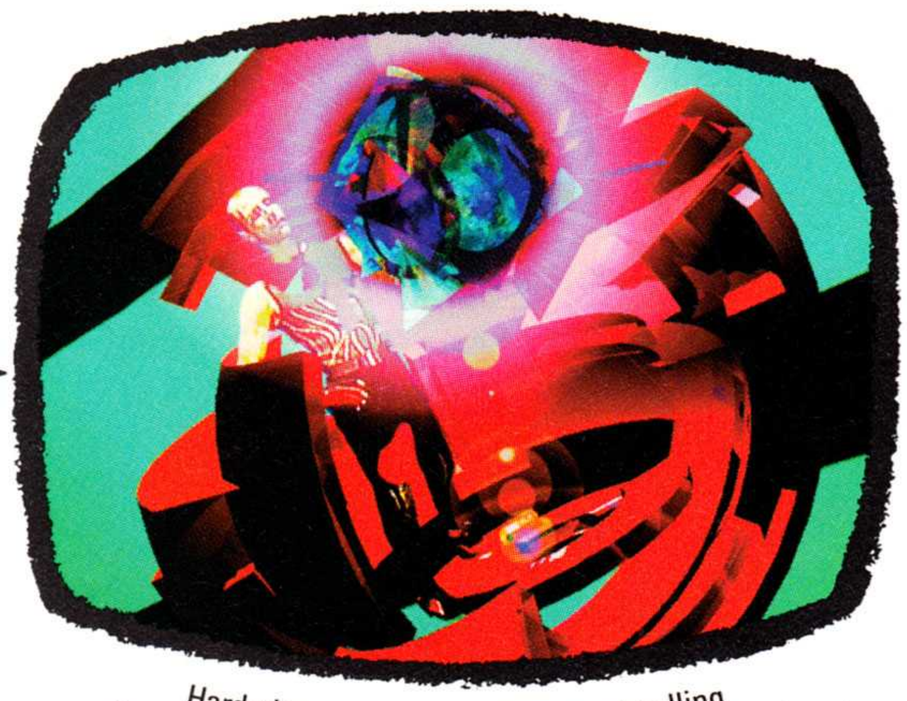
CD-i

Prepare for total immersion. Burn:Cycle fuses a cyberpunk action-adventure movie with a frenetically paced role-playing game. Sound easy? Don't make us laugh.





Every nanosecond counts. Burn:Cycle is your wit and marksmanship meeting all the physical and mental challenges we throw your way. Be fast. He who hesitates is toast.



Hardwire your neurons. Critics are calling Burn:Cycle "a totally synthesized, fully transcendental, bio-controlled, electronic rush." Man, what an understatement.

Click forward to the year 2063 tick **where you've become a jaded** tick **nihilistic data thief named Sol Cutter** tick **with a neural implant jack in your neck** tick **and one day while downloading corporate secrets** tick **into the software inside your skull** tick **you also contract a nasty little** tick **computer virus called Burn:Cycle** tick **which is basically gonna corrode your brain** tick **like battery acid in two hours unless you can** tick **outwit and outshoot relentless enemy agents** tick **find Doc the only guy who may know how to save you** tick **then make peace with your personal demons** tick **and somehow God help you** tick **locate the party responsible** tick **in this cold harsh neon-lit world** tick **before you bite the oh what a bummer** tick **your time's up**

Magnavox 450 CD-i player now $299.99,* includes 2 free titles.

PHILIPS MEDIA

PSYCHOTRON

Enter the unforgiving world of international espionage

The Psychotron, an MPC "interactive video movie" title from The Multimedia Store offers a tantalizing premise for would-be gumshoes with an eye for espionage. The once-great Soviet Empire has been reduced to a cash-starved Russia surrounded by a handful of mewling independent states. Hoping to raise some additional funds and curry the favor of Washington, Russia secretly agrees to sell some advanced technology to the United States.

TECH SPECS

PUBLISHER:	Merit Software
DESIGNER:	The Multimedia Store
SYSTEM:	MPC-2 CD-ROM
THEME:	Mystery-Investigation
HD SPACE:	8 MB
PLAYERS:	1
LEVELS:	N/A

The Russians have a Psychotronic Generator, which enables the operator to psychically influence the behavior of hundreds of thousands by remote control. Apparently the Russians have been working on the technology for 50 years and are decades ahead of similar experimental technology in the United States. Just how such a potentially dangerous "psycho-gap" remained unnoticed by paranoid Cold War security agencies in the U.S. is not revealed.

Naturally, the U.S. is interested and the CIA ponies up $60 million in black-budget money for the handy gadget with the President's direct approval. (Why the Russians don't simply use the device themselves to compel Washington officials to just give Russia the money—and a big shiny key to Fort Knox for that matter—is also left to player's imagination.) On the way to delivering the device to CIA headquarters, the plane carrying the Psychotron crashes mysteriously in the Virginia countryside. This is where the player enters. The job is to investigate, to retrieve the missing Psychotron, and to discover who was behind the botched delivery.

After getting the background and mission orders from the Director of the CIA, the player enters the first of the seven scenes that comprise the game play. There are two modes of interacting with the game: searching rooms and interviewing suspects and sources. The interview portions of the game are the much more compelling of the two. Each scene comprises several locations and one or more interviews.

As the player enters each new location he or she is treated to a rendered motion video "pan" of the new location. Searching the rooms involves moving the mouse over various objects until a question mark icon appears. Only items relevant to the story make the question mark appear.

Unfortunately, there are only two or three "hot spots" in each location, so game play is pretty limited. There are no puzzles to solve in investigating the items, just pointing, clicking and fact gathering. Click on an answering machine and hear a message, click on a file cabinet and read a document, and so on...

For interviews, the player can generally select by clicking one or more characters. Using menu selections, the player must then choose the appropriate questions to get the dialogue to flow in a useful direction. The execution is pretty straightforward if a bit pedantic.

The longest and most engaging interview involves a poker match with three mobsters. The player must weave in a useful line of questioning while playing a game of poker. The way the player plays out his poker hand influences the dialogue. Play *too* well and the p-c might get the wrong kind of answer from the business end of a handgun.

There is also an interesting multiplayer mode which lets players take turns navigating each scene. The player with the highest score at the end gets to finish the endgame sequence. The multiplayer mode, combined with ease of use, may make the title appealing to newcomers to the hobby.

If motion video is what the player's after, **The Psychotron** offers up quite a bit of it. The title includes just over an hour of video including the rendered animation. The developers used professional actors and, while more caricatures than characters, they add to the production. A ReelMagic version of the title offers 30-frame-per-second, "TV-quality" video sequences. The ReelMagic version requires a ReelMagic MPEG video board. The video of the ReelMagic version stands head and shoulders above the herky-jerky Video for Windows of the standard version, even on a 486-33.

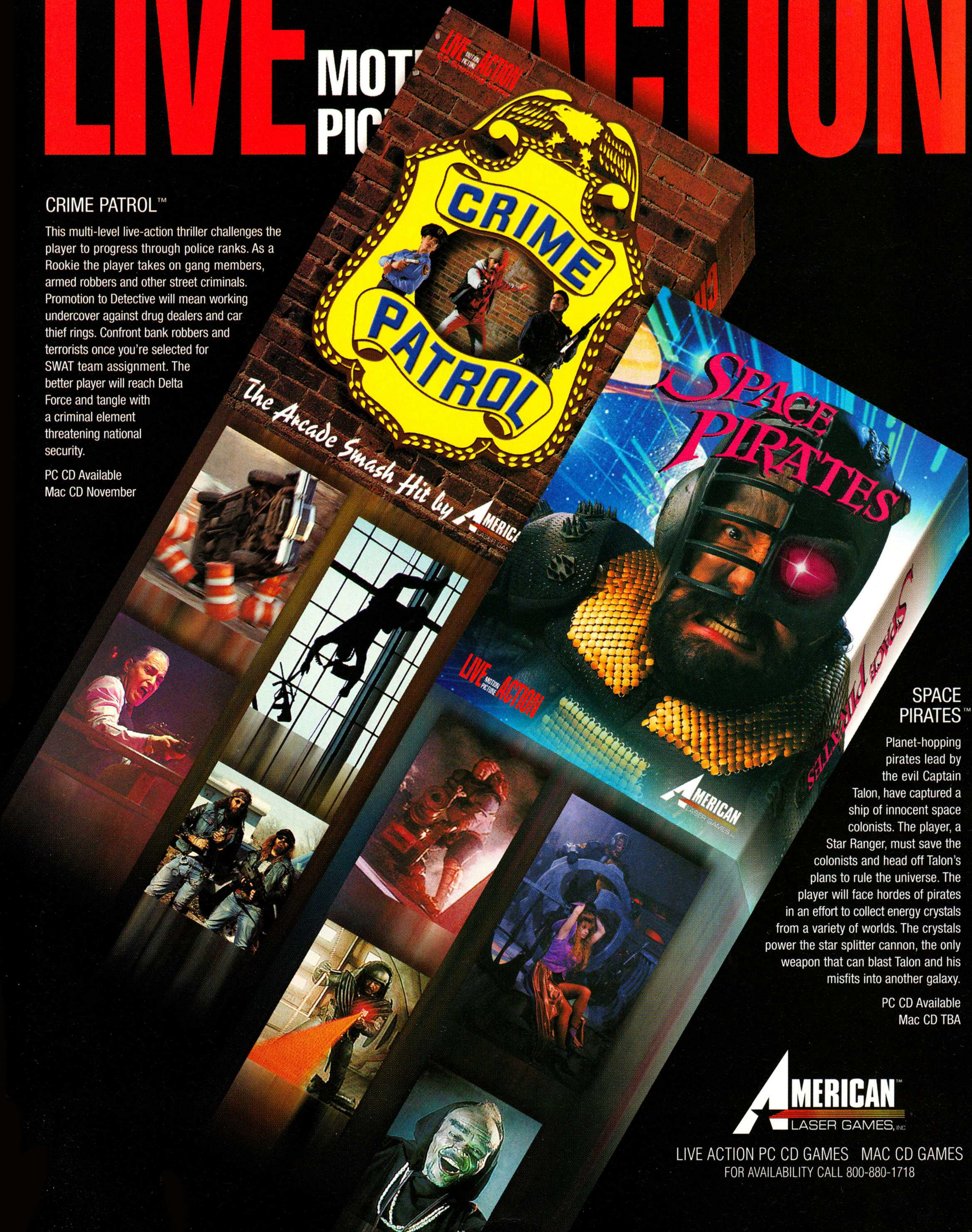
But while the ReelMagic version offers a much better gaming experience than the standard version, **The Psychotron** ultimately fails to really satisfy in either incarnation. Its major shortcoming is depth of play. The title can be finished in an afternoon ... a short afternoon.

It also commits a fatal game design faux pas by letting players proceed to the end of the game without critical evidence. The result? The player must start over. Period. It seems like somewhere between a compelling premise and the finished game, someone forgot about the player.

(David Gerding)

LIVE ACTION

MOTION PICTURE



CRIME PATROL™

This multi-level live-action thriller challenges the player to progress through police ranks. As a Rookie the player takes on gang members, armed robbers and other street criminals. Promotion to Detective will mean working undercover against drug dealers and car thief rings. Confront bank robbers and terrorists once you're selected for SWAT team assignment. The better player will reach Delta Force and tangle with a criminal element threatening national security.

PC CD Available
Mac CD November

SPACE PIRATES™

Planet-hopping pirates lead by the evil Captain Talon, have captured a ship of innocent space colonists. The player, a Star Ranger, must save the colonists and head off Talon's plans to rule the universe. The player will face hordes of pirates in an effort to collect energy crystals from a variety of worlds. The crystals power the star splitter cannon, the only weapon that can blast Talon and his misfits into another galaxy.

PC CD Available
Mac CD TBA

AMERICAN™ LASER GAMES, INC

LIVE ACTION PC CD GAMES MAC CD GAMES
FOR AVAILABILITY CALL 800-880-1718

Android Assault

It's 2192 A.D. and We're Still Side-Scrolling

As each day goes by, Sega CD owners must be getting more frustrated and angry. They were sold a system that promised state-of-the-art video game entertainment and has delivered, at best, clever illusions such as **Tomcat Alley** and **Prize Fighter**.

Now, with Sega's developmental emphasis moving toward the 32X (which, admittedly, will upgrade Sega CD performance), the Sega CD seems even more likely to become the red-headed stepchild at SoA.

Android Assault is yet another example of a game being released, seemingly, so that a title could be slotted into the catalogues under "Sega CD." It's a totally generic yawner that could certainly have been produced just as easily in cartridge format—but probably never would be.

The game starts off on the wrong foot with a backstory that is virtually indistinguishable from a thousand other sci-fi run-and-gun games. The year is 2192 and an armada of evil aliens (called the "Zias" in the sell sheet and the "Xias" in the documentation) have crushed feeble Earth's defenses. (A note here: if video games teach us nothing else, it is that this planet is militarily unprepared for a confrontation with a massive alien armada.) "Desperate and defeated, The United Nations of Earth has no choice but to counter-attack with its own living, fighting machine, Bari-Arm," the sell sheet sings. Isn't it interesting how often the entirety of Earth's military might is swatted into oblivion like a pesky mosquito, yet that same force which so easily slagged us can then be taken on in a legitimate fight by a single ship? This begs the question: shouldn't that single ship have been defending us in the *first* place?

Philosophical musing aside, this is a totally ordinary scrolling shooter, circa 1991. The majority of the action takes place from a side-scrolling point of view, but there are vertical-scrolls as well during special sequences.

The gimmick here—that is to say, the only element that distinguishes this from several hundred other sci-fi shooters—is that the player starts out guiding a fairly non-descript winged fighter. However, while some power-ups simply add special offensive and/or defensive capabilities for brief periods of time, other bonus icons serve to mutate the aircraft fighter into a "high energy-combat cyborg," i.e., a humanoid mech.

The fighter/cyborg's name, for some unknown reason, is "Bari-Arm." Bari can be piloted through seven environment/levels with an impressive collection of offensive weapons, including Satellite Bombs (horizontally-launched, high-impact explosives), Chase Cannons (homing missiles), the Burning Wave (pulse fire), and the Thundercracker (fireballs).

Power-ups include power-up canisters and transformer modules (which morph Bari from vehicle to cyborg).

The seven battle stages include Ganymede, a fairly straightforward horizontal shooter; Gravity Pagoda with its tunnels and vertical towers (where objects must be avoided); Zeus Fleet, in which Bari-Arm must attack and enter the alien mothership; Olympus, a Xias colony raid; and Moon Base, in which the craft maneuvers through asteroids to take out the Xias Lunar Fortress.

Certainly, there is nothing wrong with this type of game; the success of **Raiden** in the arcades proves that. But to paraphrase a political wit: I know **Raiden**. I've played **Raiden**. And **Android Assault**, you're *no* **Raiden**.

The graphics have a fat, clunky look, and while the vertical towers on Stage Two are an interesting diversion, the game has a boring quality than no amount of power-ups and transformation icons can compensate. The CD-quality theme music is nothing special, either.

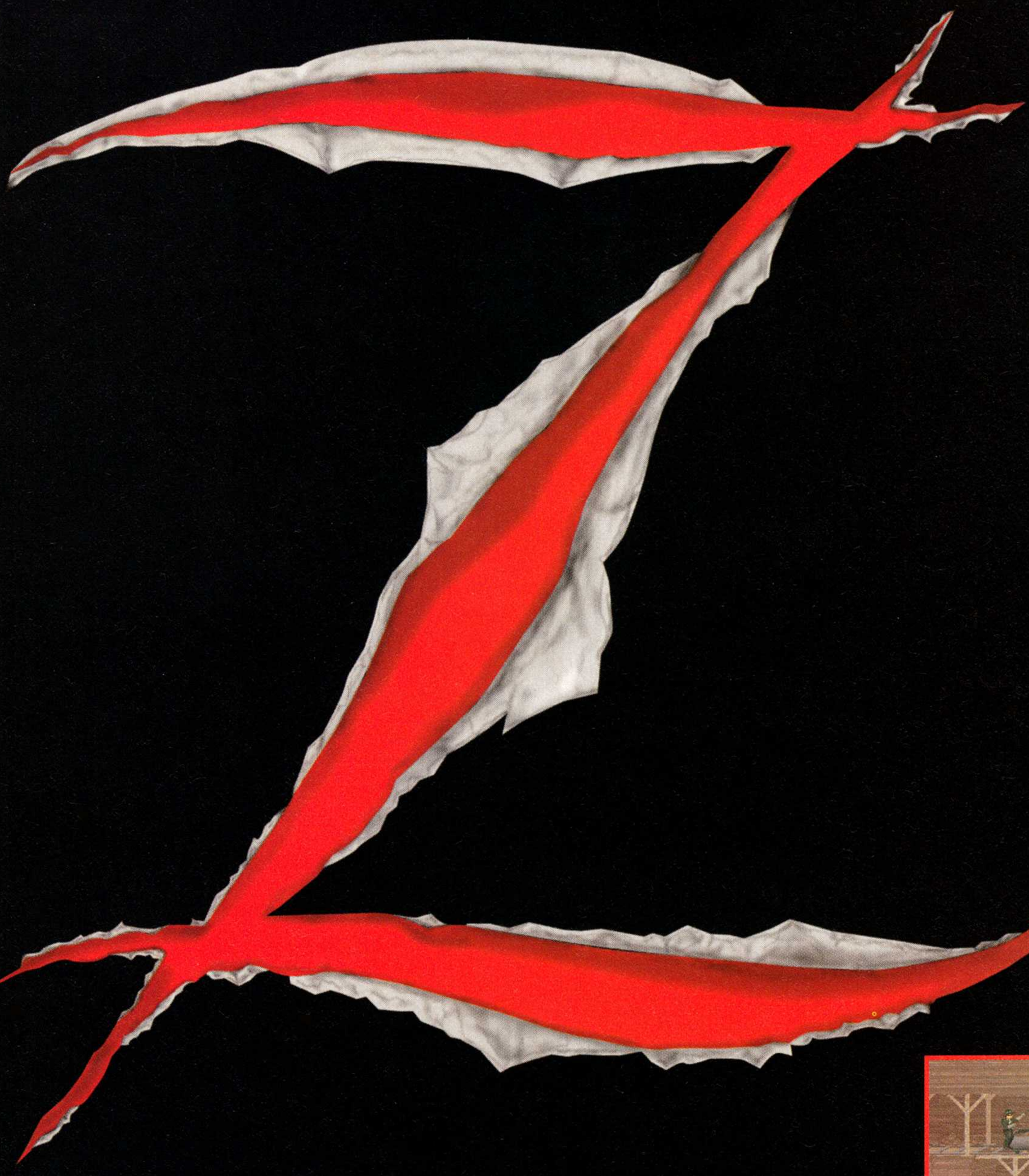
But beyond the game's look and sound, **Android Assault** simply doesn't possess the *magic* that elevates some games in this genre, such as the aforementioned **Raiden**, Sega's own Genesis cartridge **Truxton**, and the popular coin-op **R-Type** (which NEC brought to the TurboGrafx-16 system). There was some indefinable, frustratingly elusive quality those games possessed which made the process of manipulating a scrolling aircraft—whether up-and-down or left-and-right is of little consequence—while firing at enemies, fun.

The fun factor, unfortunately, is MIA in **Android Assault**. The bogus sci-fi backstory, the nonsensical transformation, the thick-looking graphics, the mediocre play-action, and the overall presentation of this game scream "generic." **D+** *(Bill Kunkel)*

TECH SPECS

PUBLISHER: Sega
DESIGNER: Human Entertainment
SYSTEM: Sega-CD
THEME: Sci-Fi Shooter
HD SPACE: N/A
PLAYERS: 1
LEVELS: 7

Gold. Greed. Gallantry.



Zorro™

The gold is gone. Greed runs rampant. Gallantry will prevail. The legend of Zorro lives on in a whip and blade adventure of swashbuckling proportions.
Featuring full-motion video.
Available on IBM CD-ROM.

Capstone™
THE PINNACLE OF ENTERTAINMENT SOFTWARE

To order call: (305) 373-7700 • (800) 468-7226 • BBS (305) 374-6872

Software Creations BBS (508) 365-2359, 2400 Baud • (508) 368-7139, U.S. Robotics • (508) 365-9352, 14.4-28.8K

Zorro™ and ©1994 Zorro Productions, Inc. Licensed by The Imagination Factory. Capstone is a trademark of IntraCorp, Inc.

BUZZ ALDRIN'S RACE INTO SPACE

It's More Than Pow! Zoom! Right to the Moon!

Twenty-five years after Neil Armstrong and Buzz Aldrin became the first Earthmen to walk on the moon, nostalgia for that glorious achievement has sparked

a rebirth of interest in the history and future of humanity's effort to explore the high frontier. Fritz Bronner, designer, director, and co-producer of **Buzz Aldrin**, has magnificently captured the sweep and scope of the U. S.-Soviet competition to plant their flags on the lunar surface.

Bronner based the electronic game on his 1989 **Liftoff!**, a board game published by Task Force Games. He steers clear of the trap of making this edition like the original, however, so **Buzz Aldrin** takes full advantage of the computer's data-crunching and presentation capabilities.

TECH SPECS

PUBLISHER:	**Interplay**
DESIGNER:	**Fritz Bonner**
SYSTEM:	**MS-DOS CD-ROM**
THEME:	**Strategy**
HD SPACE:	**4**
PLAYERS:	**1-2**
LEVELS:	**N/A**

Self-deprecating remarks in the documentation about simplifications made in the simulation may strike some users as laughably unnecessary modesty. This is a tremendously challenging game, crammed with the kind of realistic detail that makes sim strategy lovers go wild with joy.

It will never be a quick-look at experience, and anyone who embarks on a campaign to launch a successful moon mission should understand that this is not an hour's light entertainment. **Buzz Aldrin** rewards those willing to invest the time, not to mention the brain power needed to make so many long- and short-range plans, with a singular gaming experience. There is nothing remotely like this one. Unlike some games, the save feature isn't included just for window-dressing. A full **Buzz Aldrin** campaign is likely to take 100-plus hours.

One or two humans may participate in the space race. A solitary gamer can take command of either space program against a computer foe, or two flesh-and-blood opponents can play face-to-face or via modem. There are three scenarios, one of which replicates the historic situation.

The simulation begins with the player's appointment to head the space program. The director must spend megabucks for research and development, hardware construction, and astronaut recruiting. Other tasks involve scheduling missions, making all necessary preparations, and firing the birds into the air. The point-and-click operation of the Main Display Screen makes switching from one activity to another painlessly quick.

There's tremendous depth in every phase of this simulation, but the menus and on-screen buttons are sensibly arrayed on the screen. **Buzz Aldrin** is monumentally complicated, but it is seldom confusing or frustrating.

Washington D.C. watchdogs keep tabs on the space program. The ongoing presidential evaluation process flags areas of excellence as well as those suffering from substandard performance.

This design shows how far strategy simulations have come in the last couple of years. A product of this type, assuming it could've been done at all, would have made do with perfunctory sound and rudimentary graphics as recently at 1992.

The development team didn't go in for half-measures. This title packs tremendous audiovisual punch without sacrificing content or playability.

The artwork and the digitized renderings of rockets, capsules, payloads, and other hardware are strictly first class. Cycling through the equipment choices, using mouse or keyboard control, is like watching a pageant of outer-space history.

Even better than the visuals, if that's possible, is the sound. Brian Langsbard and Michael M. McNerny composed the musical score. Their combined efforts have produced musical accompaniment that is both stirring and perfectly appropriate to the on-screen situations.

Even diehard documentation haters should consider making an exception in this case. The instruction manual explains each scene and play-option succinctly but thoroughly. A quick reading could cut hours out of the learning curve for what is already a tough program.

Those people who cannot bear the thought of all that time-consuming reading can plow right in, thanks to the Help Box. Function keys explain each screen, summarize command keys, and space mission abbreviations.

Optional, in terms of the game, is a 123-page book by Fritz Bonner and Robert Reeves. *Conquest of Space!* gives all the background anyone could desire, liberally illustrated with photographs.

Buzz Aldrin's Race into Space, though not for everyone, is a must for lovers of uncompromising simulations. It is a rare mix of fun and learning. **A** *(Arnie Katz)*

"A Graphically Stunning First Person Shooting Game."
STRATEGY PLUS

FINALLY A COMPUTER GAME WITH SOME TEETH

The Fortress of Dr. Radiaki is a thrilling adventure, mixing carnage with a biting sense of humor.

You will confront scores of different adversaries including sword wielding samurai, stealthy ninja warriors, robots with toasters for heads, mutated alligators and many more.

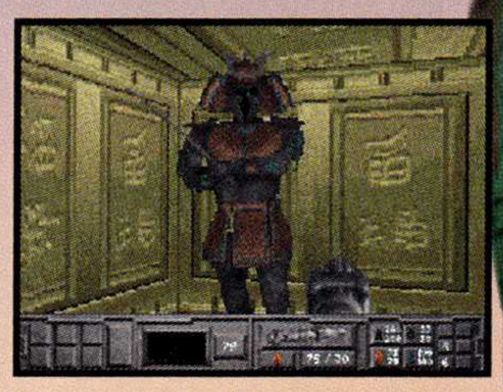
You must use all your wits to find your way through the cavernous fortress and defeat the Machiavellian designs of the horribly deformed Dr. Radiaki.

The Fortress of Dr. Radiaki is a landmark in computer games. You are free to move in any direction and blast anything that tries to do the same in this virtual reality, 3-D world.

Backgrounds are rendered on the fly and unbelievably detailed characters move smoothly through the labyrinth.

Enter at your own risk... you may never be the same again!

THE FORTRESS OF DR. RADIAKI™



PUBLISHED BY :

Merit Software™

FUTURE VISION™

DEVELOPED BY :

MAELSTROM™ SOFTWARE

Actual screens may vary. For more information, please call Merit Software 1-800-238-4277. © Merit Software. © 1994 Future Vision and The Fortress of Dr. Radiaki are registered trademarks of Future Visionary, Inc. All Rights Reserved. All other names or trademarks are the property of their respective owners.

BATTLE ISLE 2200

Sci-Fi Strategy & Tactics in Easy-to-Swallow Form

Battle Isle 2200 is an epic, sci-fi battle simulation with more detail than most movies, an incredible array of war machines, several layers of interface, and an amazingly deep strategic underpinning.

Okay, we realize that we have probably just lost about half our readers—the gamers who, like this reviewer, generally prefer the plug-and-play type of electronic

gaming experience. We hate to read documentation, and instinctively mistrust any game that doesn't have a gunsight.

But don't be so quick to judge this particular electronic game. Believe it or not, computers have finally reached the point where it has actually become possible to play a game such as **Battle Isle 2200** with relative ease.

Imagine a **Battletech**-type game without real-time arcade action; instead, the player is cast as the Master Strategist of the Drullian Defense Council (DDC), overseeing a compelling variety of war machines and ground units.

True, **Battle Isle 2200** is a thinking player's game, rather than a twitch

TECH SPECS	
PUBLISHER:	Accolade
DESIGNER:	Blue Byte
SYSTEM:	PC-CD
THEME:	SF Strategy
HD SPACE:	4 MB
PLAYERS:	1
LEVELS:	20

contest, but the play is so user-friendly, and the interface so slick, that even novice tacticians will be able to get the idea after a half hour or so of play. Once the user becomes familiar with the menu-driven operations, they may find themselves spending less time playing **Doom**.

Unfortunately, the game itself is buried under mountains of data, which many gamers will assume must be relentlessly read and assimilated before actually getting down to action.

Forget it. Scan the docs to get a sense of what's happening, but the directions actually *seem* far more complicated than they really are. And once the game enthusiast has penetrated **Battle Isle**'s thin outer shell, they will discover many hours of satisfying and compelling play waiting underneath it.

The player issues orders in this mouse-driven contest from their ROOM military command center, whose blue-colored forces take on the red "evil robot zealots" who are intent on invading and occupying the subject planet of Chromos.

In addition to the straightforward campaign scenarios (20 are included), subtle nuances shade the action: renegade forces are also advancing on Chromos, the DDC is mired in internecine political struggles, and the dynamics of the planet Chromos itself (volcanic activity, bodies of water, etc.) are constantly in flux.

Most of the game is played from the realistically-rendered overhead tactical map. These are not flat, iconic renderings, but textured visuals with real depth and dimension. Clicking on any unit or installation—friend or enemy—produces an extremely cool pop-up menu with complete visual and text data on that item. Units can be repositioned and manipulated through a mouse movement system that is simplicity itself.

Once a battle begins, however, the game plays its visual trump card—all battles are fully animated, with the player provided with a behind-the-troops POV. The polygon graphics utilized for these striking scenes may not be quite state of the art, but they are damned impressive nonetheless.

The inventory of weapons is spectacular, with everything from Light Battle Robots to Rocket Tanks. Most of the weapons and vehicles are actually recognizable as variations or even clones of real-world machines. Action takes place on a variety of terrains, so in addition to recon buggies, transport trains, and assault tanks, there are submarines, ships, and combat aircraft.

Computer war games have always had a problem with accessibility; hex-grid battlegrounds, oblique interfaces, and dense plotting kept the field insular, with only the hardcore wargamers privy to the action. The only newcomers seemed to appear from among the ranks of non-electronic wargamers.

Battle Isle 2200, however, opens up this fascinating genre to all interested gamers. The pop-up help features (a commanding officer appears periodically in a window to update and help out the gamer), the transparent interface, and the intriguing plot background will attract gamers who would have been intimidated by such contests in the past.

The game can even be played over a network by as many as five players, communicating through either LANs or by e-mail via BBS.

Battle Isle represents a nascent genre: the mass-market, strategic wargame. Perhaps, at long last, this category can come into its own. Whatever the case, here is an irresistible opportunity for those players who have stared into the store window at wargames for years, tantalized by the conceptual possibilities, but intimidated by the extremely stylized and complicated structure of the content.

The only thing that should be here and isn't is a demo mode; in fact, Accolade could have disposed of much of its text by simply allowing players to watch the computer go head-to-head (CPU-to-CPU?) with itself on each of the 20 campaign scenarios.

Developer Blue Sky deserves a pat on the back for its fine work, and Accolade deserves eponymous praise for having the grit to publish it. Try it, even if it isn't your ordinary fare. **A** *(Bill Kunkel)*

WARNING
Contains Mature Subject Matter

VOYEUR™

DON'T GET CAUGHT!

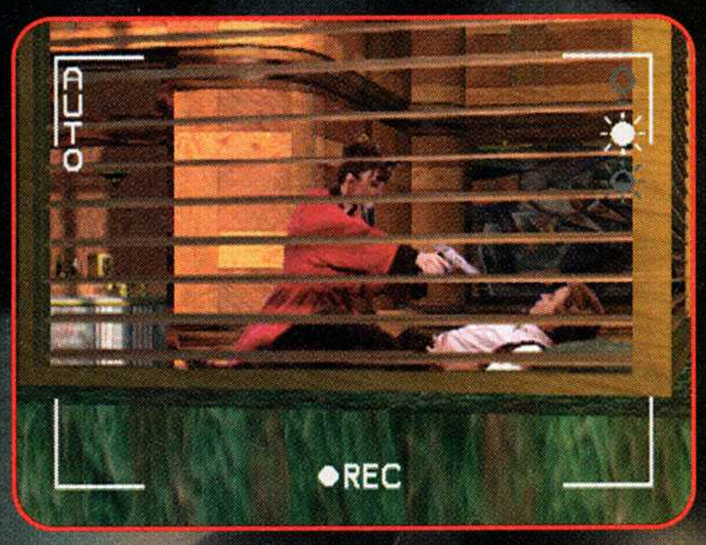
YOU'LL GET AN EYE-FULL OF EROTIC EXCITEMENT AS YOU PEER INTO YOUR NEIGHBORS' SORDID LIVES IN THE INTERACTIVE AND WICKEDLY SENSUAL WHODUNNIT, *VOYEUR*. POLITICAL BLACKMAIL...MURDER...SEDUCTIVE INTRIGUE... YOU'LL SEE IT ALL. BUT WILL YOU ONLY WATCH—HIDDEN LIKE A TRUE VOYEUR—OR WILL YOU STEP INTO THE DRAMA TO VIDEOTAPE THE ACTION AND RECORD THE EVIDENCE?

THIS PHILLIPS CD-I HIT IS NOW AVAILABLE ON CD-ROM FOR IBM COMPUTERS AND IS COMING SOON FOR THE MACINTOSH. *VOYEUR* HAS THE CRITICS RAVING:

"VOYEUR IS A SENSUAL THRILLER THAT REALLY PUTS YOU INTO THE GAME." — ELECTRONIC GAMING MONTHLY

"VOYEUR IS A MARVELOUS CREATIVE ACCOMPLISHMENT." — COMPUTER GAME REVIEW

"THIS GAME BRINGS OUT THE VOYEUR IN ALL OF US...AND TRULY SHOWS HOW MUCH FUN A MURDER-MYSTERY/INTERACTIVE MOVIE CAN BE. HIGHLY RECOMMENDED."
— COMPUTER PLAYER



IBM screenshots shown

PHILIPS INTERACTIVE MEDIA

Interplay™

CD-ROM
CINEMATIC MULTIMEDIA

For more information, call 1-800-969-GAME. Or see your local retailer.

IBM CD-ROM Conversion
©1994 Interplay Productions.
All rights reserved.
©1993 Philips Interactive Media, Inc.

STAR CRUSADER

Conquerors or benefactors? Choose and lead to victory

Star Crusader is more than just a space shoot-'em-up. There is a strong strategy element to the game.

The Gorene Empire, much like the British and Roman Empires on Earth, has committed its resources to expanding its influence throughout the universe. Teaching less-developed races its laws and values, the Gorenes hope to civilize and unify the other nations under their sovereignty. By allowing allies to share in their advanced technology, philosophy, and vast wealth, the Gorenes open new channels of commerce and exploration.

TECH SPECS

PUBLISHER:	Take 2 Interactive
DESIGNER:	F. J. Lennon
SYSTEM:	PC CD-ROM
THEME:	Action-Strategy
HD SPACE:	18 MB
PLAYERS:	1
LEVELS:	N/A

Many call the Gorenes conquerors, but the Gorenes believe themselves to be the liberators and educators of the universe. They view their military success as proof that it is their mission.

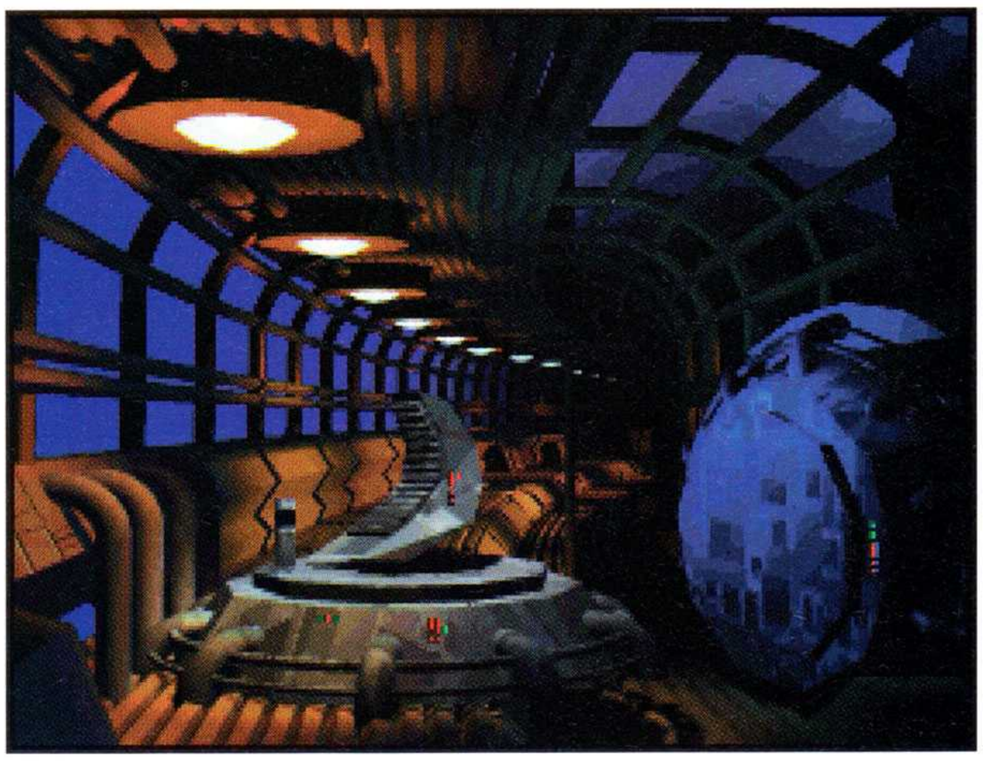
When space exploration uncovers new alien civilizations in distant regions of the universe, the Gorenes attempt to forge alliances with these civilizations to expand their empire. Often these races are unsophisticated and are in awe of the Gorene technology. Such races eagerly accept them as masters and liberators.

Other civilizations, however, accuse the Gorenes of trespassing and reject their influence. Though antagonistic races have fought battles to avoid Gorene domination, to date no one has been able to resist them, thanks to their advanced technology, weapons, and strategic prowess.

The Gorenes' latest campaign is the newly discovered Ascalon Rift. Led by prideful aliens that resist both threats and reason, a number of the indigenous races have vowed to drive the Gorenes out of their territory.

Star Crusader begins as the races of the Ascalon Rift join together in an uneasy alliance to fight off the Gorenes' presence in the region. The Gorenes, encountering some of the most troublesome defiance they've seen, are constructing an enormous base and battle station, Prajna-7, on the outskirts of the Ascalon Rift.

Closer to the alien territories, the Gorenes have already constructed three smaller bases, AR-1, AR-2, and AR-3, to command strategic operations. The Gorene forces on these bases have been given three months to drive all opposing alien forces back and force their surrender. As soon as Prajna-7 is completed and manned, the Gorenes will have more than enough power to maintain the region by force, but the completion of the battle station will take roughly six months. Until then, the outnumbered Gorene army is an underdog with limited resources, pilots, ships, and weapons. Thus, tactical leaders and warriors are needed to maintain the Gorene presence in the Ascalon Rift.



The player assumes the role of Roman Alexandria, wing leader of the highly celebrated Gorene Gold Squadron. Admiral Adleman Shylo, the commanding officer of the Ascalon Rift crusade, assigns Roman to AR-1, a military space station under the command of Sector Commander Dithmar Ferrand. From this point forward, Roman will play a pivotal role in galactic history.

There are over 100 missions to fly, plus an entire strategic sub-game to master.

Star Crusader's distinctive, detailed story is designed and written to draw the player into the action on an emotional level. Take 2 incorporated elements of its interactive fiction system to develop recurring characters in the game, each with his own unique personality.

In addition, this sophisticated outer space flight simulation features technological advances that include:

- An advanced 3-D system with fully texture-mapped ships and Gouraud and Phong shading
- Four-track audio
- On-the-fly translucency
- 13 different ships to take control of (each with its own unique flight characteristics)
- Full-performance combat inside nebulas and asteroid fields

In **Star Crusader**, one controls one's own destiny. At a critical point in the story, the player can decide what side of the interstellar war to side with. Regardless of which side is chosen, the game has a complete story and multiple endings. Thus, one can actually play and replay the game from opposing sides.

Regardless of which side players choose to join, the player-character will be the leader of the war against his enemy. As Roman, the player will make command decisions, set up the battles, and conquer territories with hard-earned victories in battle.

These side missions are flown by other pilots in the squadron, each of which is governed by an experience-based AI system. If players don't match the right pilot to the job at hand, they can expect appropriate results. They watch the war unfold on a strategic battle map, and thus will be constantly aware of the impact of their decisions.

Star Crusader takes cinematic simulations like **X-Wing** and **Wing Commander** a step further by offering more control and more choices to the player. The game can end in dozens of ways, and it's up to the player to make the choices that lead to victory.

As such, for players who want all the space-based action and intensity they've come to expect from other titles, plus some cerebral work on the side for good measure, head for the Ascalon Rift. **Star Crusader** and glory await the undaunted!

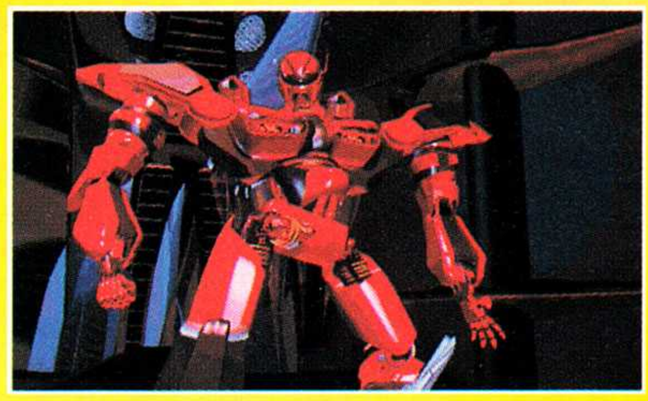
A– *(Ed Dille)*

MERCY is a human trait.

MIRAGE TECHNOLOGIES PRESENTS

RISE OF THE ROBOTS

Where nothing is human, mercy is a foreign concept. At Electrocorp, the largest manufacturer of military and industrial robots, there are no humans. And when an evil virus infects, the robots begin their grisly uprising. There is only one way to end the rampant evil: send in an eliminator. You are selected. You are the Cyborg. You must destroy six robots, each equipped with more superior battle skills than the next. When the robots rise, there can be no mercy.



Ultimate in 3-D graphics and animation

First game with film-quality, controllable graphics

CD•ROM

RRAD 08P3

TIME WARNER INTERACTIVE

Visit your local retailer, or call 800-482-3766 to order.

© 1994 Time Warner Interactive

THE FINAL GRADE

The following chart details the thoughts and opinions of several different EG editors on some of the latest software. In the future we will feature guest reviewers from around the country.

	Arnie Katz Editor	Marc Camron Senior Editor	Bill Kunkel Executive Editor	Russ Ceccola Associate Editor
Aegis Guardian/Fleet	A	B+	A+	-
Brutal: Paws of fury	B+	C+	B-	-
Comanche CD	A-	A-	A	A
Day of the Tentacle	A-	A	A+	A+
Dennis Miller (3DO)	D	F	D	D
Dracula Unleashed	A	A-	A	B+
Dune	B+	B+	A-	B+
Dungeon Master II	B-	B+	-	A-
Escape ... Monster M.	A-	B	C	B+
The Horde 3DO	B-	C+	B	-
Inca II	B-	B	B+	A
John Madden (3DO)	A	A	B+	B-
Jurassic Park (3DO)	B	B	B	B+
Kether	A-	A-	C+	-
Lethal Enforcers	A	A-	B+	B+
Lunar: Silver Star	B	B+	-	B
Man Enough	D	D	F	C+
Microcosm	B+	B	B-	A-
Millenium Auction	B+	A-	B	B
Mortal Kombat	C-	D	D	C
Myst	B+	B+	A+	A+
Outpost	A	C	C	D
Police Quest: Open S.	B+	B	B	A
Prize Fighter	A	B	B	B-
Return to Ringworld	B	B-	B	B+
Return to Zork (MAC)	B+	B+	B+	-
Rise of the Dragon	-	B	B+	B+
7th Guest (PC)	A-	A-	A	B-
Shockwave	B+	B+	A	B
SimCity Enhanced	A-	B-	B-	A
Star Trek 25th An. Ed.	B+	A	B+	A+
Stellar 7: Draxon's Revenge	A-	B	A	A
Super Wing Cmdr. (3D)	A-	B+	B+	B
Tomcat Alley	B	B	A	-
Total Eclipse	B+	B	B	-
Voyeur	B	B+	B	B+
Way of The Warrior	A+	A-	A	A+
Who Shot Johnny Rock	C	C-	F	B
World of Xeen	B-	A+	C-	A

Realistic road racing combat action come to the 3DO in Road Rash by Electronic Arts.

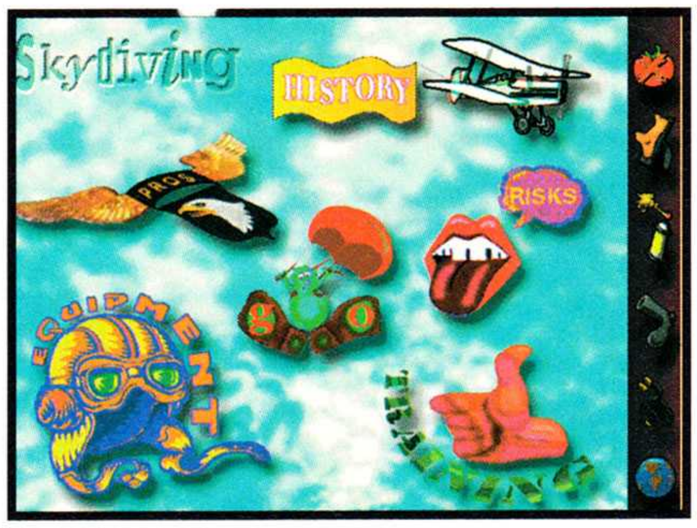
Jets *(By **Medio Multimedia** for PC CD-ROM)* Medio's fascinating d-base software has several things going for it: it's *extremely* user-friendly (great interface, boots like a dream, and runs FMV ads for other Medio products while the program installs); the production is incredibly slick; and great audio/visual material.

This Medio sit-back roars through aviation history with menu-driven, branching options covering Interactive Documentaries (sort of), Aircraft, Test Pilots, Timeline, and books about aviation, with mucho sub-categories for each.

There's plenty of steak and lots of sizzle in this sleekly produced multimedia jet pack. **A-** *(Bill Kunkel)*

Litil Divil *(By **Philips** for PC CD-ROM)* Guiding Mutt through the five levels of the Labyrinth to reach the Overworld will make gamers wish Mystic Pizza delivered. Since it doesn't however, it's pizza quest time for our blithe demon. Loaded with puzzles, real-time action, and great game play, **Litil Divil** is an entertaining romp through the CD-i Nether World with cute graphics, slick animations, and solid audio. **A-** *(Laurie Yates)*

Maniac Sports *(By **Software Toolworks** for PC CD-ROM)* This bogus multimedia d-base comes on like an interactive version of *M7 Sports*, but when the time



arrives to pump up that cyber-testosterone, the game leaves the player stranded. While **MS** teases such seemingly hip activities as parachuting, kayaking, surfing, and mountain climbing, the actual events occur in tiny FMV windows, with the action halted sporadically to ask the player, in parachuting for example, how they want to jump out of the plane. Three options are presented and if the choice was correct, the FMV continues.

The most wretched PC-CD pseudo-action software since **Man Enough** blighted retail shelves. **D-** *(Bill Kunkel)*

Mickey Mania *(By **Sony** for the Sega CD)* A definite must for Mickey lovers, this 26-level game is based on seven animated shorts, ranging from *Steamboat Willie* to *The Prince and the Pauper*. The side-scrolling action is enhanced by comments from Mickey and special audio effects.

The graphics, especially on the hidden level, seamlessly blend old movie backgrounds with the game sprites. A charming bit of ani-magic. **A-** *(Laurie Yates)*

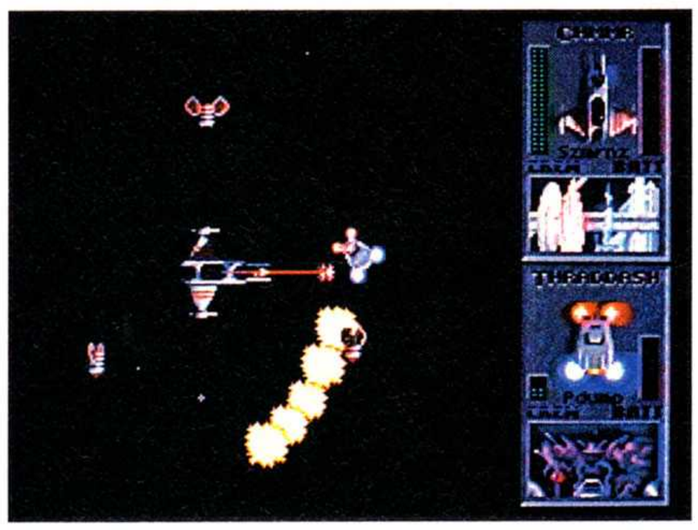
Road Rash *(By **Electronic Arts** for 3DO)* As of this moment, **Road Rash 3D0** is probably the best action contest available to home gamers. This 3D0 translation from the popular EA Genesis series offers everything but a split-screen in two-player mode (Rashers must take turns, instead).

There are five basic tracks, but they get longer after each qualifying round, as players buy better cycles, ride longer races, and compete for more money. The animation—including hapless pedestrians who can be run over (no points; just personal satisfaction)—is as good as anything that's ever been done in the genre. Combined with EA's similarly awesome **Shockwave**, don't be surprised to see the once-disparaged "3DOA" to blow through stores this Xmas.

The 3D0 **Road Rash** also features lots of FMV videos (with great resolution for non-MPEG) and music by bands like Soundgarden, but once the choppers gun their engines, the music and videos seem to disappear in a cloud of dust and dead pedestrians. This could be the Game of the Year. **A+** *(Bill Kunkel)*

Star Control 2 *(By **Crystal Dynamics** for 3DO)* **Star Control** is one of those contests where players either love it to death or can't understand what all the fuss is about. From its initial floppy disk release several years ago to this state-of-the-art edition for the 3DO, however, it remains the strongest action-strategy space combat game on the market.

There's an option to play a full-fledged space conquest game with occasional melees, but the head-to-head fighting is the heart and soul of this game.



SC2 is sort of a sci-fi version of the fighting game involving a variety of ships with assorted weapons, shields, maneuverability levels, etc. Finding the best match-ups is half the fun; making the strategy work is the other half. **A** *(Bill Kunkel)*

Can you beat Mad Dog to the Lost Gold?

FUNSATION™

PC CD-ROM
IBM or Compatible

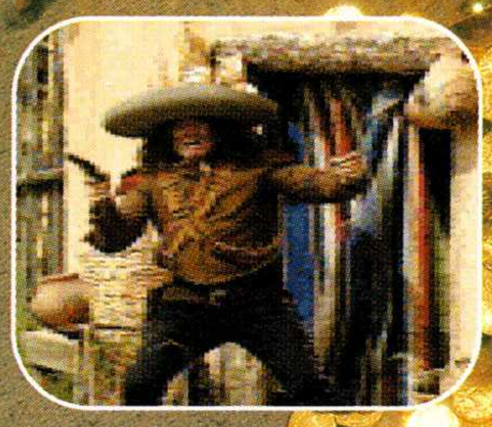
MAD DOG II

the Lost Gold™

LIVE MOTION PICTURE ACTION
CD Shooting Game

This action-packed adventure will challenge your shooting skills confronting banditos, renegades, and Mad Dog's men. Select one of three different guides and experience a variety of trails in a quest to beat Mad Dog to the lost gold and return with it to the old mission where the longest interactive battle ever filmed awaits the more-skilled game player.

The Arcade Smash Hit by AMERICAN™ LASER GAMES, INC



Call 1-800-898-8842 or visit your local retailer

SYSTEM REQUIREMENTS: IBM PC 286 16 MHz or compatible; IBM PC 386sx 25 MHz or compatible recommended; 640K RAM with VGA; mouse (100% Microsoft compatilbe); CD-ROM drive (150KB per second or greater, continuous read, 380 ms seek, double speed drive provides better graphic quality); Sound Blaster or 100% compatible card; DOS 3.3 or higher

Manufactured and distributed by International Business Machines Corporation. Copyright American Laser Games, Inc. 1992 and 1994.
Mad Dog II The Lost Gold is a trademark of American Laser Games, Inc. Funsation is a trademark of the International Business Machines Corporation.

SCAVENGER HUNT ADVENTURE

Search the Exotic Dark Continent in a Photo Hunt for Wild Things

TECH SPECS

PUBLISHER: SWeDE
DESIGNER: Andreas Kronenberg
SYSTEM: Mac CD
THEME: Animals
HD SPACE: 4 MB RAM
PLAYERS: 1

An armchair tour of Africa gives players practice in identifying exotic animals, as they search through a rainforest, a savanna, a desert, and an island. QuickTime movies show the prey in more-or-less natural habitats, and an on-screen companion provides chatter and hints.

There's a well-conceived game element backing up the animal collection. At the beginning of each hunt, the photo album shows spaces for pictures of six randomly chosen creatures. They're usually identified by clues: a belly slider, a long snout, or a silverback, although sometimes it's pretty obvious like: a wildebeest or a giant snail. The companion, Vica the Vulture, gives an encouraging speech, and the player sets out to locate the assigned targets for the photo shoot.

The object is to wander through the four artistically drawn landscapes, locate the animals, and photograph them. There's the Congo Rainforest, the African Savanna, the Sahara Desert, and the Island of Madagascar. Each is roughly six horizontal and three vertical screens, and contains a variety of terrains. To move from one landscape to another, the player must solve a puzzle. These involve picking an animal's proper food, footprint identification, and other lore, some factual and some nonsensical.

An arrow points the direction to travel, and turns into a hand when it's over something interesting. A mouse click produces an animation and animal chatter. A click on Guide Vica brings up a rhyming clue. Further exploration brings up databanked material about that creature or plant.

The educational content provides the common and scientific names of each animal: size and weight, a picture, and other information, such as diet, habitat, etc.

Hanging from the trees, swimming in the ponds, grazing through the grasses are a variety of critters to study. If the player finds one needed for the scavenger hunt, an on-screen camera takes a photo. The scene then shifts back to the album. A click on one of the blank spaces snaps the picture into its space if it's correct; if not, a sound clue indicates that it's a mistake. At the end of the play session, there's an option to make line art printouts of any of the scavenger hunt targets found.

The entire game is controlled with three icons. Vica the Vulture produces audio information. The list icon moves the screen back and forth from the photo album to a landscape. The camera icon produces a focusing grid; placed over the animal or plant, it snaps a photo.

Although marketed as entertainment for players from age six to adult, the youngest players may find it difficult to master alone. A great deal of information is in audio, but reading is required. At the opposite end, it's unlikely to hold adult players very long. It seems most suited for the eight-12 crowd.

The artists chose an unusual graphic style that presents animals as extremely stylized collages. The most familiar ones, like elephants, tigers, giraffes, and camels are easily recognized. But, more obscure beasts lack the distinguishing marks that set them apart from similar creatures. Realistic photos or drawings would have been better to teach animal recognition.

The mouse moves the cursor smoothly through the 360-degree landscape, but the three-icon control method is not as trouble free. This memory-intensive program is slow to respond to commands. Sometimes Vica responds to requests for information on the first click; usually it takes extra tries to trigger Vica's role.

The documentation is terse but adequate. On the other hand, the designers

didn't provide the normal Mac tools or pulldown menus. It's too bad. The ability to exit and save on demand (instead of having to hunt for the cow skull that triggers the exit routine); information on tap; and a skill level setting or hint function (to make the clues more or less transparent as desired) would have benefitted the play.

There's plenty of information, and a lot of clever animations and cute animal monologues. But, the cranky controls make it hard to enjoy, and the peculiar art style makes the educational value questionable. Still, **The Scavenger Hunt Adventure Series** chose a good topic in Africa. The game is colorful, filled with lots of audio, and has over a hundred QuickTime movies. There's no shortage of Wild Life to look at and read about, and a player can't help but learn more about the beasts by watching their antics and hearing their speeches.

Despite its flaws, **The Scavenger Hunt Adventure Series: Africa** is an interesting tour of the lairs and dens of that continent, with easy-to-digest facts to round out the visual attractions. **B-** *(Joyce Worley)*

MAGIC THEATRE

Instinct Makes Creating Movies as Much Fun as Going to the Movies

TECH SPECS

PUBLISHER: Knowledge Adventure
DESIGNER: Instinct Corp.
SYSTEM: Windows CD-ROM
THEME: Creative Arts
HD SPACE: 4MB
PLAYERS: 1

Children's interest in creating their own animated stories dates back to flipbooks, in which the user rapidly flipped through a series of sequential images, creating the illusion of movement.

Knowledge Adventure and Instinct Corp. have raised this primitive entertainment to a true art form with **Magic Theatre**, where young film mogul wannabes can get their feet wet while experimenting with illustration, animation, narration, and music.

While this would appear, on the surface, to be a monumental task, the program utilizes a point-and-click interface which allows children as young as three to develop their sense of drama, plus their artistic, speech, and improvisational skills.

Magic Theatre opens with a brief cinematic sequence showing what the program can do. After the screening, the curtain rises and reveals the work studio. The first task that the young user will want to activate is the audio help. **Magic Theatre** uses pictorial buttons, a mouse, and a microphone, which is included, to get its programs up and shouting. Even the icons can talk; click on the right mouse button, and each icon will be explained.

The fun and creativity really begins the moment the work area boots up. The first step involves creating the visuals. Budding artists who wish to produce their own images will find a 16-color palette, a variety of line thicknesses, straight lines, ovals, and rectangles with which to experiment.

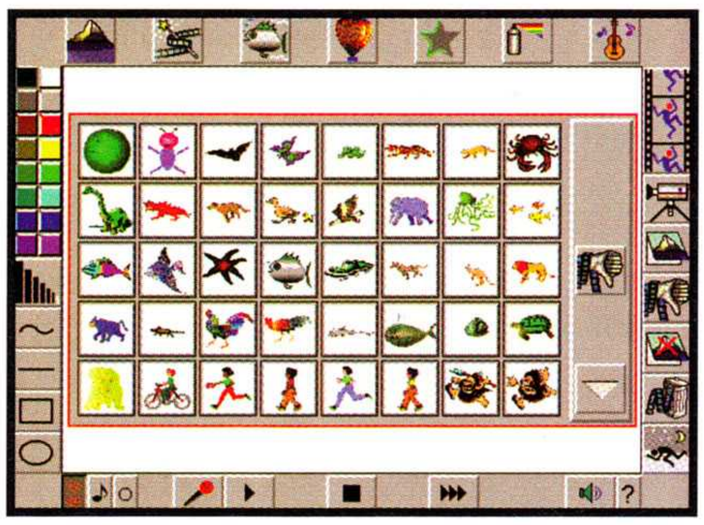
If, however, the young producer isn't pleased with the onboard art or can't match its standards, they can access the program's prefab scenery, animation, objects, and trace libraries. These databanks provide sufficient raw material to keep users entranced for hours. The Magic Brushes Library allows the budding George Lucas to create rubber stamp-type effects, for objects which would otherwise take too long to individually produce, such as grass, water, fire, clouds, etc. One hint: when using this feature, work carefully because the movie will show any image overlap or space.

The second step is creating the soundtrack to accompany the movie. The Music Library has 40 prerecorded song clips, ranging from that classic car song "B-I-N-G-O" to the William Tell Overture. Because each scene can have its own theme music attached to it, the possible combinations are all but endless.

Youngsters can also select sound effects that are associated with painting and other **Magic Theatre** functions (paint dripping, brush strokes, etc.), as well as recording their own voice. The record feature allows 30 seconds of recording time per scene. The program automatically adjusts the length of the art/animation, so it is synchronized with the length of the sound recording.

Creating or deleting scenes is relatively simple, involving a quick point-and-click selection of the appropriate icon followed by a confirmation of the choice.

When the creation is complete, it's time to gather the popcorn and an audience. If the young producer has an extensive library of films, they are assembled in the Movie Library, where they can be selected as icon-like pictograms which run using a standardized VCR-style format.



Visually, **Magic Theatre** is superb. The scenery library has plenty of stock photos that provide a finished quality to the work. Interestingly, most of the prefabricated libraries have objects that look as though they were drawn by talented children. This whimsical approach works very well within this context. The various color and texture pallets should be sufficient to keep even a young Ted Turner happy. The tools are easy to work with, and will provide a good foundation when children move on to more "grown-up" art and publishing programs.

Most children should be enraptured, but parents should be advised that their children's creations should be transferred to floppies, since narrated movies require about 600K of hard drive space per minute. (Non-narrated movies require about 5K for each scene.)

Disappointingly, there doesn't seem to be a way to reduce or enlarge the images that appear in the Video Libraries.

Overall, **Magic Theatre** is a top-of-the-line creative arts ensemble that will allow youngsters of all ages to experiment with the different elements that comprise the filmmaking process.

This is also an ideal program for group activity. Too many kid-oriented creativity products involve children sitting alone at work stations, working in isolation. **Magic Theater**, on the other hand, permits and even encourages collaborations between family and friends—just like real movies. (P.S.: Don't be surprised if the streamlined interface encourages parents to try filmmaking!) **A-** *(Laurie Yates)*

ON THE HORIZON

IBM provided over $350,000 in equipment and software, to help open a showcase learning center at the Tech Museum of Innovation in San Jose, CA. Students and teachers get the use of the latest in high-tech gear in this state-of-the-art educational facility.

IBM tied 14 workstations together in a network in the information lounge of the Tech Museum; then they will link five more PS/2 terminals in the science laboratory. Students use 486-system workstations, CD-ROM and laser disks, to study with educational courseware stored on the computer hard drives.

Judith Fritz, the Tech's director of education, explained: "The computer technology for the classroom has been here awhile, but it has not been fully used as a teaching tool. IBM is helping us make this happen by providing important interactive and engaging tools that allow children to actually participate in their learning through the powerful world of multimedia sight and sound."

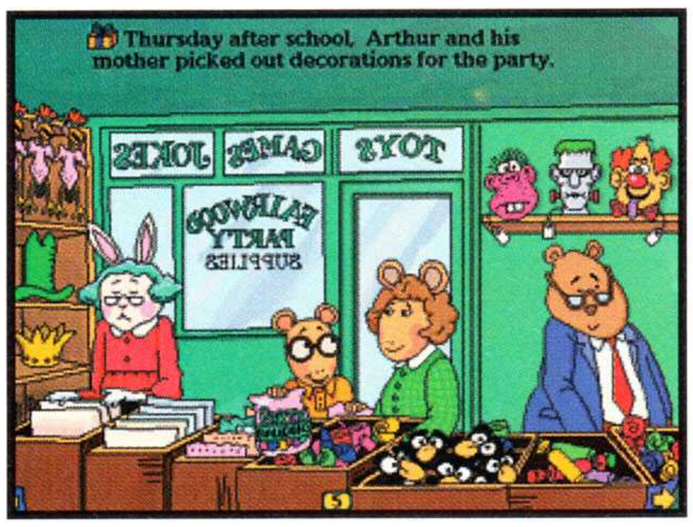
Ed Zschau, of IBM's Storage Systems Division, was present at the opening ceremonies of the learning center. "IBM's support of the Tech began with the Tech's first community educational program for the San Jose Unified School District in the mid-'80s. I'm pleased to be working with IBM in our partnership with the Tech to enhance science and technology teaching and learning here. It is a reflection of IBM's corporate commitment to help K-12 education nationwide to achieve systemic reform."

The school has over 50 learning programs. All of the hardware and software was installed by the technical staff of EduQuest through this summer, followed by preterm instructions for the teachers.

IBM promises periodic upgrades of the equipment to keep it up to date.

The Discoverers offers an overview of some of mankind's greatest accomplishments.

Arthur's Birthday *(By **Living Books** for PC CD-ROM and Macintosh CD - Ages 6-10)* The Random House/Broderbund series of Living Books follows a well-tested formula to aid young readers and entrance preschoolers. The story is read, highlighting each word as spoken, in Spanish or



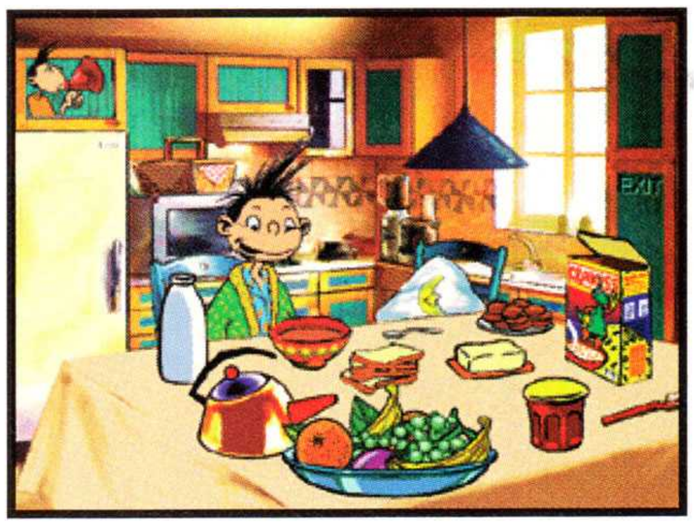
English. Everything on the page is clickable, so the characters and objects on screen come to life. This delightful package is best for younger users, and comes with a copy of the Marc Brown book. **A-** *(Joyce Worley)*

The Discoverers *(By **Knowledge Adventure** for PC CD-ROM - Ages 6-adult)* Movies, narration, animations, simulations, and glowing pictures are joined in this incredible exploration of man's accomplishments. The program is driven by a set of simple icons that balloon to reveal their purposes. Users can view the Discoverers movie, access topics by key pictures, map, time-bar, or menu, and even play a variety of trivia games. Young learners will gain a lot of information just by viewing videos and hearing the narrations; and the rest of the family will appreciate the depth of knowledge available. This is a great family resource, an encyclopedic collection that makes the finest use of CD-ROM. **A+** *(Joyce Worley)*

The Human Calculator *(By **Compton's New Media** for PC CD-ROM - Ages 9 and up)* Park Place Productions created this elaborate math tutorial that teaches theory as well as providing practice in the four disciplines of arithmetic, with a special emphasis on speedy solutions. The adventure sends the calculating student out to gather items and defeat enemies by completing problems. Special games have races against an on-screen calculator, and instructions to calculate what day any date falls on. The object is not just math tutoring, but to teach the student to solve problems quickly without the benefit of pencil and paper. **B+** *(Joyce Worley)*

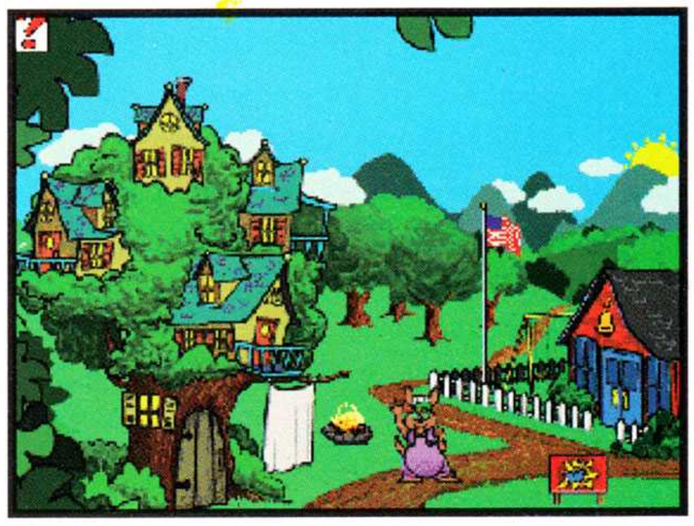
Mario's Early Years: Fun With Numbers (By **Software Toolworks** for SNES - Ages 3-6) With familiar characters and a non-punitive manner, this newest Early Years Series entry introduces children to a variety of math concepts. Activities range from counting to comparison, with follow-up ideas for non-electronic learning. The graphics are simple, uncluttered, perfect for this age group, and the **Mario** sound effects reinforce the fun. **B** *(Laurie Yates)*

Peter's Magic Adventure *(By **Apple** for Macintosh CD- Ages 5-8)* Arborescense designed this pre-reader toy that leads a child through Peter's world, from Bed, Bath, and Breakfast to picnic in the park, to underwater diving, to underground explorations, and more. The smart cursor displays a hand pointing up to signify objects that come to life on a click, a hand pointing to the right indicates a portal to a new scene, and a ladybug means the object is not active. Peter speaks in English, French, or Spanish. There are embedded games, such as pop-the-bubble,



and assemble the dinosaur skeleton, but most of the fun comes from exploring the charming scenes. **A** *(Joyce Worley)*

The Wanderoos Go To Town *(By **Optical Data Interactive** for PC CD-ROM - Macintosh CD - Ages 3-8)* The second game starring the Wanderoos sends the roos to town where they explore, study, and play games. The cute playmates move around in a point-and-click extravaganza that expands into an adventure. Lots of photos, animations, songs, and QuickTime movies help teach the alphabet, shapes, colors, and more, as the kangaroos visit stores, auto repair shops, doctor's office, schools, and other informative scenes. This class act can be enjoyed alone or by up to 30 kids, and comes with a toy Wanderoo. **A** *(Joyce Worley)*



Some People Couldn't Wait For Our New Dual Compatible **Arcade Pro** Joystick To Hit The Stores!

We're not surprised. Some people will do anything to win on Sega Genesis™ and Super Nintendo®. And The **Arcade Pro** definitely gives you the winning advantage you need.

Its six button layout, lightning fast Arcade Quality components, and rugged steel base really put Arcade Power in your hands.

And we know how important power is. That's why we included Independent Turbo and Hands-Free Auto Fire for all six buttons. Blow away the competition and then use Slow Motion to plan your next attack.

The **Arcade Pro** is available everywhere cool video game accessories are sold. So you don't have to turn to a life of crime to win. Just spend a little dough, get this stick, and kick some butt on Sega Genesis and Super Nintendo.

Play With an Attitude!

INTERACT™
GAME PRODUCTS

Play with an attitude!

Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. Sega Genesis is a registered trademark of Sega Enterprises, Ltd.

By

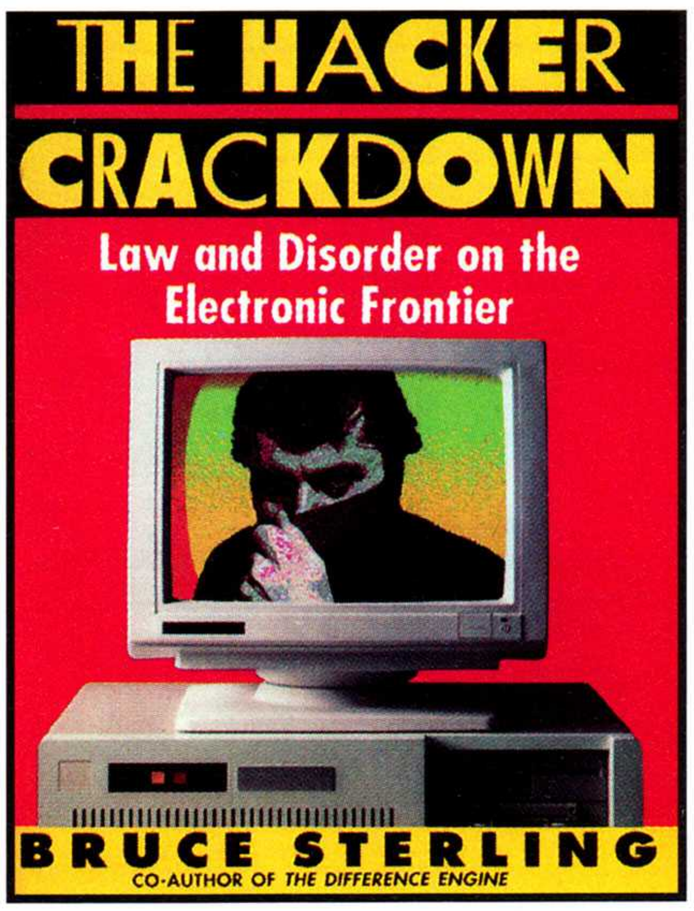
STD

110 Lakefront Drive
Hunt Valley, MD 21030
410-785-5661

© 1994 STD Entertainment (USA), Inc.
ALL RIGHTS RESERVED.

THE HACKER CRACKDOWN: LAW AND DISORDER ON THE ELECTRONIC FRONTIER

Bruce Sterling, Bantam Books, 316 pages (softbound, $5.99)



"This is a book about cops, and wild teenage whiz kids, and lawyers, and hairy-eyed anarchists, and industrial technicians, and hippies, and high-tech millionaires, and game hobbyists, and computer security experts, and Secret Service agents, and grifters, and thieves."—Bruce Sterling, from the introduction

Fortunately, not all of the sentence constructions in the *Hacker Crackdown* are as difficult to swallow as this one. In fact, step away from minor stylistic issues and one finds an insightful mix of investigative journalism and narrative history.

What the opening sentence does achieve, however, is immediate understanding for the reader that the place one is about to enter is as diverse as it comes. Only in cyberspace could such a disparate group of individuals interact in ways that did, in fact, shake the very foundation of corporate America. The complex chain of events depicted in *The Hacker Crackdown*, the final ramifications of which have yet to be felt, prove once again that truth can be stranger than fiction.

Before delving into the deeper issues surrounding the most sweeping joint investigation into the electronic underground ever conducted (1990), Sterling thoughtfully sets the background for general readers. Beginning with Alexander Graham Bell's vision of what phones would be used for (i.e., theatrical novelties), Sterling continues through their evolution, highlighting technical details like digital switching and so forth that are critical knowledge for the reader later in the story. An interesting anecdote during this process involves the use of the telephone as a broadcast medium in some countries, much like radio and a definite precursor to modern BBS networks.

The ancestry of phone phreaks and hackers is illustrated, with the once-clear distinction between the two becoming increasingly gray. Indeed, *Phrack* magazine, a periodical devoted to electronic intrusion techniques, would be a prime player in the ensuing brouhaha. Other players included white collar Unix engineers, post-graduate chemistry majors, testosterone-driven teenagers, and, as an unwitting victim, Steve Jackson Games.

The two-pronged catalyst that would spur the almost fanatical pursuit of the guilty by Telco Security agents and the Secret Service were, in all respects, totally unrelated. The first was the embarrassing AT&T phone system crash that occurred on Martin Luther King Day in 1990. The second was the discovery of a hacker "trophy" (a document copied from a corporate computer simply to prove that the owner had cracked the protection routines for that system) which, in this case, was a purloined copy of special 911 services for AT&T major clients.

Although hackers had nothing to do with the phone system crash (it was the result of a single character typo in the 2-million-line-long program that governed operations of switching stations), hackers had bragged on-line for some time that they could do this. As such, Telco Security was eager for an excuse to go after this segment of the underground. When the crash occurred, they had their justification, and received an unprecedented degree of support from the U.S. government, too.

Ensuing events included multiple sting arrests, flagrant finger wagging from captured Hackers, at least one show-trial and countless examples of justice gone awry. There were unexpected ramifications as well, not the least of which was the establishment of the Electronic Frontier Foundation. The crackdown, according to Sterling, "has created a melee of debate over electronic crime, punishment, freedom of the press, and issues of search and seizure ... where people go [Ed: cyberspace], politics follow."

In order to present the complex milieu of events in digestible fashion, Sterling has broken the book into four sections. "Crashing the System" introduces readers to the technological issues involved. "The Digital Underground" sheds as much light on the illicit activities of a splinter fringe of our society as Hunter S. Thompson's "Hell's Angels" did for another "closed society" years ago. The third segment, "Law and Order," peers curiously behind the veil of justice to probe the personalities that persecuted and, in some instances, prosecuted hackers, thieves, and innocents alike. Finally, Sterling provides an unflinching look at the radical political groups that banded together in response to the reactionary policies of our government in "The Civil Libertarians."

The Hacker Crackdown: Law and Disorder on the Electronic Frontier is a cutting-edge piece of journalism and societal history. Sterling penetrates the smoke and mirrors utilized by parties on either side of this debate to reveal the real story behind all the deception, reported objectively, but with a passion that only comes from genuine fascination with the subject. He may classify himself as a fictional author specializing in cyberpunk (a term he personally abhors) novels, but he must be recognized as an accomplished journalist as well.

The Hacker Crackdown smacks you like a well-intentioned slap in the face, delivered with style and panache.

(Ed Dille)

NEW FROM CH PRODUCTS

Fly higher with VIRTUAL PILOT PRO™! Taking the best features of the award-winning VIRTUAL PILOT™ plus added viewing capabilities and fire buttons, it is ideal for advanced flight simulation and driving games. For those who take their game playing seriously! For IBM PC-compatible computers.

PRO PEDALS™ are the only rudders which feature both forward and back rudder motion for flying and a pivot movement accelerator and brake control for driving games. Compatible with CH Products' entire IBM PC-compatible line.

Jump into the cockpit and experience your most intense flight ever with FLIGHTSTICK PRO for 3DO™, the first 3DO analog joystick. A thrill to use with 3DO software from companies like Crystal Dynamics, Domark, and Dynamix!

Take total control of your aircraft without ever removing your hand from the stick! FLIGHTSTICK PRO for Macintosh™ features a programmable trigger, three fire buttons, and a programmable eight-way switch. It attaches to the ADB port found on Mac SE or later models and requires 6.0.7 software or higher.

TRACKBALL PRO™ is a great alternative to the traditional mouse. It also serves as a professional pointing device for desktop publishing, CAD/CAM, and games. Available for both IBM PC-compatible and Macintosh computers.

Fly the best!

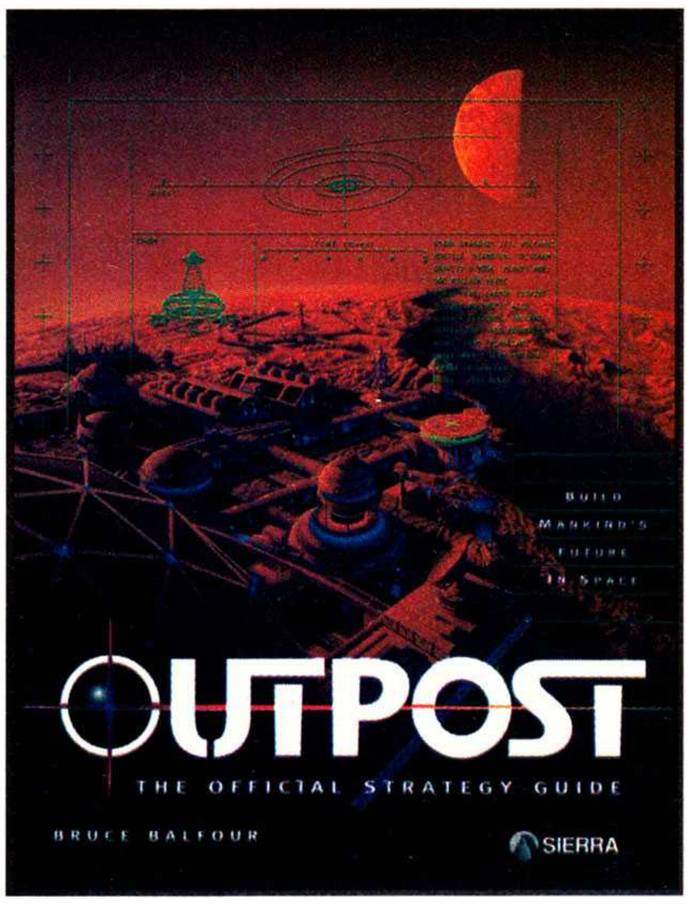
CH PRODUCTS

970 Park Center Drive • Vista, CA 92083 • Phone: 619 598-2518 • FAX: 619-598-2524

Macintosh is a registered trademark of Apple Computer, Inc.
3DO is a trademark of The 3DO Company.

OUTPOST: THE OFFICIAL STRATEGY GUIDE

Bruce Balfour, Prima Publishing, 400 pages (softbound, $19.95)



Talk about world-building! **Outpost** is a detailed simulation of the colonization of another planet—under pressure. The motivation behind it resembles that of George Pal's classic science-fiction movie, *When Worlds Collide* (in turn based on a Philip Wylie novel), in which scientists build a space ark to save a few remnants of humanity from a doomed Earth. **Outpost**, however, takes it to levels of detail that put **SimCity** and **Populous** to the pale.

Bruce Balfour, the author, is also the designer of the game, which provides him with a unique insight into how to play it. As a former systems manager in the Space Sciences Division at NASA's Ames Research Center, investigating AI applications for interplanetary probes, he has the scientific background. He's written some published science fiction and fantasy, and designed a couple of other well-received games for Sierra On-Line (**The Dagger of Amon-Ra**, **Neuromancer**). So he has the know-how to put it all together in such a way as to let **Outpost** players make a go of it, or blow it, for themselves. In this book, he offers his hand to help the player avoid being responsible for the final demise of mankind.

Happily, he does it all with a wry and sometimes puckish humor which could put off someone who thinks world-saving is a serious business. Especially players who double as lawyers or insurance salesmen, who seem to get the brunt of some of Balfour's more devastating asides.

After the preface and acknowledgments, there are some 30 chapters plus a glossary, bibliography, and index. Each chapter is introduced with a well selected quote, such as chapter 2, titled "There Goes the Neighborhood": *Earth is the cradle of humanity, but one cannot remain in the cradle forever.*—Konstantin Tsiolkovsky.

Each chapter discusses some element of the overall story, from the actual (and rather disconcerting) factual basis for Earth's possible destruction at the hand of a wandering asteroid, discussed in chapter 2, to chapter 9's discussion of the types of structures one might build at the colony site—not just habitations, but support facilities, like mines, agricultural domes, police, power, sewage (called SPEW: Sewage Processing and Environmental Waste), etc. Chapter 15 covers the AI elements used in the game—not the AI of the game itself, but artificial intelligences used by the player and later by the colonists. Chapter 19, called "Inner Workings of the Simulation," actually discusses elements that can't be directly affected by the player, while the next, "Strategies," covers recommendations or ideas for those the player can. Chapter 23, "Terraforming," gets into the concepts of reshaping a planet's ecology into line with human habitability. There's even a chapter that includes some mild cheats—built-in shortcuts to disaster or respite from it that should only be used when the mind simply can't function within the standard framework any more.

In other chapters there's also an interview with the author by Leslie Wilson, and profiles of some of the other members of the Sierra design team. Chapter 27 gets into some ideas Balfour has for future additions and supplements to the universe he created for **Outpost** that he hopes to get made in the next couple of years.

Outpost was described by *Omni* as the best science-fiction software ever published, and **EG** is quoted as calling it the best PC multimedia game. This book will help enhance the players' enjoyment of almost every aspect of a very complex and realistic experience. *(Ross Chamberlain)*

MEGA MAN X

Tom Stratton Jr., Prima, 160 pgs (softbound, $14.95)

Here's a picture book about Mega Man's SNES adventure. The story line is not wholly linear. Our hero must get through eight different areas, battling Mavericks and other enemies all the way, before he can take on Sigma, but the player gets to choose which areas from a map. However, there are items to be acquired in some that will be needed in others, so the route Stratton offers—without further explanation—is presumably optimal.

The book somewhat resembles a child's story book, usually with four large screen shots and five or six lines of text per page and a large drawing in classic cartoon-anime style leading off each chapter. The illustrations are primarily black-and-white, and the text constitutes what is essentially a blow-by-blow run-through from beginning to end. There is also an eight-page color section in the center, illustrating the Maverick bosses of each of the eight areas, describing their attacks and also the powers Mega Man achieves upon conquering each level. He'll need them in his final showdown against Sigma. He gets these powers via capsules left for him by Dr. Light, who otherwise does not appear in this particular adventure. Mega Man does get help from a reploid called Zero, who appears to have a habit of saving him at the last minute in certain stages. Mega Man fans should both enjoy the book and appreciate its help. *(Ross Chamberlain)*

FLY THE BEST!

THE BEST GAME CONTROLLERS FOR YOUR SYSTEM

CH Products offers gamers quality joysticks, flight yokes, gamecards, and trackballs for all games and simulations. We've taken our line of IBM peripherals and expanded into Macintosh and 3DO.™ From advanced computer pilots and auto racers to those just taking off, CH Products has the right controller for you, all Made-in-the U.S.A.

CH PRODUCTS

CH Products lets you fly higher, move faster, reach farther!

CH Products / 970 Park Center Drive / Vista, CA 92083
Phone: 619.598.2518 Fax: 619.598.2524

CYBERWATCH

MAKING WAVES IN CYBERSPACE

Nothing remains sacred for long. "Ready, Teddy? You're On-line" (*Newsweek* 9/12) explores the growing, scarifying phenomenon of political candidates venturing into cyberspace to press virtual flesh. One of the most fascinating implications of this trend is that old bugaboo, the Fairness Doctrine which dictates equal time be granted to all pols appearing on radio or TV. The FCC has denied plans to monitor and regulate on-line politicking, but as the feature observes: "on-line appearances could also trigger a call from the Federal Election Commission, which watches funding." Turns out, the mere establishment of a forum for politicians or live on-line appearances might be considered a "contribution in kind"!

"Roseanne's ex-husband, Bill Pentland, says he had to give back half of his divorce settlement for sending an e-mail letter to a housewife in Nashville. The computer message violated a gag order he signed when he and the *Roseanne* star divorced in 1990...

"'My impression ... was that I was not to do the talk show circuit, talk to reporters, radio, and TV..." Pentland said ... on *Geraldo* ... "I never ... thought that it meant I could not have a private conversation.'"

-(*Las Vegas Review-Journal* 8/18)

Still more of the intriguing implications of our brave new world appeared in the 10/94 issue of *Wired*. In "Billions Registered" the growing controversy over registration of corporate names on the Net is explored. Currently, anyone can register any name that has not been previously taken, regardless of that word's implications and/or affiliations in the "real" world. Ex: want to start a cosmic cosmetic conglomerate in cyberspace? Register as revlon.com.

Although many corporations remain inexplicably oblivious to this trend, storm clouds are definitely brewing. The article cites the case of MTV's former Adam Curry who, without objections from his superiors, established mtv.com on the Internet a while back as a personal hobby. When Curry split with MTV in April, "he was promptly sued for copyright infringement stemming from his ownership and use of mtv.com." Curry is adamant, however: "I will fight this all the way," he declared, dubbing his cause the *Roe vs. Wade* of the... Information Superhighway. There is just no way MTV has the right to my address. It's my address. Mine."

The same issue of *Wired* documents the first prosecution of an individual for sending threatening e-mail. "In Jail for e-mail" discusses Title 18, U.S. Code Section 875(c), which makes such threats punishable by up to five years in federal prison, a $250,000 fine and three years of supervised release. Ouch!

"Several big retail chains have already promised Congress they won't sell unrated consumer video games. Now a leading retailer is moving to ban violent coin-ops as well—rated or not ... On July 11, Wal-Mart exec David Graham wrote to all video game vendors that America's leading discount retail chain "has decided to modify our ... program to make it more appropriate for general audiences. We want to expand equipment in our store such as indoor kiddie rides, play-till-you-win cranes, etc., and eliminate violent video games such as **Mortal Kombat**, **MK II**, **Time Killers**, and **Lethal Enforcers**. Please make arrangements to have the above-mentioned games removed from our stores..."

—(*RePlay* 9/94)

"Marion Tinsley has been the world's top-rated checkers player for decades, but No. 2 is breathing down his neck. Well, not exactly; No. 2 is a computer.

"Equipped with a checkers-playing robot named **Chinook**, the computer has fought Tinsley to six straight draws in a 30-game match.

"Chinook's creator said it is only a matter of time before the computer wins. 'In one small area, games, we're now on the threshold of demonstrating that machines are superior to humans,' said Jonathan Schaeffer ... who designed the software program.

"The computer's secret: its memory stores 250 billion checkers moves. That is every position possible with eight men or fewer on the board, and Chinook learns half a billion more moves every day." (*AP* 8/17)

Compiled by Bill Kunkel

"Roseanne's ex-husband, Bill Pentland, says he had to give back half of his divorce settlement for sending an e-mail letter to a housewife in Nashville."

Surfing on the Net:

"He follows somebody's tail lights for a while, then zooms past. Soon there will be no tail lights left."

– Intel CEO Andrew S. Grove on Microsoft CEO Bill Gates

"The average age of today's Internet user is 26 ... I expect that number will drop to 15 by the year 2000."

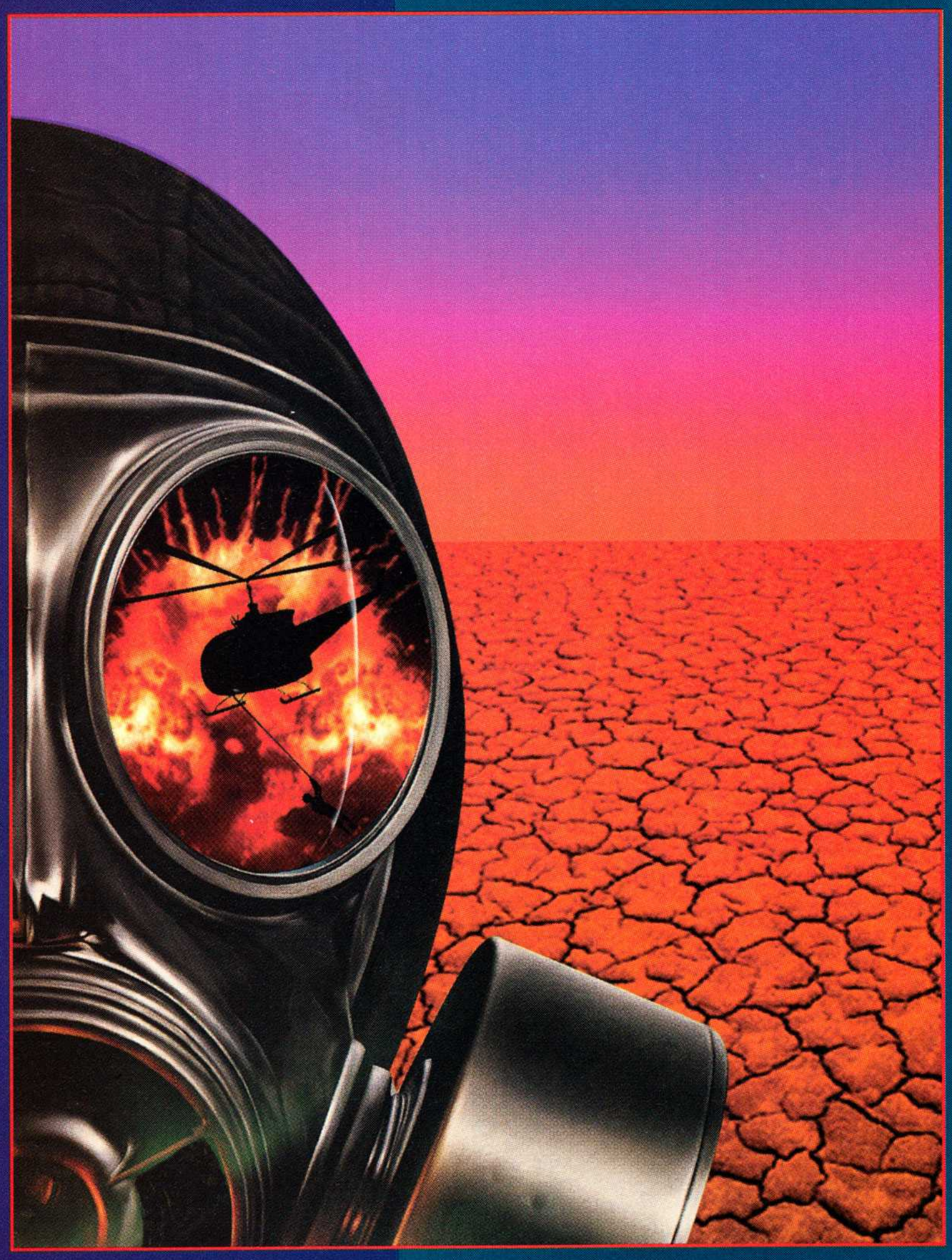
– Nicholas Negroponte, Sr. Columnist, *Wired*

"Roughly 85% of the regulars in cyberspace are men, though new female oriented services such as Women's Wire in the Bay Area are helping change the demographics."

– Edward G. Baig, *Businessweek*

Reprinted, with permission, from Don Coleman's newsletter, *Lip Service* (8739 Sunset Blvd., LA, CA 90069)

Sabre Team



Four hostages are being held at the American Embassy in London's West End. You are in control of the smallest and most secretive fighting unit in the British Army - The Sabre Team. It is your duty to infiltrate the embassy, rescue the hostages, and treat the terrorists with extreme prejudice. Complete this mission successfully, then proceed on to four more scenarios: rescue British prisoners from a jungle POW camp, destroy a subversive underground nuclear installation, rescue a hijacked ocean liner, and destroy a hostile nuclear weapons center deep in the desert.

- ▼ 5 challenging missions with multiple difficulty levels.
- ▼ Detailed blue prints of each mission.
- ▼ Beautifully crafted isometric game landscapes.
- ▼ Digitized speech

CD ROM Available for IBM™ Compatibles on 3.5" disk and CD-ROM

For more information and availability call: 1-800-334-6572

U.O.P.,
201 Bellevue Building,
Newark, DE 19702

MICROLEAGUE interactive software

© 1994 MicroLeague Interactive Software. © Krisalis Software Ltd. All rights reserved

"The bottom line is that these cards ultimately confuse the marketplace about General MIDI and destroy the concept of a great no-hassle standard."

HEIMLICH MANEUVER

PENNYWISE, AND STILL $5 SHORT

At this year's Computer Game Developers Conference, during the Audio Community Issues meeting, the speaker started off by asking, "Are sound problems the number one tech support call at your company? If so, raise your hand." Nearly every hand in the room went up. That reality defines the state of today's sound card industry and the absolute need to create and maintain better standards for future PC gaming.

The most popular standard to date is the Sound Blaster. However, it rarely impressed developers musically. In the past year a new standard has come on the scene that not only meets this need but has also taken off in a hurry, the General MIDI (GM) standard.

In 1991, developers got together to redefine the old GM standard so that it could now be applied to game software and sound cards. The fruits of that labor have paid off with growing sales of GM-equipped sound cards and overwhelming game support. It's been a great example of how well things can work using careful thought and planning. Unfortunately, it's also been another example of how the almighty dollar has a way of tossing a wrench into the best of plans.

The whole reason GM was working so well was that a gamer could go out, pick up any GM-ready sound card, plug it in, and get no-hassle quality music, and for a while things worked that way. Then along came the Advanced Gravis Ultrasound. The Ultrasound, on paper, appeared to be the perfect sound card. It had features the whole industry clamored for at a price too good to be true—and it was. To keep the price down Advanced Gravis had to make some concessions. Sadly, one of these was to remove a little known $5 grouping of hardware that is crucial to the "no-hassle" capability of GM game support: the MIDI interpreter. Imagine a meeting between President Clinton and Boris Yeltsin. Without an interpreter, conversation would be senseless. Gravis dealt with this by purchasing a software driver that performed the same task as the MIDI interpreter—equivalent to handing Clinton and Yeltsin an English/Russian dictionary. Sure, it works, but at a painfully slow pace, prone to errors.

Companies have told me directly that "If we cut out that part we could ultimately save millions of dollars." But what about the inevitable complaints from customers when their "GM" card doesn't work with games providing GM support? "Customers aren't bright enough to know anything about a MIDI interpreter. We just blame that lack of support on the game developer. Customers ultimately blame them anyway."

I've actually seen this in action in support areas of CompuServe and America Online. Someone complains to a card manufacturer that their card doesn't play music in **X-Wing**. The response is, "Call LucasArts and tell them their software is at fault." I don't know about you but I find tactics of this sort unacceptable, especially when the scapegoat is the same group who worked so hard to come up with an acceptable solution.

The Ultrasound has generated a niche following based on some of its features, but predictably it failed with mainstream buyers, where ease-of-use and support outweigh the cost factor. Other products have also tried this approach and met with the same fate. Recently

• ULTRASOUND MAX

Creative Labs joined this no-frills club with their Sound Blaster AWE-32. They already sell a GM add-on called the Wave Blaster. It works flawlessly, but Creative feels that it costs too much to produce, so when they designed the AWE-32 one of the things they cut out was the $5 MIDI interpreter. As a result the AWE-32 now requires specialized support, when it shouldn't have needed any in the first place. When customers complain about the lack of true GM support, I've actually seen them suggest people spend another $170 for a Wave Blaster (to add to the AWE-32) to make up for the $5 circuitry they left off. The irony is that the AWE-32 is an otherwise decent product that could have really moved the industry forward had Creative not become greedy.

The bottom line is that these cards destroy what was, and still is, a great no-hassle standard by confusing the marketplace. Buyers begin to believe that General MIDI is the problem. This negatively impacts sound cards like those from Turtle Beach, MediaTriX, Ensoniq, Logitech, and others that have spent the $5 to assure your support. Don't be fooled by slick marketing. Demand that your hardware work with existing GM software. Brain-dead products can only succeed if we choose to be ignorant. If this happens we'll have no one to blame for the inevitable turmoil but ourselves.

Rich Heimlich *is a noted authority on multimedia issues.* **The views expressed are his own and may not reflect the views of EG.**

So real, you may have to notify air-traffic control.

You no longer have to imagine the experience. Because now you can live the dream.

Introducing G-FORCE, the high-tech flight yoke that lets you pitch, roll, bank, soar and never lose control.

Activate dual fire buttons, throttle control, and more!

So flexible, it even transforms into a fixed-column steering wheel for driving simulations.

Try G-FORCE by Suncom. It's like a heavy dose of reality.

FOR IBM & COMPATIBLE PCs.

Screen shot of World Circuit by Microprose™

Suncom
TECHNOLOGIES

The Hardware Advantage for Entertainment Software

6400 W. Gross Point Rd., Niles, IL 60714 708/647-4040

DEALS

ON-LINE SERVICE BATTLE RAGES ON!

"Each of the services will most likely 'speak' to one another over the next few years so that there will be a true information highway connected between all locations."

Watching the on-line services right now is absolutely fascinating. The battle of all battles is taking place currently between all the services to gain new subscribers and open their access to the Internet. What is going on in the deal making amongst the major services? Let's look at the enormous activity in just the week of September 1-September 8.

Sept. 1, 1994: CompuServe comes forward and gives us all some insight into their Internet plans. It has committed to provide some method of access to the World Wide Web (WWW) sometime in the beginning of next year. Also, CompuServe will be offering high-speed Internet access beginning in November of this year. It will add telnet and ftp sessions later this year as well. CompuServe also said it plans to offer WWW consulting and management services to information providers who want to establish a presence on the Internet.

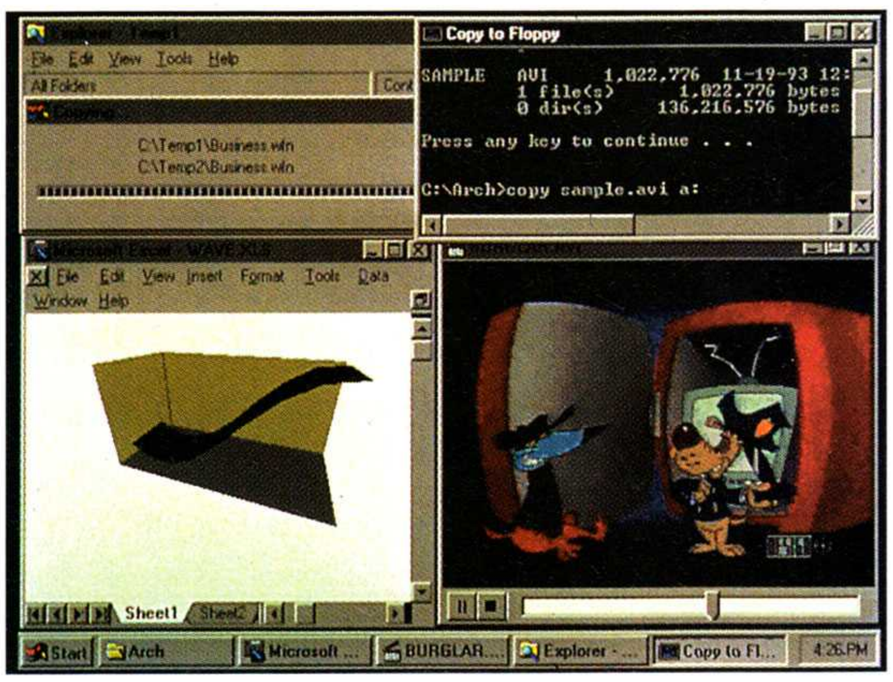
Sept. 1, 1994: America OnLine today announced that they are working on agents that would help their electronic "community" deliver customized news to users. Other enhancements that were announced were support of the Mosaic browser on the Internet's World Wide Web in addition to Internet features such as file transfer (ftp) and direct connections to other services (telnet).

Sept. 7, 1994: Home Shopping Network announced today the acquisition of Internet Shopping Network, a California-based start-up specializing in computer-related retailing on the Internet. Internet Shopping will blend into HSN Interactive Inc., a new on-line merchandising subsidiary. Home Shopping said that through alliances with well-known retailers, brand manufacturers, and Internet service providers, its new interactive service will become the pre-eminent electronic merchant in on-line interactive retailing.

Sept. 7, 1994: America OnLine Inc. says it has reorganized into four new divisions to strengthen its position in the global market for interactive services. The new divisions are AOL Services Company, Internet Services Company, AOL International, and AOL Technologies. AOL head Steve Case himself will be leading the Internet Services Company unit. This is obviously something Steve wants to be certain about.

Sept. 8, 1994: Today, Microsoft said it would call the next version of its Windows software "Windows95." (It was previously code-named "Chicago.") Microsoft is known to be working on an on-line service, code-named "Marvel." In documents released in July, the company told developers, "all the plumbing you need to connect to the Internet is built into Chicago," including a "fast, robust 32-Bit TCP/IP stack."

All the services are now moving ambitiously toward an Internet solution. With the advent of Microsoft's Marvel, the landscape of all on-line services will change forever. Deals involving rights being sold to CompuServe, AOL, Delphi, and Prodigy will most certainly change as eWorld and Marvel pick up steam. I would imagine that Microsoft will most definitely include some type of proprietary "Mosaic" compatible browser that will show up in Windows95. This would



• MICROSOFT WINDOWS95

mean that Marvel customers will have access to the Internet as well as most likely being able to additionally buy into specialized interest areas for additional money per month.

Each of the services will most likely "speak" to one another over the next few years so that there will be a true information highway connected between all locations. As the Internet continues its phenomenal growth and each of the services provide true Internet connectivity, the services will have to compete in the areas of interface, filters, and agents. Content providers will most likely begin creating World Wide Web pages for their material and the on-line services will have to form new types of strategic relationships and content partnerships to survive.

The days of licensing rights to one specific service on an exclusive term will most likely diminish over time. All major content providers will be accessed through all major on-line services. The Internet is finally going to become commercialized and the on-line services recognize this. They will all have to include complete Internet functions as they move forward and all the content providers will move forward with them.

If you do not have an Internet account yet, it is time.

by Barry Friedman
President, International Computer Group

VIEWPOINT for Sega Genesis™ will change your point of view on flying strategy games!

WIN THIS SURVIVAL ARTS ARCADE MACHINE!

VIEW POINT™

And, for checking out the "VIEWPOINT" difference, you can win a totally awesome, 25" ARCADE GAME with American Sammy's fighting hit, SURVIVAL ARTS!

All you have to do is answer the following question:

1. **Your Byupo fighter is armed with three types of bombs. What are they?**

If you answered correctly, your name will be entered in a random drawing to be held on March 15, 1995!

The first 50 correct entries will automatically win a "Viewpoint" T-shirt!

ELECTRONIC GAMES

Sammy

VIEWPOINT CONTEST ENTRY FORM

To enter this contest, simply complete this form and mail it no later than February 15, 1995:

"VIEWPOINT"
c/o American Sammy Corporation
901 Cambridge Drive
Elk Grove Village, IL 60007

_____
Name

_____
Address

_____
City, State, Zip

Print Answers Here:

1. _____

2. _____

3. _____

Contest Rules:
1. ***No Purchase Necessary:*** No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by **FEBRUARY 15, 1995**. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due or misdirected entries. 2. 1 Grand Prize of a 25" Dedicated Arcade Game valued at $4995.00 winners will be determined at a drawing to be held on March 15, 1995. Prize winner will be notified by mail. Prize is non-refundable. No substitution of prize is allowed, except at the option of the Sponsors should the featured prize(s) become unavailable. In addition to the above Grand Prize, the first 50 correct entries will receive a limited edition **"Viewpoint" T-shirt** valued approximately $15.00. 3. ***Odds of Winning:*** The odds of winning will be determined by the number of valid entries. 4. ***Eligibility:*** Sweepstakes open to residents of the United States and Canada. Upon request by Sponsors, winner shall sign a Liability/Publicity release with 30 days or forfeit prize. Employees of Sendai Publishing Group, Inc, and American Sammy Corporation and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc. or American Sammy Corporation or their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. By submitting an entry, the winners agree to allow the use of his/her name and likeness thereof for advertising this promotion without compensation. 5. ***Winners List:*** For a list of winners, send a stamped, self addressed envelope to "Viewpoint" Contest Winners, 901 Cambridge Drive, Elk Grove Village, Illinois 60007. Requests for winners lists must be received by April 30, 1995. Allow 4 weeks for delivery of winners list. 6. ***Restrictions:*** Void where prohibited or restricted. All Federal, State and Local regulations apply. 7. Contest sponsored by Sendai Publishing Group, Inc. and American Sammy Corporation. Electronic Games is a trademark of Decker Publications, Inc.

RELICS

RECALLING OUR ROOTS

"What still surprises me is that a mere reference to the classics seems to trigger nostalgic memories in just about anyone I talk to."

One very good reason to break out the classic game systems is that each one hosts a bit of an electronic history lesson. Contained within each plastic and silicon cartridge are the ideas and imagination that not only evolved into today's games, but also inspired a generation of designers. Collecting the games that are recognizable "roots" of the home and arcade hits of today is one of the many joys of this hobby.

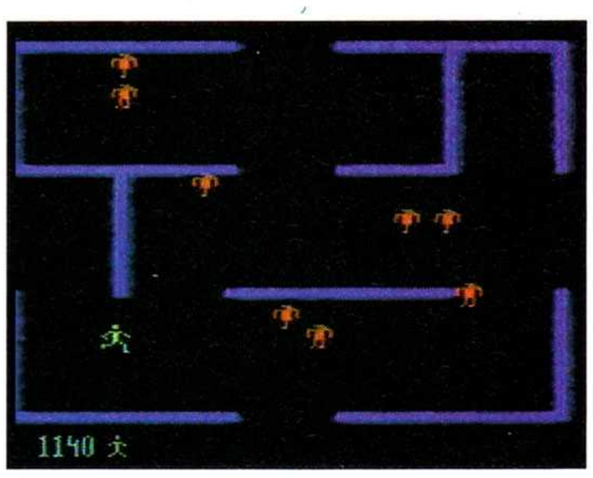
What still surprises me is that a mere reference to the classics seems to trigger nostalgic memories in just about anyone I talk to. It's amazing just how many dormant gamers step forth to vividly recall their days of mastering **Asteroids**, **Frogger**, and countless other games that you might just think have been forgotten during the home console wars of the '90s.

Recently I was at a party with some old friends who have more or less lost touch with video game playing (they're that group of people that grew up for some strange reason). I was able to introduce the "relics" of video games into the conversation, as I so often feel the urge to do.

Sure enough, the memories came flooding back for the gang. Don remembered the game that barked out "Intruder Alert! Intruder Alert!" and described the agony of getting electrocuted on a wall while trying to avoid nasty robots. The game, **Berzerk**, was the first where you shoot your way through a maze of rooms. **Berzerk** is the inspiration for other classics such as **Robotron: 2084** and **Frenzy**, as well as more contemporary hits **Smash TV** and **Total Carnage**. Best of all, you can still find it at flea markets and swap meets for the Atari 2600 and 5200. The 5200 version is a joy to behold, complete with the robot voices that still keep guys like Don awake at night.

Sam, on the other hand, was an Intellivision junkie when it was at its peak in 1982. The sports games made this Mattel console so popular. Their **NFL Football**, **Major League Baseball**, **NBA Basketball**, and **NHL Hockey** were state of the art for several years. The Intellivision was the first cartridge-based system to release updates to these well-received sports games, like Electronic Arts and Sega do to their titles nowadays. There are many top-notch gems available for the Intellivision and when you find a dealer or collector with one for sale they'll practically give away the cartridges. It seems there were far fewer Intellivision owners than consoles, making most of the software extremely easy to find. Wondering what I mean by "easy"? You could buy an Intellivision console with all four of the games I just mentioned for $20 and most sellers would be ecstatic about the sale. Check into it!

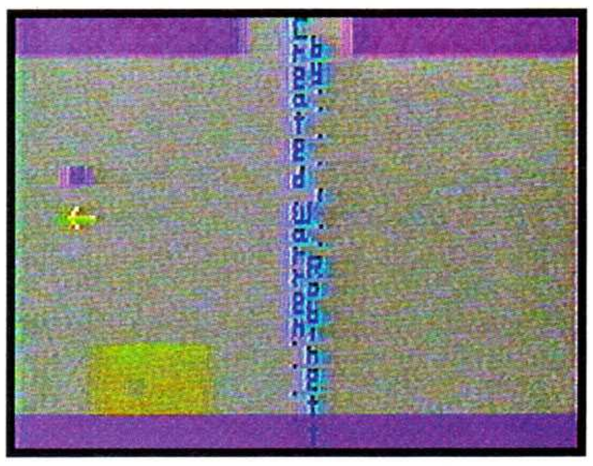
Many other popular classics' names sprung into the conversation. **Defender** was very popular with the



• **BERZERK**

gang. "It was so ahead of its time!" Tom exclaimed, speaking of the "virtual" aspect of the game. **Defender** spawned an entire genre known as the side-scrolling shooter, and in addition to its intense game play and mind-boggling control panel, there is action occurring off-screen. While you're in the viewable area blowing away the baddies, their allies are stealing civilians on the other side of the landscape. **Defender** is another one that's easy to find—and it's available for many of the classic systems: Atari 2600, Atari 5200, Intellivision, and ColecoVision. Of these, I prefer the 5200 version with its crisp graphics and surprisingly responsive controls.

Of course, I helped fuel the discussion with some personal favorites. Atari's **Adventure** for the 2600 is to this day one of my favorite games. Despite its crude graphics and minimal sound effects, the game really shines in the play department. The enemies are fierce, despite the fact that they look more like giant ducks than cruel dragons. What your noble adventurer lacks in looks (he's literally just a square), he more than makes up for in courage and cunning. Although the weapon you wield is nothing more than a blocky arrow shape, it's more than up to the task of slaying those duck ... er ... dragons. Not only is **Adventure** the first true graphic RPG, it is also home to the hobby's first "Easter Egg." Hidden deep within the Black Castle lies the key to—no, I won't spoil it for you. If you haven't played **Adventure**, pick up an Atari 2600 and the game at a flea market for about $10. You're really missing out if you don't.



• **ADVENTURE**

There is a reason why the guys and I call them "classics." Dig them out of the attic and you'll remember why.

Joe Santulli is editor of Digital Press, selected the number one electronic gaming fanzine by EG's readers.

PAC-MAN 2™ CONTEST!

YOU CAN ALSO ENTER THIS CONTEST AT ANY CYBERSTATION OR ALADDIN'S CASTLE ARCADE!

ELECTRONIC GAMES™

namco®
The Game Creator

TO ENTER:

Fill out the entry form below (or print your name, complete address, phone number, sex, and age on a 3" x 5" card):

Name_____ Age:_____

Address_____

City_____ State_____ Zip Code_____

Phone (_____)_____ Sex: ❑ M ❑ F

And mail to:
Namco Hometek, Inc.
Attn: Pac-Man 2: The New Adventures Vacation Giveaway
P.O. Box 641390
San Jose, CA 95164-1390

CONTEST PRIZES!

1 GRAND PRIZE: (Approximate retail value $4,000)

- Trip for 4 to Disney World, Orlando (4-days, 3 nights—hotel, airfare, passes to Disney World & Universal Studios)
- One Super Nintendo hardware system
- One Genesis system
- Library of Namco's current Pac-Man games
- $100 worth of game tokens for CyberStation® and Aladdin's Castle℠ arcades
- One official Namco Pac-Man 2 mug
- One T-shirt and one-year subscription to *EGM*

1 FIRST PRIZE: (Approximate retail value $600)

- One Super Nintendo hardware system
- One Genesis system
- Six of Namco's Pac-Man games
- $50 worth of tokens from CyberStations and Aladdin's Castles
- Namco Mug, one T-shirt and one-year subscription to *EGM*

5 SECOND PRIZES: (Approximate retail value $400)

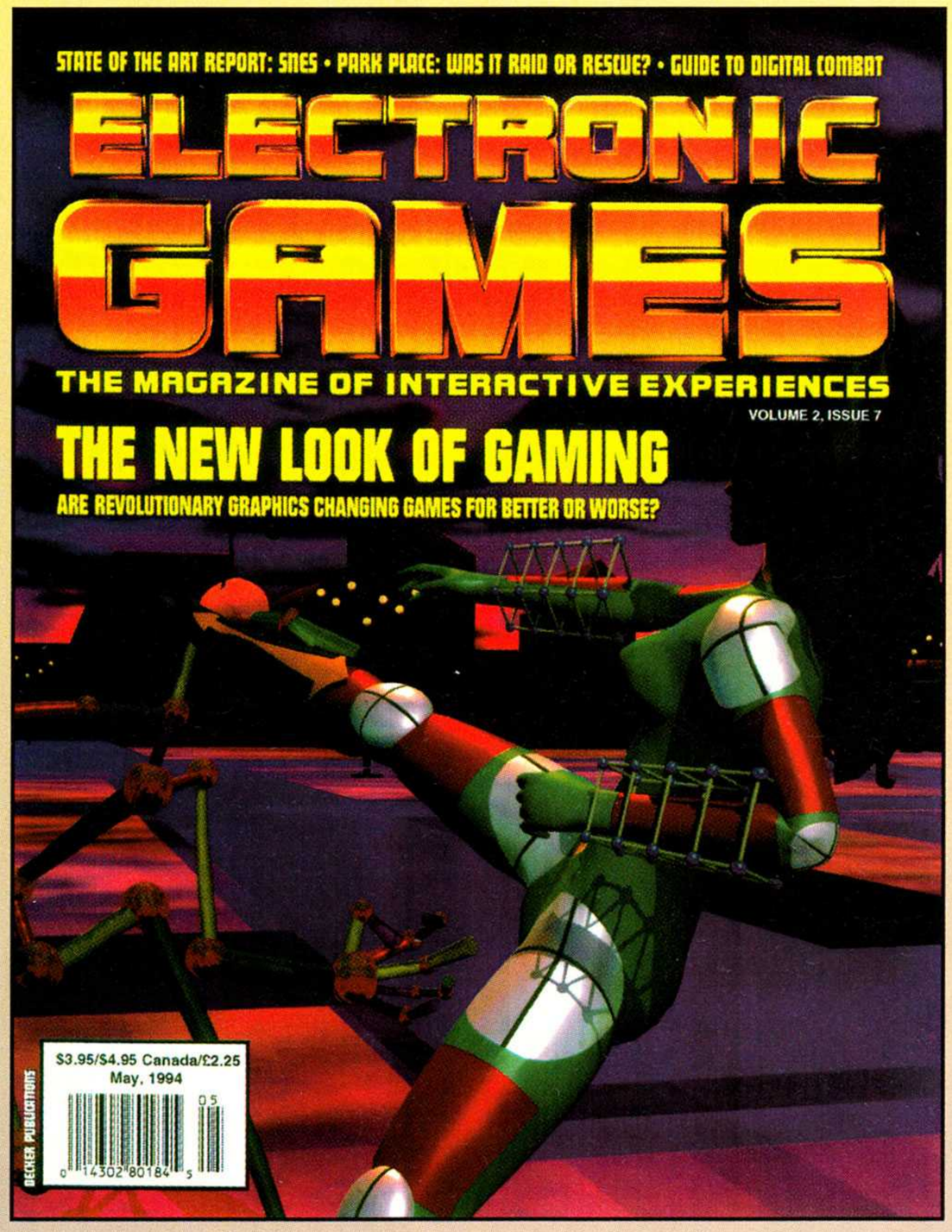
- Choice of Super Nintendo or Genesis system
- Four of Namco's Pac-Man games
- $25 worth of tokens from CyberStations and Aladdin's Castles
- Namco Mug, one T-shirt and one-year subscription to *EGM*

10 THIRD PRIZES: (Approximate retail value $150)

- Two of Namco's Pac-Man games
- $15 worth of tokens from CyberStations and Aladdin's Castles
- Namco Mug, one T-shirt and one-year subscription to *EGM*

Contest Rules: 1. No Purchase Necessary. To enter, mail a standard sized postcard to the address specified above. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Contest expires December 16, 1994. Entries must be received by December 16, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. Prizes. 1 Grand Prize: Air transportation (to be selected by Sponsors) for four to Orlando, Florida from nearest gateway city and hotel accommodations (to be selected by Sponsors) in Orlando, Florida for four people (two rooms) for 4 days, 3 nights (one of which shall be Saturday), and passes for 4 to Walt Disney World and Universal Studios. Travel must occur between May 1 and August 31, 1995, and is subject to availability. Winners will be determined by a random drawing from all valid entries by Namco Hometek, Inc. whose decisions are final. Drawing to be held on or about January 15, 1995. All prizes will be awarded. Prizewinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 3. Odds of Winning. The odds of winning will be determined by number of valid entries received. 4. Eligibility. Contest open to residents of United States only. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. If a minor wins a travel prize, winner must be accompanied by a parent or legal guardian on said travel. Travel companions must sign a liability release. All personal expenses, all ground transportation charges, all meals and all gratuities of grand prize winner and travel companions are the sole responsibility of the grand prize winner. Employees of Namco Hometek, Inc., CyberStation and Aladdin's Castle, Sendai Publishing Group, Inc., Decker Publications, Inc., and their respective affiliates are not eligible. Neither Sponsors nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List. For a list of winners, available after February 17, 1995, send a stamped, self-addressed envelope to Pac-Man 2 Winners List, Namco Hometek, Inc., 150 Charcot Avenue, Suite A, San Jose, CA 95131-1102. Requests for winners lists must be received by April 30, 1995. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state, and local regulations apply. 7. Sponsors. Contest sponsored by Namco Hometek, Inc., CyberStation and Aladdin's Castle, Sendai Publishing Group, Inc., and Decker Publications, Inc. Neither Nintendo of America Inc., Sega of America, Inc., Walt Disney World nor Universal Studios are sponsors of this contest. Pac-Man 2: The New Adventures™ and © 1994 Namco Ltd. All rights reserved. CyberStation® and Aladdin's Castle ™ Namco Ltd. All rights reserved. *EGM*™ and *EGM²*™ are trademarks of Sendai Publishing Group, Inc. *EG*™ is a trademark of Decker Publications, Inc.

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 1502, Lombard, IL 60148-9623

Name _____

Address _____

City _____

State _____ **ZIP** _____

_____ **Payment Enclosed** _____ **Bill Me**

Credit Card Orders:

_____ **VISA** _____ **MC**

Card No. _____

Exp. Date _____

Signature _____

For Faster Service, Call:

708-268-2498

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.

HMPHO

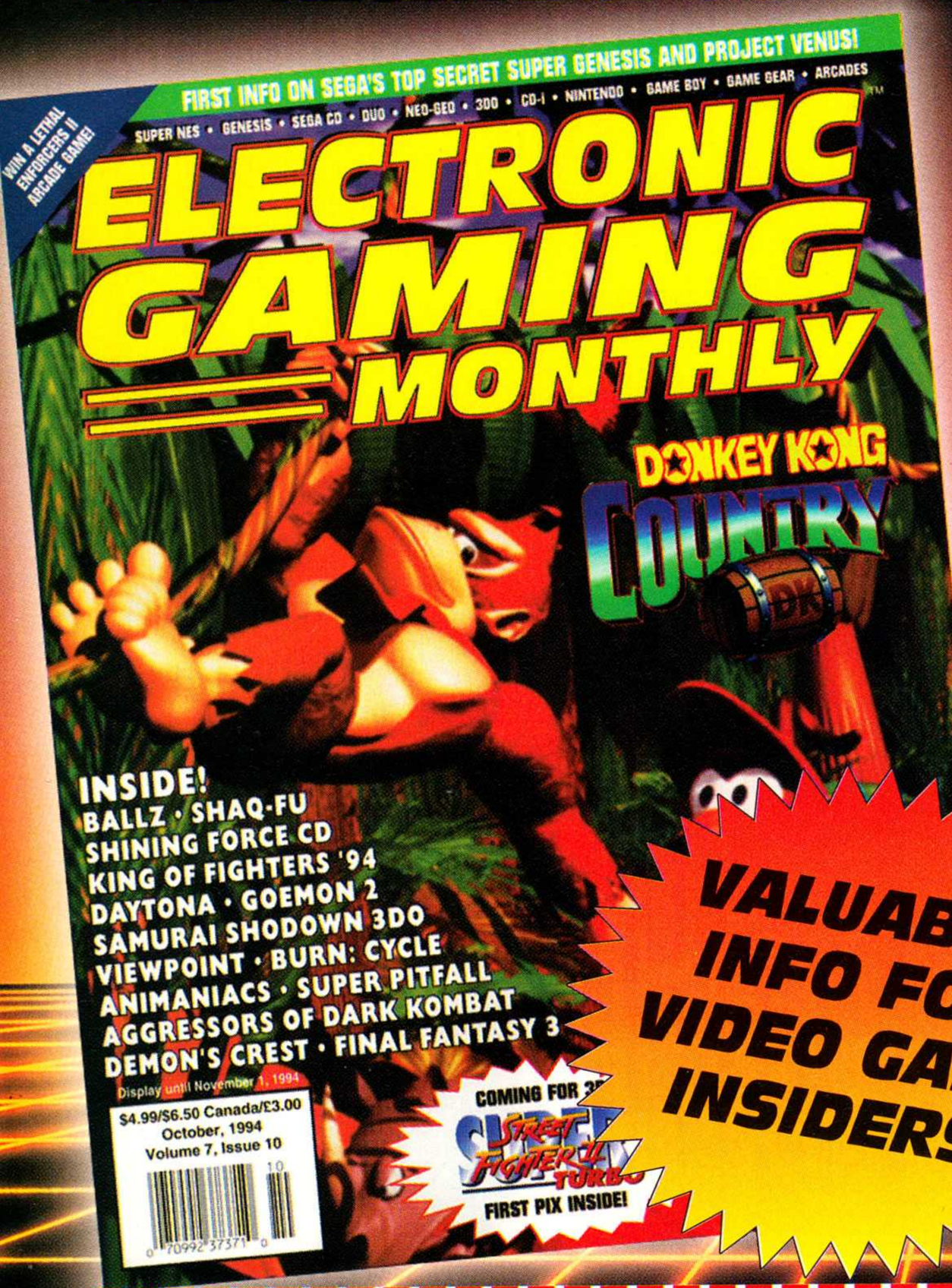
ACT NOW! Introductory Subscription Only $23.95!

SAVE OVER 50% OFF THE NEWSSTAND PRICE!

LIMITED TIME OFFER! ACT NOW!

SUBSCRIBE TO EGM

AND RECEIVE 12 INCREDIBLE ISSUES & Q-LETTER!



VALUABLE INFO FOR VIDEO GAME INSIDERS!

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!

SPECIAL QUARTERMANN CHEAT SHEETS FREE!!

Now you can learn more about the video game industry than ever before with a subscription to EGM! Bound-in with your special copy of EGM you'll find incredible game cheats from the guru of gossip—Quartermann—at no additional charge! As a subscriber you'll have access to information so provocative it can't even get into EGM! Only Quartermann can deliver this kind of info. Don't miss out!

BECOME A VIDEO GAME V.I.P. & GET 12 ISSUES OF EGM & Q-LETTER!

Get 12 issues of EGM plus Cheat Sheets for the special reduced price of $28.95!
Send payment to: EGM, P.O. Box 7524, Red Oak, IA 51591-0524

12 Issues Only $28.95!

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:
1-800-444-2884

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.

HEGL8

SAVE LIKE A PRO! SUBSCRIBE TO EGM!

EG READER SURVEY

SEND TO: EG READER SURVEY, 1920 HIGHLAND AVENUE, SUITE 285, LOMBARD, IL 60148

NAME_____

ADDRESS_____

CITY, STATE_____

ZIP CODE_____

TELEPHONE (___)_____

1. What is your age?
   a. under 16
   b. 17-21
   c. 22-29
   d. 30-39
   d. Over 39

2. What is your sex?
   a. Male
   b. Female

3. Do you use a personal computer?
   a. At home only
   b. At work/school only
   c. Both home and work/school
   d. Other
   e. None of the above

4. What type of computer do you use? (Circle all that apply)
   a. Amiga
   b. Apple (Non-Mac)
   c. Atari
   d. Commodore
   e. IBM/Compatible
   f. Macintosh
   g. Tandy/Radio Shack (Non-IBM)

5. What kind of PC do you own?
   a. 286
   b. 386
   c. 486
   d. 586
   e. Other

6. What is the speed?
   a. 20 MHz
   b. 25 MHz
   c. 33 MHz
   d. 50 MHz
   e. 66 MHz
   f. Other

7. Which types of games do you play frequently? (Circle all that apply)
   a. Action/Adventure
   b. Sport
   c Flight Simulations
   d. Other Simulations
   e. RPGs
   f. Puzzle/Board/Gambling
   g. Fighting
   h. Arcade
   I. Other

8. Where do you buy your gaming software? (Circle all that apply)
   a. Office supply store
   b. Computer superstore
   c. Software specialty store
   d. On-line store
   e. Mail order
   f. Retail store
   g. Direct from manufacturer
   h. Other

9. In the past 12 months, about how much did you spend on gaming software?
   a. None
   b. Less than $100
   c. $100-$250
   d $250-$400
   e. More than $400

10. On the average how many games do you buy each year?
    a. 1 or 2
    b. 3 to 5
    c. 6 to 10
    d. more than 10

11. What type of software do you use on your computer? (Circle all that apply)
    a. Database management
    b. Communications packages
    c. Educational
    d. Games
    e. Spreadsheet
    f. Word processing
    g. Personal Finance

12. Which of the following accessories do you currently own? (Circle all that apply)
    a. Graphics board
    b. Internal/External modem
    c. SVGA monitor
    d. Sound board
    e. Joystick
    f. CD-ROM drive
    g. Speakers

13. Which of the following accessories do you plan on buying in the next 12 months? (Circle all that apply)
    a. Graphics board
    b. Internal/External modem
    c. SVGA monitor
    d. Sound board
    e. Joystick
    f. CD-ROM drive
    g. Hard drive
    h. Speakers

14. Do you buy children's or educational software?
    a. Yes
    b. No

15. If Yes, how much software do you buy annually?
    a. 1 to 3
    b. 4 to 6
    c. 7 to 10
    d. over 10

16. What percent of your hard drive is dedicated to electronic entertainment?
    a. less than 10%
    b. 11% to 20%
    c. 21% to 30%
    d. 31% to 40%
    e. 41% to 50%
    f. over 50%

17. Other than yourself, how many other people use your computer?
    a. One
    b. Two
    c. Three
    d. More than three

18. Which bulletin board do you subscribe to? (Circle all that apply)
    a. America OnLine
    b. CompuServe
    c. GEnie
    d. Prodigy
    e. Sierra
    f. Private/local BBS

19. Play-By-Mail games:
    a. I participate
    b. Plan to participate
    c. Not interested

20. Do you have a full- or part-time job?
    a. Full-time
    b. Part-time
    c. None

21. Please circle the letter that best describes your total annual household income:
    a. under $20,000
    b. $20,000 to $29,000
    c. $30,000 to $39,000
    d. $40,000 to $49,000
    e. Over $50,000

22. What is the highest level of education you have attained?
    a. Attended high school
    b. Graduated high school
    c. Attended college
    d. Graduated four-year college
    e. Postgraduate study
    f. Master's degree
    g. Doctorate

23. Which video gaming system(s) do you own? (Circle all that apply)
    a. Nintendo
    b. Super Nintendo
    c. Game Boy
    d. Sega Genesis
    e. Sega CD system
    f. Game Gear
    e. Jaguar
    g. Neo-Geo
    h. 3DO
    i. Atari Lynx

24. Which of these help you decide which games to buy? (Circle all that apply)
    a. Ads on TV
    b. Magazine articles
    c. Ads in magazines
    d. Word of mouth/friends
    e. Game rentals
    f. Arcades
    g. Game in store
    h. Other

25. Do you buy/subscribe to any of the following magazines? (Circle all that apply)
    a. *Computer Game Review*
    b. *Computer Gaming World*
    c. *Electronic Entertainment*
    d. *Electronic Gaming Monthly*
    e. *Game Pro*

26. How many people read your copy of *Electronic Games?*
    a. 1
    b. 2
    c. 3
    d. 4
    e. 5
    f. 6
    g. 7
    h. 8 or more

27. Which sections of *Electronic Games* do you read with interest each month?
    a. Reviews
    b. News
    c. Players' Guide
    d. State of the Art
    e. Game Doctor
    f. Test Lab
    g. Previews

28. What do you do with your copy of *Electronic Games* when you are finished reading it?
    a. Save it
    b. Give it to a friend
    c. Discard it

29. How much time do you spend reading each issue of *Electronic Games?*
    a. Less than 15 minutes
    b. 15-30 minutes
    c. 30-60 minutes
    d. More than an hour

30. How many times a month do you refer to your copy of *Electronic Games?*
    a. 1-3
    b. 4-6
    c. 7-9
    d. 10 or more

Rules: All entries must be received by December 15, 1994. *EG* is not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by January 15, 1995. All entries must be hand written. Prizes are not transferable. Decker Publications, Inc. assumes no liability for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. All entries become the exclusive property of Decker Publications, Inc. and will not be acknowledged or returned. All local, state and federal taxes, if any, are the sole responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State, and local laws and regulations apply. Employees of Decker Publications, Inc., and their affiliates are ineligible to enter. Decker Publications, Inc., reserves the right to cancel this promotion at any time with appropriate notice. Winners' must agree to the use of their name and likeness for publicity reasons by Decker Publications, Inc.

THE KUNKEL REPORT

WHAT'S BUGGING NINTENDO?

Bugs are a vocational hazard in the electronic game biz, but there's one airborne insect that's currently causing more trouble than any of those outsized creepers from the Big Bug movies of the '50s: it's the nasty Sega Skeeter—the one draining the financial fluids from the forehead of a surrogate video gamer in a recent SoA commercial.

The ad plays to the bottom line, being so blunt as to point out that when a game is published for the Genesis and SNES, the SNES version frequently costs anywhere from $5 to $10 more than its Genesis cousin.

The skeeter serves as a visual metaphor for Nintendo's supposedly vampiric sales tactics. What it all seems to come down to is the fact that Nintendo levies some sort of additional fee on every SNES game produced by a third-party publisher. Those publishers, in turn, pass the cost along to consumers.

What's interesting is that this ad represents the most blatant ours-*vs*.-yours advertising since the days in the early '80s when George Plimpton bade us compare the visual elegance of Intellivision **NFL Football** to the grungy crudity of Atari's VCS **Football**.

Because the SNES and Genesis had, until recently, different styles and target audiences, SoA was content to take subtle jabs at the Big N in its Next Level commercials, while Nintendo remained imperiously indifferent to its scruffy competition.

Suddenly, these giants find themselves playing the same game, and things are getting rough. Worse, since there is generally no discernable difference between SNES and Genesis editions of the same game, the only real issue becomes price.

Recently, rumors began flying that Nintendo was so outraged by the ad that it was considering legal action. Don't expect that to happen, but it *is* a sign of how much this commercial has shocked the industry. After years of hard-fought, but basically indifferent struggle, the gloves have finally come off, and somebody's nose has been bloodied.

In most of the street fights I've witnessed, one of two things happen at this point: fight or flight. Sometimes, a little bloodflow destroys a fighter's spirit. More commonly, however, once the shock has worn off, the guy who got bopped realizes that the punch didn't hurt nearly as much as they thought. The taste of their own blood revitalizes their spirit, and the primitive urge to fight overcomes any anxiety or initial timidity.

I can see it all now. Player One selects Sega Man as their fighter. Sega Man moves very quickly, says, "Say-Gah!" a lot, bleeds profusely, and announces, "Costs Less!" before executing a German Suplex on his hapless opponent.

Player Two chooses Nin-10 Dough, a veteran rumbler with an extended proboscis which sucks the final half dozen energy points from any opponent by merely demanding them.

Should be a hell of a fight.

They Shoot Coin-Ops, Don't They?

Been to an arcade lately, citizen?

They're strange places these days. I remember arcades in the (wheeze!) old days, when there were invasion games, maze games, thrust-and-fire contests, and a nice selection of auto duels, space shooters, and just plain oddities.

These days, alas, the typical coin-op location seems to consist of a wall of fighting games, a wall of driving simulators, and about three dozen redemption contests.

Now when I say "redemption game" your mind may travel immediately to thoughts of skeeball and target shooting, with tickets issuing forth at the end of each game. These tickets could then be used to secure such valuable items as rubber skeleton key chains and glow-in-the-dark vampire teeth.

The key chains and rubber snakes haven't changed much, but the games sure have; today's redemption games include some of the most mindless fare imaginable. How about Sega's **Sonic** redemption coin-sucker, in which the player's sole activity is pressing a button, stopping a light which then issues the appropriate coupons? And this is hardly the worst of the breed.

An unusual lack of imagination and fear of censorial legislation has successfully transformed the once wild and zany arcades into the dullest fun palaces on the face of the planet. If childish kiddie games and no-risk entertainment is all arcades of today have to offer, maybe gamers should look elsewhere for their kicks. It may be time for the arcade operators to stick a light gun in their mouths and pull the trigger.

by Bill Kunkel

ELECTRONIC GAMES™

November, 1994
VOLUME 3. 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
SIMULATIONS EDITOR
Ed Dille
ASSOCIATE EDITORS
Russ Ceccola, Dean Hager, John Hardin
John Withers, Laurie Yates
CONTRIBUTING EDITORS
Barry Friedman, Dave Gerding, Rich Heimlich
Paul Hyman, Steve Kent, Joe Santulli
Sara Slaymaker, Clayton Walnum, Scott Wolf,
Steve Honeywell
ART DIRECTORS
Juli McMeekin, Ron Pringle, Mike Reisel
PRODUCTION
Colleen Bastien, Production Manager
Dave McCracken, Production Assistant
Jennifer Whitesides, Managing Copy Editor
Jo-El M. Damen, Jennifer McGeary,
Gayle Schneider, Copy Editors
John Born, Ad Coordinator
CUSTOMER SERVICE
(708) 268-2498

ADVERTISING
Eisenberg Communications Group, Inc.
Los Angeles, CA 90024
(310) 824-5297
Jeffrey Eisenberg, National Advertising Director
Brian Olshever, Advertising Manager
Suzanne Farrell, Ad Coordination Manager

SENDAI MEDIA GROUP™
Steve Harris, President
Mike Riley, Vice President of Operations
Mark Kaminky, Vice President/General Counsel
Dave Marshall, Circulation Director
Cindy Kerr, Director of Promotions
Kim Schmidt, Promotions Coordinator
Kate Rogers, Publicity Manager
Harvey Wasserman, Newsstand Director
Peter Walsh, Newsstand Manager
John Stanford, Manufacturing Director
Ken Williams, Systems Coordinator

DISTRIBUTED BY:
WARNER PUBLISHING SERVICES, INC.

A.B.C. Membership applied for.
Electronic Games (ISSN #1063-8326) is published monthly by Decker Publications, Inc. 1920 Highland Ave., Suite 222, Lombard, IL 60148. Second Class Postage paid 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: $3.99. 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 © 1994, 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 U.S.A.
Electronic Games is a trademark of Decker Publications, Inc. Sendai Media Group is a trademark of Sendai Publishing Group, Inc.

They're Not Just Games...

"... may well be the game that establishes the new formula in CRPG's."
—Johnny Wilson, Computer Gaming World

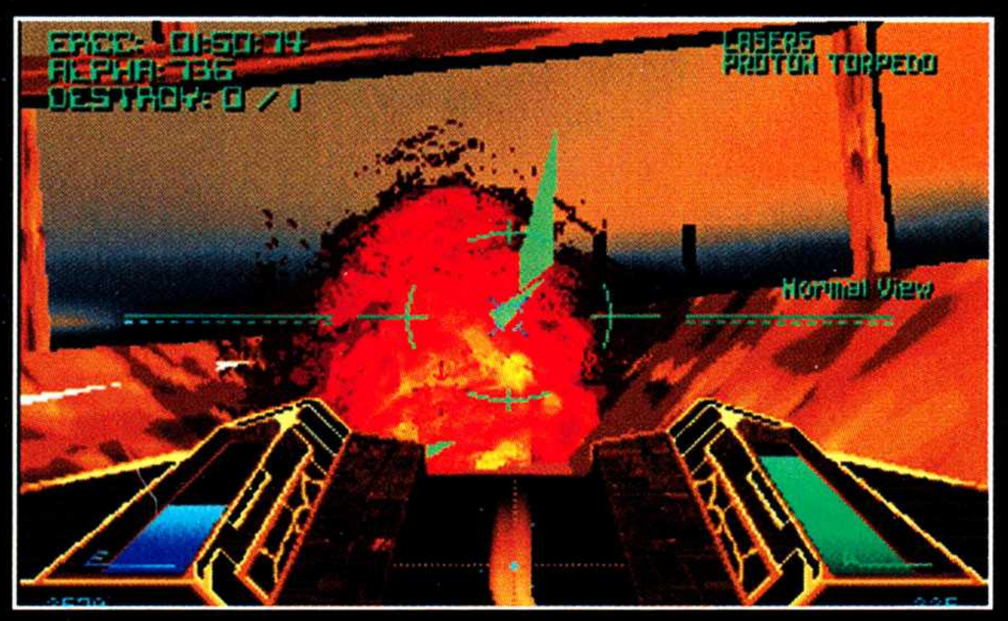
"TES: Arena surpasses all other role playing games in depth and realism! A must buy for RPG fans!"
—Russ Ceccola, Electronic Games Magazine

"...a must-have, huge role playing adventure. TES:Arena is the best RPG of the Year."
—Strategy Plus Magazine

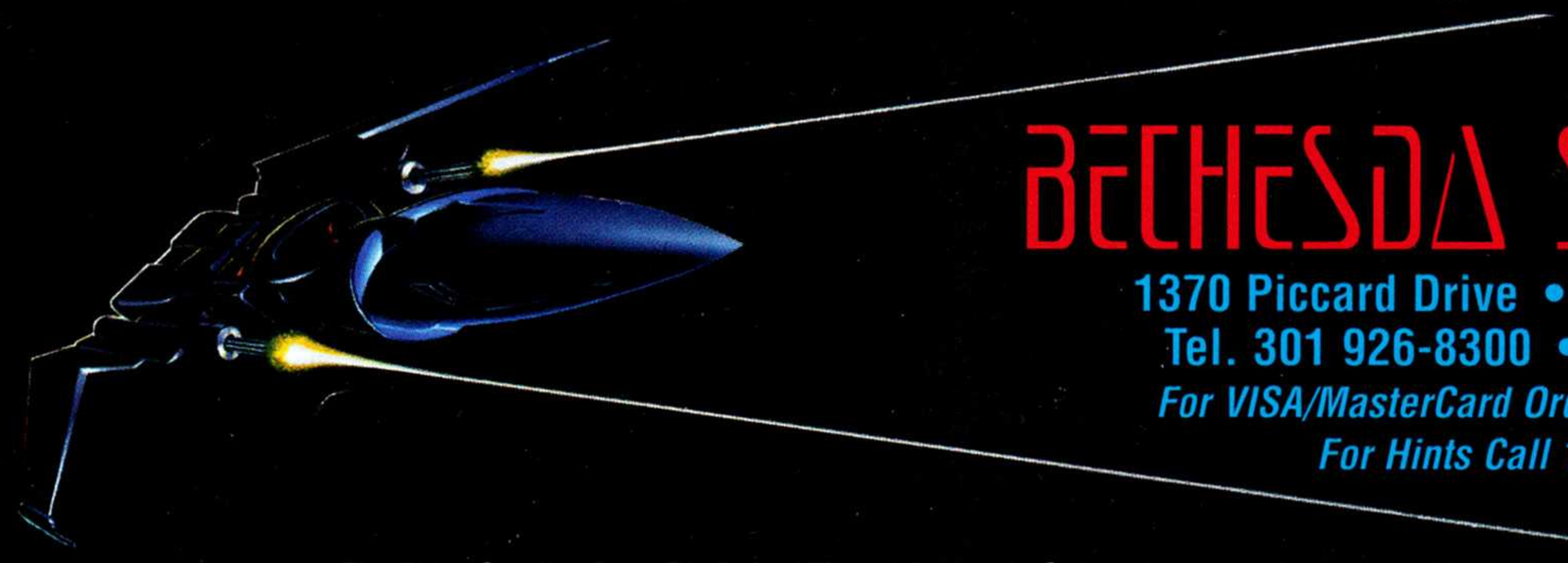
DELTA V

"One of the best flight sims I have ever seen."
—Steve Honeywell, Computer Game Review

"there is nothing out there on the market that compares ... or even comes close"
—Ed Dille, Electronic Games



...They're a Way of Life



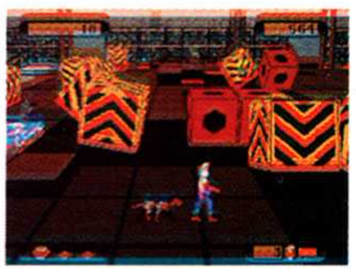
BETHESDA SOFTWORKS™

1370 Piccard Drive • Rockville, MD 20850
Tel. 301 926-8300 • Fax. 301 926-8010
For VISA/MasterCard Orders Call 1 800 670-0700
For Hints Call 1 900 88-HINTS

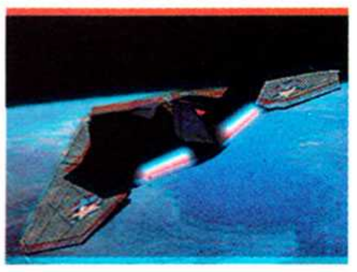
The Elder Scrolls: Arena™, Delta V™ and Bethesda Softworks are trademarks of Media Technology Limited.
Copyright © 1993-1994 Media Technology Limited. All Rights Reserved. All pictures shown are actual IBM screens.

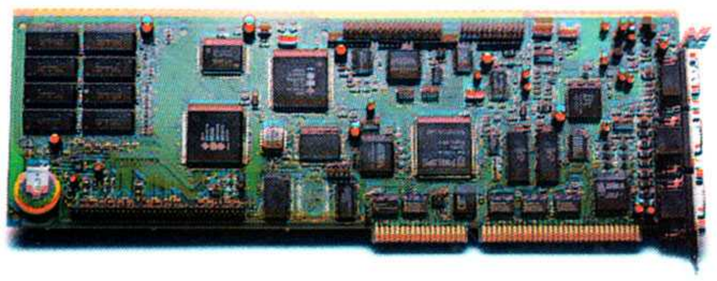
Lock The Door. Swallow The Key. 3DO On The PC.

If you've seen 3DO™ on a TV, you ain't seen nothing yet. Introducing 3DO Blaster™ – the ultimate game platform for your PC. 3DO realism and gameplay on a single expansion card. Now you can experience thousands of colors, 64-million pixels per second animation and full-motion video on your high-resolution PC monitor. Without taxing the power of your PC. A 32-bit RISC chip and twin graphics processors do all the work. Along with a Digital Signal Processor (DSP) that supplies CD-quality stereo (requires a 386/20 or higher PC, Creative Labs CR-563 CD-ROM drive, Soundblaster™ with CD-Audio connector and speakers). Included with 3DO Blaster are two of the hottest 100+ and growing 3DO titles. In SHOCK WAVE™: The Sci Fi Movie Experience, you'll defeat alien hordes by flying combat missions over photo-realistic locations from L.A. to the Amazon. 20+ minutes of Hollywood-style video is woven into the action. In Gridders™, you'll join Zack and his cybernetic dog, Fidex™, as they outsmart the killer Gridders to learn the terrible secret hidden in the depths of a factory. The deeper you go, the more complex the interactions become. So what are you waiting for? Call 1-800-331-1371,ext. 501 to order your 3DO Blaster today. Or for more information or the dealer nearest you, call us at 1-800-998-5227. But remember, you need sleep. And food. And at least once a week, go outside for some fresh air.



Included are mind-warping, best-selling 3DO titles: Gridders™ & SHOCK WAVE™





CREATIVE

CREATIVE LABS, INC.

Suggested retail price: $399.95. U.S. inquiries: Creative Labs 1-800-998-5227 or 1-408-428-6600. International inquiries: Creative Technology Ltd., Singapore. TEL 65-773-0233 FAX 65-773-0353. Sound Blaster, 3DO Blaster and the Creative Logo are trademarks of Creative Technology Ltd. All other trademarks and products are the propery of their respective holders. ©Copyright 1994 Creative Technology Ltd. All rights reserved.

To Order, Call 1-800-331-1371. And Try Not To Scream.