

\$3.50
\$4.50 Canadian
**100 Games
Rated!**
October 1991
Number 87

Free Ultima VII Poster Inside

COMPUTER GAMING WORLD

The Definitive Computer Game Magazine

Exclusive Sneak Preview of

Ultima VII



**Armour-Geddon
Conflict: Middle East
Computer Role-Playing Survey**



0 29074 12158 9

10

COMBAT

A I N ' T N O

P L A C E

F O R W E A K

S I S T E R S "

Air combat ace, Chuck Yeager, ought to know! It's gut-check time. In this ultimate



flying challenge you'll fly real missions in the three most exciting eras of air power.

WWII: The pinnacle of prop-driven combat. You will fly the famed P-51 Mustang against the Luftwaffe's most



feared fighters. **KOREA:** Jets dominate the skies. Use your flight recorder- replay

an F-86 Sabre nose to nose with a Mig-15 in "Mig Alley." Precision flight dynamics.

VIETNAM: Missiles make their deadly



mark. Send a screaming F-4 Phantom after a squadron of Mig-21s.

✧ 50 historic missions

✧ Vivid VGA 256-color graphics, sound support* and Yeager's digitized speech.

✧ Mission creator-mix eras and aircraft.

✧ Fly six elite fighter planes against 18 enemy aircraft. Fly with the best, against the best, and see if you can earn the Right Stuff.



VIDEO STRATEGY GUIDE AVAILABLE

ELECTRONIC ARTS®



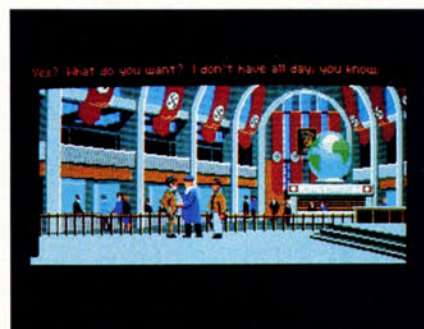
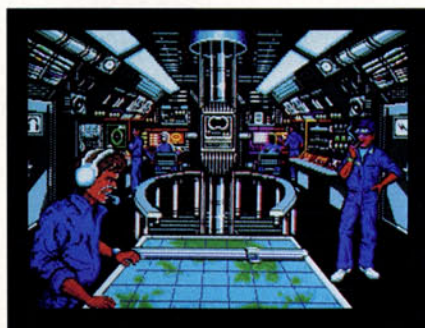
Circle Reader Service #32

-Chuck Yeager

By Brent Iverson To order: Visit your local retailer or call 1 (800) 245-4525 anytime. Chuck Yeager's Air Combat available for IBM and compatibles for \$59.95. Chuck Yeager's Air Combat Video Strategy Guide available for \$19.95. Actual screens from IBM version. IBM is a registered trademark of International Business Machines Corp. Ad Lib is a registered trademark of Ad Lib Inc. Sound Blaster and CMS are trademarks of Creative Labs. Covox Speech Thing is a trademark of Covox Inc. Tandy is a registered trademark of The Tandy Corporation.

*Ad Lib, Sound Blaster, Covox Speech Thing, CMS, Tandy DAC

SEE THE WORLD



AND NEVER LEAVE HOME

Discover a world beyond word processing and spread sheets. Let your computer take you to new lands. Take flight! Spread your wings and travel to exotic places. Let your computer thrill you with new experiences.



Software Publishers Association
1730 M Street, NW, Suite 700
Washington, DC 20036

Circle Reader Service #19

To learn more about home software, call for our free colorful brochure, "The Other



CONSUMER
SOFTWARE
SECTION

Side of Computing". It describes the variety of software you can use on your computer.

Let your computer entertain and educate you!

1-900-860-1543

\$2.00 the first minute and \$1.00 each additional minute.
If you are under 18 please get your parents permission before dialing.

COMPUTER GAMING WORLD

Covering the World
of Computer Games
for Ten Years

October 1991

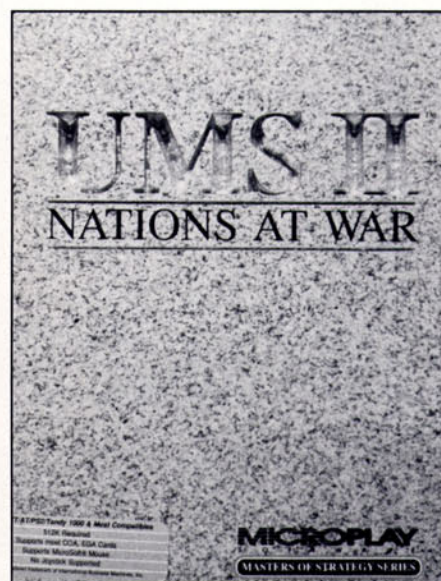
Number 87



Armour-Geddon / pg 92



Ultima VII / pg 40



UMS II / pg 36

Features

- Deep in the Heart of China** 10
Sierra Paints the Picture of Adventure / Charles Ardai
- Scorpia's Role-Playing Game Survey** 16
Stings and Haloes of Critical Fortune
- Three's Company** 28
Trolka — Three Puzzlers from Paragon / Matt Taylor
- Behind the Screens at Lucasfilm** 32
The Making of Two New Graphic Adventures/Johnny L. Wilson
- So Many Wars... So Much Time** 36
Universal Military Simulator II in Review / M. Evan Brooks
- Ultima VII: The In-Depth Preview** 40
The Many Levels of *Ultima VII* / Johnny L. Wilson
- Jihad Versus Zealots** 44
SSI's *Conflict: Middle East* / Emrich & Smith
- Bio Gradeable?** 50
Allen Greenberg Takes a Dose of U.S. Gold's *Vaxline*
- Monarch Manipulation Maxims** 59
More Counsel for SSI's *Medieval Lords* / Tom E. Hughes, Jr.
- Advanced Tactical Fighting** 64
Buzzing Ocean's *F-29 Retallator* / Lloyd Case

- Finding Gold Pieces in Carts** 68
Two CRPG Classics on the SEGA Genesis / Peter Olafson
- Safe Side, Suicide, Xenocide** 75
Micro Revelations' Graphic Gore Game / Charles Ardai
- In Hot Pursuit on the Red Planet** 82
Conscious Thoughts on Origin's *Martian Dreams* / R. Stewart
- The Mote in Donald's Castle** 84
Capstone's *Trump Castle II* VGA Travelogue / Michael Lasky
- Freud Goes Gridiron?** 86
Pro Football Analyst from Villa Crespo / Brown & Lee
- Super Simulation Slugfest** 92
Psygnosis' *Armour-Geddon* / Derek Godat
- The Few, the Proud, the Elite Plus?** 96
Microplay Game Turns "Trader" / Stanley Trevena
- Everything for Armada 2525** 100
Review, Designer's Notes & Player Aids/Emrich, Smith, Hughes

Departments

- Taking a Peek 6
The Rumor Bag 30
Scorpion's Tale (*Timequest*) 52
Scorpion's Mail 54
Game Ratings, Hall of Fame 56-57
Over There (European Games Report) 72
Editorial 112

"A UNIQUE MINDBOGGLING GAME OF ADVENTURE, ROMANCE AND SALVATION!"

TM



"No matter what appears in the next six months, Lemmings will rank as the most original entertainment concept of 1991." ...Omni Magazine

"Take command of the wackiest collection of misdirected rodents to guide them through a bizarre world of obstacles and danger: 120 levels of irresistibly challenging game play that will rattle your brain and keep you in stitches!"

LEMMINGS™

from

PSYGNOSIS

PC COMPATIBLE
AMIGA
ATARI ST
(COMING SOON)
CDTV & MACINTOSH

Available from your local
dealer or call: (617) 739 7478
PSYGNOSIS
29 SAINT MARYS COURT
BROOKLINE MA 02146

Bethesda Softworks Gaithersburg, MD

THE TERMINATOR: "I'll be back," said the Terminator. Well, Arnold was right! This is a first-person perspective search and shoot 'em up game (akin to *Hoverforce*) painted artfully on a wide canvas. The year is still 1984, the place is still Los Angeles, but the player (players if using null modem) assume either the role of Kyle Reese or the Terminator as they search for Sarah Connor. The sights, sounds and "toys" one's character has to play with all have the right feel, and the sound support is quite good. The game features surprising depth and remains fairly true to the movie; the virtual world one plays in really opens up a player's options. IBM (\$54.95). Circle Reader Service #1.

Dynamix Eugene, OR

A-10 TANK KILLER Version 1.5: It's ugly, it's mean, it's the A-10 Thunderbolt II "Warthog". Dynamix puts the player in the driver's seat of one of our Gulf War successes. *A-10 Tank Killer* Version 1.5 brings Dynamix's successful *A-10 Tank Killer* up to date with VGA graphics, improved sound and more missions (including seven based on the Gulf War). It is a very playable game that puts computer pilots in the driver's seat low over the battlefield. Ten camera viewpoints, including a "victim's view", lets gamers watch the action up close or from a safe distance. The goals of each mission in the campaign game are connected: Poor performances affect missions later in the campaign and vice-versa. IBM (\$59.95). Circle Reader Service #2.

Infogrames Villeurbanne, France

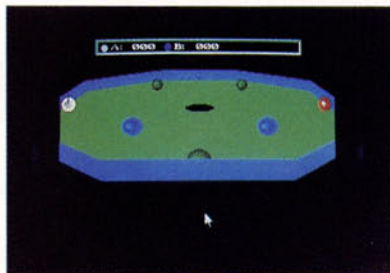
BILLIARDS II SIMULATOR: If there was ever a program that could make an enjoyable experience out of geometric problems, this would be it. A pool hall potpourri of games like 3-cushion billiards, American "pool" and 8-ball pool is expanded with enough futuristic fantasy pool games to create an intriguing variety. Naturally, two players may play and wagers can be made. Players are concerned with every shot's cushion friction, rebound coefficient, spinning coefficient, etc. as they line up the perfect stroke. Atari ST. Circle Reader Service #3.

Innerprise Software, Inc. 128 Cockeysville Road

CYBERBLAST: What can one say about a



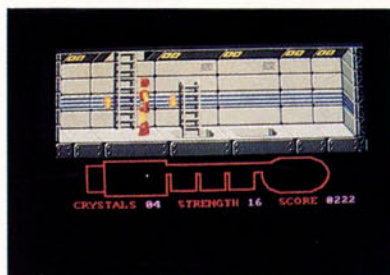
The Terminator



Billiards Simulator



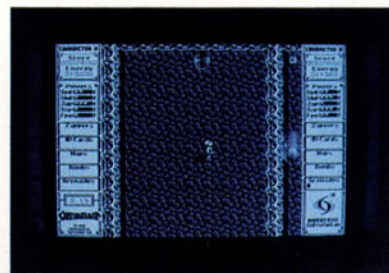
Second Conflict



Discovery



A-10 Tank Killer



Cyberblast



Chessnet for Windows



Midwinter

Advertiser Index

American Pacific Concepts	83	MicroProse	15
Bethesda Softworks	107	Mindcraft Software	65
Bit by Bit	51	Mission Control	29
Blue Valley Software	18	New World Computing	71
Cape Cod Connection	60-61	Origin Systems	73, 114
Chips & Bits	22-23, 110-111	Paper Mayhem	78
Cineplay Interactive	7	Paragon	19, 25
CGW Back Issues	76-77	Player's Games	46
CompuLink	83	Pygnosis	5
Computability	67	QOP, Inc.	48-49, 74
Covox, Inc.	85	Sierra On-Line	31
Cyborg Games	70	Simcoarum Systems	45
Electronic Arts	2	Simulations Canada	27
Electronic Arts Distribution	38	Software Discounters	35
General Quarters	30	Software Publishers Assoc.	3
GEnie	33	Spectrum Holobyte	42
Gosselin Computer Cons.	17	Strategic Simulations	58, 63
Inner Dimension	66	Supremacy Games	69
Interplay	9, 11	Three-Sixty Pacific	55
Interstel	99	Thrustmaster, Inc.	62
J.C.L. Services	85	Twin Engine Gaming	26
Joppa Computer Products	66	U.S. Gold	47
Koei	113	Video Game Headquarters	74
Konami	79, 113	Viking Software	105
Lucasfilm Games	13	Villa Crespo Software	39
Micro Revelations	97	Virgin Games	88-91, 93
MicroPlay	21	Zero's & One's	37

game that is basically *Gauntlet* in space? While the game certainly has that coin-op feel, there is something intriguing about this maze-based action game. Would-be spacefarers choose from two different character types before play begins, each rated for its own speeds and strengths. Then one blasts aliens instead of goblins for a fast-moving change of pace from standard dungeon fare. Mac (\$49.95). Circle Reader Service #4.

JSOFT Norcross, GA

SECOND CONFLICT: In the traditions of the classic strategic space conquest games, now those with *Windows* can enjoy something new. *Second Conflict* keeps the number of different unit types to a manageable level and also maintains an easily grasped production and combat systems. Naturally, with a complete pull-down menu system, the myriad of

options presented a player are easily accessed and clearly expressed. Six scenarios are provided, but the "design your own" scenario feature, combined with many variations that may be toggled on or off, make this game one of remarkable replay value. Basically, all that a galactic emperor needs is included and presented simply and clearly. IBM (\$49.99). Circle Reader Service #5.

Masque Publishing Englewood, CO

CHESSNET FOR WINDOWS: Billed as featuring the most advanced communications software of any game on the market, *Chessnet* supports both modem and (Netbios compatible) network play. While it sports all of the usual state-of-the-art chess program features, there is also a real-time game clock, "chat" features and an on-disk database of the 1990 World Chess Championship games.

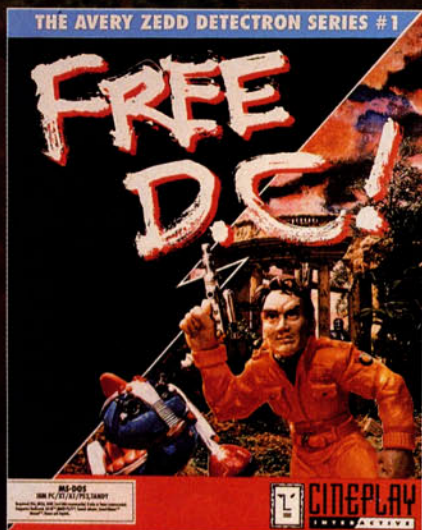
It's a Human Zoo



Don't let mankind die in captivity...

Trapped in the ruins of Washington D.C., the last survivors of the human race are on the brink of extinction. Robot keepers hold them captive in the Human Preserve, an exclusive zoo for the highest species on the planet. The preserve has a thousand hiding places, but it's hard to tell enemies from friends. You'll meet a reclusive scientist with mysterious motives and a bottomless bag of tricks. A beautiful woman is trapped in a high-tech palace swarming with robot guards. There's a robot in the White House. The Capitol is full of Death Poodles. The old subway is a river of slime where Harry the Subhuman holds the key to the darkest secrets of the Preserve. You're the only one who can put it all together and fight back. Go ahead. Beat the 'bots. Free D.C. You can do it. Maybe.

Circle Reader Service #27



Graphics functions allow players to adjust colors, positions, etc. of the board and pieces. **Windows 3.0** or higher required. IBM (\$49.95). Circle Reader Service #6.

Microillusions, Inc.

Granada Hills, CA

DISCOVERY: This is a simple game of exploration and education that really inspires kids to succeed. While the thrust of the game involves the usual scrolling around, jumping, climbing and picking up items (crystals, in this case), the key to certain portions of the puzzle is to listen to the digitized voice rattle off a spelling word or a math problem (the ship's security computer). To cross the barrier, the correct answer must be entered. For educators, Lesson Expansion Disks are sold separately. Amiga. Circle Reader Service #7.

MicroPlay

Hunt Valley, MD

MIDWINTER: "Cops in the Snow" might be the appropriate subtitle for this 3-D import from England. Full of all the polygon-filled graphics that one expects to see in a high-end import product, players take the first-person perspective as they ski, hang-glide and snowmobile their way through destruction and mayhem along humanity's last outpost of civilization during a new Ice Age. Very playable with a mouse and icon interface, the large playing surface (and even larger rules manual) will leave players exhausted for all there is to discover. IBM (\$49.95). Circle Reader Service #8.

Space Tech Enterprises, Inc.

McLean, VA

FRANCHISE FOOTBALL LEAGUE — FANTASY FOOTBALL: For Fantasy Football fans, this is one for the record book. Players have complete control as they set up their leagues, perform a "draft night," choose a starting lineup, trade players, put players on waivers or the injured reserve, etc. Updating the database weekly is explained clearly (with an update service made available to purchasers) and statistics are always available. The FFL scoring system is fascinating and makes watching the games each weekend infinitely more interesting! Just right for one's office or gaming group. IBM. Circle Reader Service #9.

Three-Sixty Pacific

Campbell, CA

ARMOR ALLEY: Can you say "Rescue Ranger"? If not, learn the name of *Armor Alley*, because the classic helicopter strategy game is back, at least in spirit! For one or two players on the IBM (two players via modem), players are pitted against each other (or can play together in teams of two) in a combination of chess-like strategic planning across "no man's land" and arcade action as they fly their own air support. Macintosh users can have up to four players connected via AppleLink. A compelling classic with a new look and features, modern fans might want to make this connection. IBM (\$39.95), Mac (\$49.95). Circle Reader Service #10.

Velocity Development

Palatine, IL

JETFIGHTER II — ADVANCED TACTICAL FIGHTER: *Jetfighter II* follows in the footsteps of its predecessor as a state-of-the-art air combat game. The light source shading on sleek aircraft flying through beautiful gradient skies is impressive. Most impressive, however, is night flight. The stars come out, lights flicker in the cities below, office buildings loom out of the darkness. It all looks great.



Franchise Football League



Jetfighter II



Mickey's Jigsaw Puzzles

JF2 has a lot of depth for the veteran gamer, but is very easy to get into for the beginner. Carrier landings are very realistic (i.e. very difficult). If the player can land on the carrier in *JF2*, he knows he's good. There are 125 missions which take the player through the full range of capabilities of the F-23 and others (dogfighting, bomb runs, etc.). The aircraft at one's command include the F-14, F-16, F-18 and F-23. IBM (\$69.95). Circle Reader Service #11.

Villa Crespo Software

Highland Park, IL

THE GOLD SHEET PRO FOOTBALL ANALYST: This is for real football fans! While everyone might enjoy the office pool or second-guessing the handicappers, this software puts serious number-crunching behind a player's betting "hunch." Users can custom-design their own prediction and trend formulas and do "what if" analyses for any occasion. With the statistics, formulas and handicapping features, this package includes every statistician's dreams. Three methods for updating information are provided (manual, on-line and subscription). IBM (\$59.95). Circle Reader Service #12.

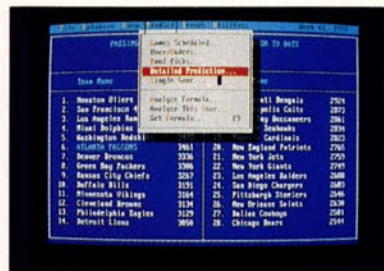
Walt Disney Computer Software, Inc.

Burbank, CA

MICKY'S JIGSAW PUZZLES: This delightful program is designed for ages 5 and up, since it allows children and/or their parents to set the ideal difficulty level in order to succeed. Fortunately, this time Disney has eliminated



Armor Alley



Pro Football Analyst



My First Computer Book

the difficult copy protection entirely and put all the pieces together for a quality children's software package. With fifteen different puzzles to choose from (which animate when completed as a "reward"), puzzle sizes range from 4 to 64 pieces. For smaller kids, a puzzle grid can be shown or the puzzle can even be "silhouette" based, allowing tots to easily snap Mickey into the place where his entire body-shape belongs! Puzzles can be printed and the Disney Sound Source is supported (with Mickey himself reading all the prompts, too!). To top it off, even the box art is included as a real jigsaw puzzle inside the box, just for kids! IBM (\$49.95). Circle Reader Service #13.

Workman Publishing

New York

MY FIRST COMPUTER BOOK: Bialosky Bear wants your kid! This package includes a great piece of software for kids to point and click away at. Music, painting, icon-driven "fill in the blank" stories at the first grade level and more are on the main menu for munchkin amusement. VGA graphics are required and the sound support will drive parents to despair and kids to delight in no time! Better than the software, even, is the primer book for little kids, *Bits, Bytes, Bugs & Bialosky the Bear (How to Become a Hands-on Hacker)*. It's everything about computer basics explained simply enough for children (and many adults) with storybook-style illustrations to help visualize the point. IBM, Apple II (\$17.95). Circle Reader Service #14. **CSW**

TOLKIEN'S EPIC MIDDLE-EARTH TRILOGY CONTINUES!



J.R.R. TOLKIEN'S THE LORD OF THE RINGS, VOL. II

The Two Towers™

The legendary tale lives on, as *The Two Towers™* picks up where the critically acclaimed *The Lord of the Rings, Vol. I™* left off. The wicked Lord Sauron persists in his quest to capture the one true ring of power. But now the Evil Wizard Saruman, with his insatiable lust for power, is after it as well.

You, the player, control a party of benevolent characters in this captivating, role-playing adventure as they battle orcs, trolls, wargs, ghosts, and oliphaunts.

You'll travel through the dark and mysterious Forest of Fangorn, over treacherous mountain passes, past the great fortress cave complex, through the ghostly marsh of the eternal spirits and, ultimately, come face to face with the mysterious two towers.

All the color and imagery of Middle-earth comes to life with state-of-the-art, 256 color VGA graphics, a new and enhanced interface, full musical score, digitized speech, and colorful animations.



The Two Towers™ is a stunning sequel that will involve you deeply in the Tolkien experience.

- Stands alone as a game or plays as a sequel
- Automapping
- Full screen, 256 color VGA graphics
- Complete musical score and digitized speech and sound effects for all major sound boards
- Enhanced, easy to use, point-and-click interface
- Thousands of screens of Middle-earth terrain to explore

To order *The Two Towers™*, call 1-800-969-GAME.

The Two Towers™ is available for MS-DOS machines at \$59.95.

Interplay™

Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
(714) 549-2411

MS-DOS Screens Pictured.
Circle Reader Service #38

The program is published with the cooperation of the Tolkien Estate and their publishers, George Allen & Unwin (publishers) Ltd. The plot of *The Lord of the Rings*, characters of the hobbits, and the other characters from the *Lord of the Rings* are © George Allen & Unwin Publishers Ltd. 1966 1974 1979 1981 © 1991 Interplay Productions. All rights reserved. J.R.R. Tolkien's *The Lord of the Rings, Vol II: The Two Towers™* is a trademark of Interplay Productions, Inc. MS-DOS is a trademark of Microsoft Corporation.

Popcorn Not Included IV

CHINA HEART OF



TITLE ● Heart of China
 SYSTEM ● IBM
 COPY PROTECT ● None
 PRICE ● \$59.95
 DESIGNER ● Jeff Tunnell
 PUBLISHER ● Dynamix
 DISTRIBUTOR ● Sierra On-Line
 ● Coarsegold, CA



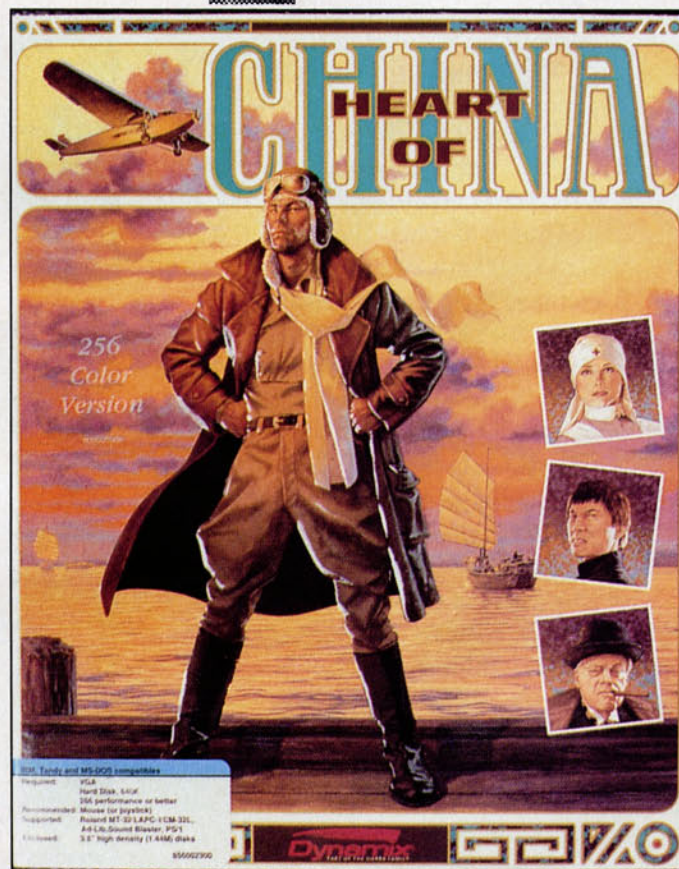
by Charles Ardai

From the start, computer games have aspired to a style and a degree of refinement best described as "cinematic." Only with today's most sophisticated techniques are significant advances being made toward this goal. However, in adopting a cinematic mode, today's games open themselves up to criticism on a cinematic level. It is not enough to achieve movie-quality software; one must also achieve quality movie-software.

It is from this critical standpoint that we will consider the new generation of "Interactive Movies."

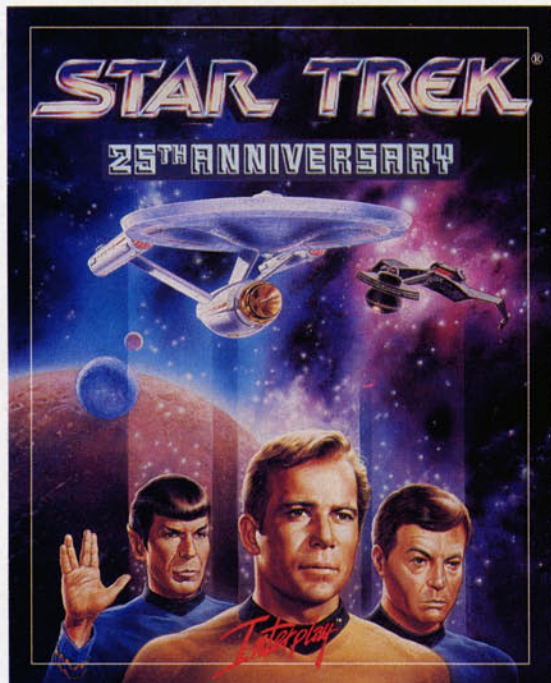
In 1930, China was not an entertaining place to be. Not even twenty years out of ancient dynastic rule (and only two years away from Chiang Kai-shek's bloody consolidation of power) and barely a year before the Japanese invasion of Manchuria that was the start of World War II, China was a center of international turmoil and a focus of conflicting and violent impulses. Westerners found themselves the object of intense scrutiny and resentment, while citizens of Asia's various countries faced growing internal hostility. The only people untouched by events were the peasants in the remote heart of the country, living in the pre-modern conditions they had known for generations — and indeed, for the most part, in which they live today.

Heart of China could have been, therefore, a reference to the level of Chinese society that passed through this moment in history essentially untouched by the storm brewing, and later raging, off to the east. It *could* have been such a reference — but this is not what *Heart of China* is about, even though it is set in China in 1930. There are a good many peasants to be found in the game and there is a general avoidance of the subject of politics, but from the game's storyline one would never know



THE VOYAGE CONTINUES!

STAR TREK: 25th Anniversary™.

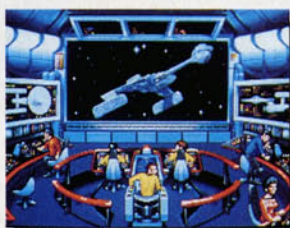


Fasten your seatbelts, bring your seat backs to an upright position, and stow away those other computer games. You're about to pilot a Federation Starship on a wild roller coaster ride through the final frontier.

STAR TREK: 25th Anniversary combines a realistic, 3D space flight simulator with a wide variety of role-playing adventures to create a gripping game of galactic exploration.

You'll play James T. Kirk and experience the thrill of piloting the U.S.S. Enterprise™ using Interplay's stunning, new, state-of-the-art, digitized model graphics. You'll control phasers, photon torpedoes, shields, communications, and warp drives in 3D space action so real you'll be reaching for your airbag!

Scan and survey hundreds of fractally generated worlds and then join a landing party sent down to map and interact with alien races and artifacts. So beam aboard the



MS-DOS Screens Pictured.

U.S.S. Enterprise™, and continue a quarter century of exploration and high adventure.

- Full 256 color VGA graphics
- Thousands of state-of-the-art, 3D digitized, space action scenes
- Interact with dozens of alien races
- Navigate Kirk, Spock and Bones on a variety of world explorations
- Complete musical score featuring digitized sound effects from the series and major sound board support
- Easy to use, point-and-click, icon interface

To order STAR TREK: 25th Anniversary, call 1-800-969-GAME. Available on MS-DOS compatible machines for \$59.95.

Interplay™
Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
(714) 549-2411

TM, ® and © 1991 Paramount Pictures. All Rights Reserved. STAR TREK and U.S.S. Enterprise are Trademarks of Paramount Pictures. MS-DOS is a Trademark of Microsoft Corporation.

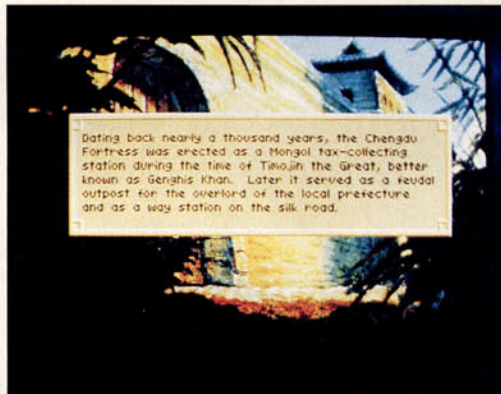
Part of China

Wasn't it Confucius who said that?

Places in the Heart

There are three basic activities in *Heart of China*. One moves from place to place by clicking on "Exit" signs that pop up while scrolling the cursor around the screen; objects can be manipulated within a scene by clicking on them and dragging them in and out of the characters' inventories; and one holds conversations with people met, selecting responses from multiple choice menus.

(There is another troubling point about the Himalayan scene. If Chi has both bags of herbs and feeds them to Kate, Jake manages to find a villager. If Chi does not, Jake drops dead in the snow. Why there should be a connection is unclear. Shouldn't Jake's finding help be independent of whether or not Chi is able to save Kate back at the plane?) There is also an aesthetic reason for copious saves. Dynamix has made real strides toward interactivity in this game, and players who try to make it to the end on one "life" will miss out on any number of Roads Not Taken. Each time the player could have done something differently than he did, the game points this fact out with a "Plot Branch" symbol. Returning to these points after finishing the game gives players a chance to sample variant paths the story might have taken. While there remains a single central plot to



The man with
the hat is back.



This time he's
in over his head.

INDIANA JONES
and the
FATE of ATLANTIS

COMING THIS FALL
TO A SOFTWARE STORE NEAR YOU.

LucasArts
Lucasfilm™ Games

ed in a snowdrift, for in-
l, however, there are *still* a
e is actually seen depends
s been throughout the
ne streets? Does he get the
y poor? It is all up to the

developed in the game's conversational system. The quality of the responses ranges from safe and predictable to smart-alecky. There aren't as many responses as there would appear to be, but the system is skillfully constructed to lead the player toward one or two central

puzzles, multiple plot reversals (one nice touch is that the player treats them as if they were real), and the fact that one can determine the outcome of the mission, but a very agreeable game that lets the player pick to test the various op-

y deserves notice. This is
ed above. The first involves
s fortress to an airfield and
, hand-to-hand, atop the
by players who prefer their
but both are also simple

little patience. Controls are
or raised and the game of-
number of tries to get each
user-friendly?

part of *China* is not a very
re is the element of
s to replay a game depends
ace. For all its good
e a throwaway game; that it

that makes each of the

and above, but it cannot be
screen, the music immedi-
the world of the game. Like
y Chinese about the music,
reviewer played the game

of gag was acceptable in the
Space Quest or *Leisure S*
it just disrupts the fabric of
so finely. As Confucius *did*
thread destroys the entire f
jokes if the cost is the play

Heart to Heart

Although lacking some of the scope of *Quest IV* or the cinematic experience of *Heart of China*, *Heart of China* is better; a more direct, less over-the-top, more sincere and more powerful work. It is a more direct, less over-the-top, more sincere and more powerful work. It is a more direct, less over-the-top, more sincere and more powerful work.

The art is all digitized, either from

live performers. Both sources are DeRycke, who plays Jake, is so he is a walking (and running) and brings delicious individuality to is Demetri Lontos as the corrupt, u, but all the actors do a fine job of Ikeda brings a Jabba the Hutt that is really something to see; the harem in Istanbul.)

alas — one gets screen effects that lateral movement of large portions one gets the real thing — but where is well done and its effect is maximum is basically a still picture, for inner hand grinding herbs and hand-expression that the whole screen is

ne's artistry, and perhaps the most
re, too, *Heart of China* shines. The
mes, funny enough to make one
he snap of good movie banter. It
nate excesses and desperate wit of
The Dink called Wallace Michael of
Tick, Tick, Tick."), and only oc-
casionally.

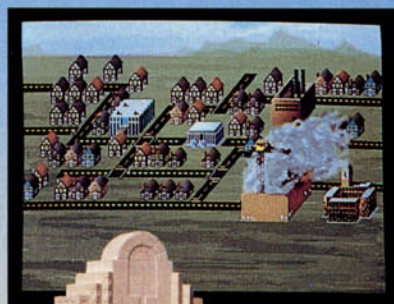
atch, the puzzles are quite clever
nt that gets squeezed in between
s a pity that some of the most ente
s are ones guaranteed to win Jake
t, that's the way it is in life, too. The
y, *Raiders of the Lost Ark*, with its
certainly on par with a movie such
to *China*, which in all other
inferior.

the scripting, it is a minor one: that is, just making meta-jokes that break the suspension of disbelief (e.g., "I can't lift a line and a situation from *Star Trek* snakes?") or when they allow the audience to know that a character is a character in a game. This sort of meta-joke was common in old days, and may still work in a *Larry* game, but in *Heart of China* it is a meta-joke that is otherwise woven into the game-reality that is otherwise woven into the game. "He who works on a single thread," says the Chinese proverb, "will ruin the fabric." It makes no sense to insert a meta-joke that breaks the suspension of disbelief.

the astonishing effects of *Space* old Infocom game, *Heart of China* to be savored. It is a successful diversion and particularly a joy to read as *Rise of the Dragon* was, I, for one, would not be at all bored in the Adventures of Jake

Build An Empire To Stand The Test Of Time

...With Sid Meier's CIVILIZATION™



Rout Ramses... Outwit Alexander... Knockout Napoleon...

History is littered with the bones of great men who thought their achievements would live forever. Now you can succeed where they failed as MicroProse brings you Sid Meier's **Civilization**. Guide a culture from its earliest stages, through agricultural and industrial revolutions, all the way to your own Space Age. Survive and dominate by outmaneuvering mankind's most legendary leaders. Carve your name indelibly in the pages of history. With Sid Meier's **Civilization**, you really can build a brave new world.

MICRO PROSE™
ENTERTAINMENT • SOFTWARE

For IBM-PC/Tandy/Compatibles. For the latest information on release dates and availabilities call MicroProse Customer Service at 301-771-1151, 9 am to 5 pm EST, weekdays. ©1991 MicroProse Software, Inc., 180 Lakefront Drive, Hunt Valley, MD 21030.

C*R*P*G*S

Computer Role-Playing Game Survey

by Scorpia



When CGW asked me to do a survey of computer role-playing games, it seemed a massive task. There were so many of them! Or were there? I started a list, which went quickly at first. *Wizardry*, *Ultima*, *Bard's Tale*, *Might & Magic*, the Gold Box series, *Alternate Reality*, *Wasteland*, ummm... *Elvira*... *Hard Nova*... ahh... hmmm... it's getting tougher... quick, Scorp, the archives!

As it turned out, there weren't as many as I had expected. It may not seem that way, but it's true. Once the list was fully compiled, it presented an interesting picture. There was a small cluster of CRPGs at the dawn of the micro age (roughly 1978-82). Then, aside from the occasional release of a new *Wizardry* or *Ultima*, there was a long dry spell that didn't end until about 1986.

That year marked the turning point in the CRPG market, as suddenly publishers were rushing to get such games out the door. The pace has been accelerating since then, with more of this genre appearing each year (1990 was a banner year, with the most new releases). That's why it seems that CRPGs are all over the place; it's a fairly recent phenomenon that more or less burst on the computer game scene.

The compendium that follows is not all-inclusive. It would be nice if I had (and had room for) an Amiga, Atari ST, and Mac in addition to my old Apple and IBM-compatible. Unfortunately, that's not the case. I can only talk about games I've played. So, for example, *Dungeon Master* is conspicuously absent from the list; it seems to be out for every computer except the ones I have.

Since such an overview can cover games only briefly, I have included the issue (by number and cover date) in which the particular CRPG was covered, either as a review or as a "Tale." In some cases, the game was not reviewed by me (hey, I can't have a monopoly on all the action!); these are marked by an asterisk.

Finally, a word about Fozzie. This is my generic term for the Ultimate Bad Guy (or Gal) who is behind all the trouble. Invariably, Fozzie is either an evil wizard or demon who has unleashed the ravaging hordes of monsters that are making everyone's life difficult. Games that feature a Fozzie almost always have a big battle with him (or her) as the major goal of the game. These days, there is a slight trend away from "Kill Fozzie" endings, but most CRPGs still include it as the "big moment".

*Alternate Reality: The City***Datasoft**

Review: #32 (November, 1986)

First of a proposed multi-game adventure, *AR: The City* was a fascinating premise that turned out rather poorly, especially in the 8-bit versions. There was literally nothing to do beyond mapping out the city and building up your character for the next scenario. Of course, much was meant to open up to you as later scenarios arrived, but the total lack of any true goal turned what could have been a really involving CRPG into a tedious exercise in hack and slash. A game for those with great persistence and patience.

*Alternate Reality: The Dungeon***Datasoft**

Review: #44 (February, 1988)

Second and last in the series, *AR: The Dungeon* was a slight improvement, with several little quests to be completed, assigned by an Oracle. However, the design was very loose, and you could stumble on quests without having been told of them by the Oracle at all. A Devourer that showed up to steal items when your inventory became too large did nothing to improve matters. Although there was a bigger area to explore, emphasis in the game remained primarily on fighting. Better than the first game, but not by much.

*Ancient Land Of Ys***Falcom**

Japanese import converted from game machine to computer. Nintendo-style combat and graphics. A fairly simple entry with a few puzzles to solve. Several tough battles with major monsters (called "bosses" in the idiom of arcade gamers), otherwise pretty much a romp. Interesting mainly for seeing what the Japanese do in terms of lightweight CRPGs.

*Bard's Tale I***Interplay**

Review: 5.5 (November-December, 1985)

The initial game of the series is a combination of puzzle-solving and hack'n/slash set up in a very linear approach. Dungeons must be done in strict order for successful completion. Getting started can be extremely difficult, and the game can be saved only in one place, making for a certain amount



Buck Rogers

of aggravation. However, it does have many points of interest, particularly in the puzzles, and is definitely a game worth getting.

Bard's Tale II

Interplay

Review: #38 (June-July, 1987)

Without a doubt, the worst of the series. Combat reaches excessive and ludicrous proportions, while the Death Snares are nothing more than monotonous run-arounds designed to frustrate and aggravate the player. The "big battle" is a farce, with Foozle going down pretty quickly, but his guards taking many rounds to dispose of. Boring and pointless about sums up this one.

Bard's Tale III

Interplay

Review: #48 (June, 1988)

The series redeemed itself with the third installment, flawed though it was by several seams in the game. Basically a sequence of mini-quests, with the party visiting various lands and times to acquire a variety of special magical items. All of this, of course, is the prelude to the usual "ultimate combat" at the end, which, unfortunately, is again rather a letdown. The best parts are the quests themselves, which have a slight "adventure game" feel to them, as the use of different objects is often necessary to accomplish one's goal. Still too oriented towards the "hordes of monsters" approach to combat, along with spells of absurd power, but otherwise worth playing.

Beyond Zork

Infocom

Review: #42 (December, 1987)

Infocom's only entry in the hybrid game approach, its merging of CRPG with adventure does not mix as well as it should. Combat in particular is more a matter of getting the "lucky hit" rather than damaging an opponent sufficiently over time to kill it. The adventure portion is, of course, much better, as you would naturally expect from a company famous for their adventure games. So this one is really an adventure game with some CRPG features rather than a true hybrid.

Buck Rogers

SSI

Review: #78 (January, 1991)

A surprisingly enjoyable little game, using the AD&D Gold Box engine with the addition of character skills. Typical plot of stopping the bad guys, but the atmosphere of the old serials is re-created quite well. Side bits connected to the main story add a lot to the game; everything is related, one way or another. Essentially a quick-playing game, but fun nonetheless.

Champions of Krynn

SSI

Review: #70 (April, 1990)

First in the "Dragonlance" series, a slight variant of standard AD&D, primarily in the handling of magic. Go forth and beat up on dragons and dragonmen (as well as other

critters) to stop the evil Myrtani from corrupting the eggs of good dragons. Standard fare for the most part, although the final battle with Myrtani is wearisome rather than exciting. Cameo appearances by some of the characters from the books is a nice touch.

Curse of the Azure Bonds

SSI

Review: #63 (September, 1989)

Sequel to *Pool of Radiance*, with a bit more plot. Characters must rid themselves of five blue tattoos that put them under the control of evil forces. Improved combat with fewer opponents per fight; no more hordes of critters to slow things down. More linear than the previous game. Some interesting side bits, especially with the Rakshasa. For all that, it's still mainly hack'n'slash leading up to the usual "Kill Foozle" ending.

Dark Heart of Uukrul

Broderbund

Review: #67 (January 1990)

A standard dungeon-delving expedition with some interesting points, not least of which is the best auto-mapping feature in any game to date. Combat is better balanced, for the most part, than in many



Death Knights of Krynn

CRPGs of this type. Solving puzzles becomes important in the latter half of the game, so this one is *not* for those seeking only hack-and-slash entertainment. Has an unusual ending for a CRPG (play it and find out).

Death Knights of Krynn

SSI

Review: #84 (July, 1991)

Sequel to *Champions of Krynn*. This time it's Lord Soth and his endless undead legions of all varieties that are causing trouble. Quite linear; getting to Soth is a step-by-step process that needs to be followed carefully. However, you can take time out to wander the countryside for interim adventures as the fancy takes you. The showdown with Soth is standard stuff. Afterwards, two special areas open up for additional adventuring and goody-grabbing. All in all, though, it's mainly just another chop'em-up.

Deathlord

Electronic Arts

Review: #46 (April, 1988)

Poorly designed, poorly implemented mish-mash with a quasi-*Ultima* look. Everything that could be taken from other CRPGs was

thrown in with little coherence, covered over with pseudo-Orientalism, and developed into an extremely pointless game. Deficient manual makes it worse. Definitely one to avoid.

Demon's Winter

SSI

Review: #53 (November, 1988)

Follow-up to *Shard of Spring*, pretty much in the same style, but with an expanded engine. The world is larger, with more to do, and dungeons now require some puzzle-solving, but clues and directions on where to go or what to do are scarce. Many improvements over the previous game, and an interesting plot, although combat is not as balanced as it could be. The demon of the title is the main foe, but the ending does not rely on the usual "Kill Foozle" battle, which is refreshing.

Don't Go Alone

Accolade

Review: #65 (November, 1989)

Boring trek through a haunted house. Simplistic puzzles at best, when there are any. Ill-described character classes, some of whose functions are unknown. Magic is performed through the use of chemical formulae, the only point of interest in an otherwise dreary product.

ATTENTION ROLE PLAYERS

Our character editors allow you to modify basically everything that makes your characters unique. Most editors also allow you to give characters any item in the game. Our hint books provide complete solutions to the games (most also include complete maps).

- **CHARACTER EDITORS - \$19.95 each**
 Might and Magic (1, 2 or 3), Drakkhen, Pool of Radiance, Bard's Tale (1, 2 or 3), Wasteland, Dragon Wars, Space Rogue, Wizardry (Edits 1-3), Wizardry 4, Wizardry 5, Bane of Cosmic Forge, Sentinel Worlds I, Knights of Legend, Secret of the Silver Blades, Hard Nova, Curse of the Azure Bonds, Space 1889, Champions of Krynn, Keys to Maramon, MegaTraveller (1 or 2), Keef the Thief, Escape from Hell, Ultima (3, 4, 5 or 6), Dark Heart of Uukrul, Savage Empire, Tunnels and Trolls, Lord of the Rings, Countdown to Doomsday, Fountain of Dreams, Eye of the Beholder, Death Knights of Krynn, Martian Dreams, Magic Candle (1 or 2).
- **HINT BOOKS - \$9.95 each**
 Might and Magic, Knights of Legend, Curse of the Azure Bonds, Champions of Krynn, Legacy of Ancients, Dark Heart of Uukrul and Wizardry (1, 2, 3, 4, 5 or Bane).

Apple C64 and Amiga versions also available. Please add \$4.00 for shipping and handling.

GOSSELIN COMPUTER CONSULTANTS

P.O. Box 1083
 Brighton, MI 48116
 (313) 229-2453



Dragon Wars

Interplay

Review: #66 (December, 1989)

First of a proposed series, *Dragon Wars* has a lot going for it: balanced combat and magic (no mega-death spells), skill use, interesting subplots, and a battle with Foozle that will not be of the "ho hum, over in two rounds" variety. The only feature lacking is conversations with NPCs. There isn't much talking to be done here: most information comes (as it did in *Wasteland*) from reading designated paragraphs in a separate booklet. While the game does have a few rough edges, overall it's a good choice when you want something a bit more than a standard slicer/dicer.

Drakkhen

Infogrames

Japanese import with an interesting idea but poor implementation. Take sides in a war among dragonkind that also has profound implications for the human race. Odd combat style allows for little in the way of tactics or even control during fights. Character movement is occasionally awkward with people getting stuck at times behind obstacles, or the party not following the leader through doorways. Sparse documentation does not provide enough information. Terrible character generation system requires creating the party together; one poor set of stats and you may well have to start it all over again. This one is only for the patient.

Elvira

Accolade

Review: #82 (May, 1991)*

Beautifully graphic CRPG with many gory close-ups; not for the squeamish or faint of heart. This is true of combat as well, where much blood goes flying as you fight your way in and around the castle. Plenty of combat, using a variety of weapons and spells (cooked up for you by Elvira herself with ingredients you have to find). Lots to do and explore; this is a tough game and will not be finished in a few sittings. If you don't mind gruesome visuals, it's definitely worth playing.

Eternal Dagger

SSI

Review: #40 (October, 1987)

Sequel to *Wizard's Crown*, using pretty much the same engine, with a few enhancements and minor changes. Not as good as the previous game: *Dagger* is too weighted towards magic use in combat, and opponents are far more difficult to dispose of, making for lengthy battle sequences. Fighting in dungeons is especially frustrating. Interesting plot idea, but otherwise this game is only for the patient.



Elvira

Eye of the Beholder

SSI

Review: #83 (June 1991)

First in a new series from SSI, this one features a totally new engine and graphics, based on the *Dungeon Master* model. Excellent visuals and use of sounds to create a "you are in a dungeon" feeling. Emphasis is on puzzles over combat, a big departure from the Gold Box series. The combat portion, however, needs work, as controlling up to six characters during real-time fighting becomes unwieldy at times. Nonetheless, an impressive first effort that bodes well for the future.

Fountain of Dreams

Electronic Arts

Review: #78 (January, 1991)

Horrid post-nuke loser with a quasi-*Wasteland* interface. Inane plot, ridiculous combat, terrible ending. Not worth anyone's time or money.

Hard Nova

Electronic Arts

Review: #81 (April, 1991)

Science fiction CRPG using an improved variation of the *Sentinel Worlds* engine. Indoor locations are now fully graphic and movement is no longer a tedious business. Take on mercenary jobs for the Starkillers; recruit a variety of NPCs along the way. Good plotline with an interesting ending, allowing for two different ways of handling the main problem. Plenty of combat (which is well-balanced), with little of it random, except in space. Definitely worth your attention if you like space games.

Knights of Legend

Origin

Playing Tips: #69 (March, 1990)

Tactical wargaming with a thin veneer of role-playing. Well-done backgrounds and NPCs are buried by the weight of incessant combat: twenty quests, all in the same mold (bring back an item stolen by some type of creature), tend to become tedious after awhile. The game emphasizes battle techniques over all else. Only wargamers or devoted hack'n'slashers are likely to enjoy this one.

Legacy of the Ancients

SSI

Review: CGW #43 (January, 1988)

CRPG in the *Questron* style, with many similarities. Not surprising, as it was done by the same people. The only novelty is the museum with exhibits you enter by depositing the proper coins. Plot is almost identical to that of *Questron II*: destroying a scroll of evil spells. Primarily a hack'n'slash epic of moderate interest.

Legend of Faerghall

Rainbow Arts

Review: #79 (February, 1991)*

German import that should never have crossed the Atlantic. Poorly translated manual has several mistakes. Graphics are ugly to tolerable. Combat is absurd: characters in the rear rank can be hit by opponents nowhere near them (opponents that do not use missile weapons). There is nothing new or of interest in the game; a mediocre effort at best (the CGW review presents a quite different picture of this game and makes me wonder if we were looking at the same product).

The Lord of the Rings

Interplay

Review: #81 (April, 1991)*

Probably the best so far of the Tolkien adaptations, though not without weak points. Follows the first book (*The Fellowship of the Ring*) fairly closely in its main aspects, but also has a lot of side stuff added. The terrain covers a huge area, and walking around can be a bit much at times — especially as many things can be found only by stepping on the right spot, which makes for a lot of hoofing. Since new material has been added to round out the game (this being only the first of three parts), those familiar with the original story

"Powerful programs of growth and adventure"

VGA/EGA or MONO



MasterCard/Visa
1-800-545-6172
(after 5 p.m.)

IBM/Compatibles
and AMIGA

THE MAGIC MIRROR . . . a toolbox for your mind. E. Kinnie, Ph.D., Clinical Psychologist. \$39.95.

THE MAGIC MOUNTAIN . . . a journey into another reality. Not for children. Specify male or female version. \$29.95 each. Both, \$39.95.

MERLIN . . . an apprenticeship. \$29.95.

I CHING . . . ancient Chinese wisdom and prophecy. \$29.95.

VISUALIZATIONS . . . VGA/EGA required. \$35.00.

Programs for Children . . . call or write. Created by an Educational Psychologist.

Blue Valley, 29 Shepard St., Walton, NY 13856

Circle Reader Service #23

Circle Reader Service #50 »
Computer Gaming World

"World War III Eliminated The Weak... Now The Real Fight Begins."

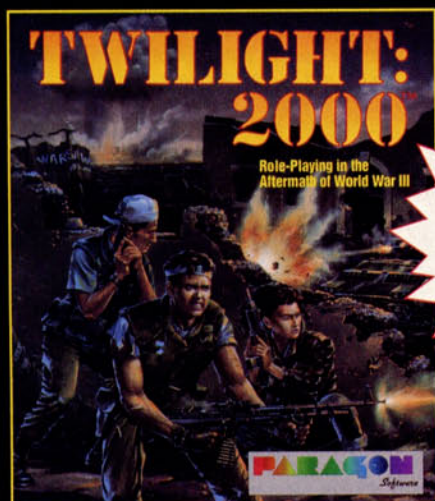


Actual screen shown.

In the wake of nuclear holocaust not even the strong are guaranteed survival. Staying alive requires resourcefulness as well as might.

You lead a squadron of 20 highly-trained soldiers who discover World War III isn't over. An insane genius named Baron Czarny has built an army from the dispossessed and armed it with abandoned high-tech weaponry. Now, you must pit your group's diverse skills, and your leadership abilities, against an onslaught of marauders and military madmen determined to win a war the world lost.

Twilight: 2000 is state-of-the-art, futuristic role-playing: Extensive character generation • Over 2MB of stunning bit-mapped graphics • Movement in military vehicles is shown in detailed 3-D; actions outside vehicles are presented in scaled 2-D 3/4 views • Digitized sound effects and a mood-setting soundtrack • 9 unique vehicle types ranging from an American-made HUM-VEE to a Soviet-made T-72 tank • Scenario design by GDW founder Marc Miller!



Based on the
world's most
popular war
role-playing
system!



Actual screens may vary.



Marketed by MicroProse Software Inc.
180 Lakefront Drive • Hunt Valley, MD 21030

For IBM-PC/Tandy compatibles. For the latest information on release dates and availabilities, call Paragon Customer Service at 412-838-1173, 9 am to 5 pm EST, weekdays. © 1991 Paragon Software and Game Designers Workshop. Twilight: 2000 is produced under license from Game Designers Workshop.

may find themselves a little bewildered now and then. It is best to go through *LOTR* slowly and carefully; this is a big game and will not be completed quickly, however well you may know your Tolkien.

Magic Candle I

Mindcraft Software

Review: #58 (April, 1989)

CRPG in the late *Ultima* style, with much trekking around and gathering of information, as well as multiple mini-quests to perform. No endless stream of monsters or extraneous combats; this is *not* a hack'n'slash game. Careful note-taking is a must. Superior non-violent ending; one of the few CRPGs that does not depend on "Kill Fozzie" for the denouement. CGW's Computer Role-Playing Game of the Year for 1989, and deservedly so.

Martian Dreams

Origin

Review: #86 (September, 1991)

Second in the "Worlds of *Ultima*" series, using the same engine as *Ultima VI*. Visit Mars in the 1890s. Nice re-creation of Victorian science fiction, with an interesting story line. However, this is more an adventure game than a role-playing game, as character stats have relatively little importance in accomplishing the mission. Overmuch walking about and backtracking, with no means of easy travel, is a weak point. Game demands patience and careful attention to detail, but is otherwise enjoyable.

Megatraveller I

Paragon

Review: #76 (November, 1990)*

This computerized version of the popular *Megatraveller* role-playing game comes off rather poorly. Its most serious flaw is the atrocious combat system, which makes fighting an experience of excruciating frustration. Much time must be spent in earning money to get on with the game. Nowhere near as good as it should have been. Only for the devoted *Megatraveller* fan with a high tolerance for exasperation.

Might & Magic I

New World Computing

Review: #36 (April, 1987)

Extensive CRPG, rivaling (possibly even surpassing) the *Ultima* series in the size of its world. Map-making is a must; expect to have 50+ by the time you're finished. Plenty to do besides cartography and exploration, with many mini-quests to complete and puzzles to solve. One of the few in this genre that has a nonviolent ending. Biggest difficulty is getting started, as combat in the early stages is unbalanced. However, it's well worth the effort.

Might & Magic II

New World Computing

Review: #57 (March, 1989)

Not as good as the previous game on



Eye of the Beholder

many counts. Worse is the excessiveness of the combat, which turns this one into a "Monty Haul/Monster Mash" extravaganza. Weak plot padded with many extraneous activities, leading to a "kill Fozzie" encounter, followed by a real-time solve-the-cryptogram finale. Graphics are much better, and the party can be filled out with various hirelings, but overall, this one is only for the devoted hack-and-slash crowd.

Phantasia I

SSI

Tale: 5.4 (September-October, 1985)

A surprisingly good little game, with many interesting features: auto-mapped dungeons, multiple parties (only one at a time can be out), dropping off of characters in different towns, and monsters that can (sometimes) be bribed to leave you alone. Combat is a little weak, as party members are strung out across the bottom of the combat screen when fighting begins, but this is not too serious a drawback most of the time. Standard "Kill Fozzie" ending, but he is tough to defeat.

Phantasia II

SSI

Review: #30 (August, 1986)

Tough follow-up to the first game. Almost exactly alike in terms of engine and interface; the same manual is used for both I & II (with a card to detail the few differences, which are very minor). The world is smaller, but the monsters are nastier, so getting through this one will be hard slogging. Also, this isn't exactly a "Kill Fozzie" epic, and the rewards afterward are fun and better than in many games of this type. A good sequel to the previous game.

Phantasia III

SSI

Review: #38 (August-September, 1987)

This one closes out the trilogy, and is by far the weakest in the series, even with the changes to the basic engine. For one thing, it is quite short, and players may be

astonished at how quickly they reach the typical "Kill Fozzie" endgame. Fewer dungeons to visit, so the world seems smaller. Monsters, of course, are even nastier than before, but the game can be finished with characters of lower level than usual. Still, the final battle is a toughie, and the final rewards are very nice, so the conclusion ends up being satisfying, if perhaps a little too brief.

Pool of Radiance

SSI

Review: #49 (December, 1988)*

Initial entry in the Gold Box series; the game that started it all. Multi-quest format, leading up to the standard "Kill Fozzie In The Big Battle" ending. Has a more open format than later games. Biggest drawback to this otherwise well-designed slicer/dicer is the inordinate number of creatures to fight as the game progresses. Combats become drawn-out and tiresome, with no way to avoid them or speed up the action. Patience (possibly of Job) required to get through this one.

Prophecy
Review: #59 (May, 1989)*

Another of the Nintendo-style, single-character CRPGs, with a plot heavily borrowed from *Star Wars* (your character is the son of a Jedi, sent into hiding with relatives for safety). Follow a chain of quests that leads to the inevitable "Fozzie Fight" at the end. Fast-paced arcade fighting and magic use (your character can use both magic and weapons). A fun one for those who like their action hot and heavy; those who aren't into arcade-type combats, however, may want to avoid this one.

Quest for Glory I: So You Wanna Be a Hero

Sierra On-Line

Tale: #67 (January, 1990)

Cute hybrid of adventure and role-playing; one of the few that are truly replayable. Multiple solutions to many puzzles, depending on character class. Several different quests in the game, but no overall "Kill Fozzie" plot, quite a nice change of pace. Great graphics, particularly the animations. Lots of humor. Essentially a beginner's game, but can be enjoyed by all.

Quest for Glory II: Trial by Fire

Sierra On-Line

Tale: #79 (February, 1991)

Second in the series, this one is more structured and linear than its predecessor. Not as replayable, as many events are time-dependent with little to do in between after you've gone through the game once. Slightly harder than the first game, but not by much. Save the home town of the Kattas, and "Kill Fozzie" at the end. Each "Fozzie" battle is different, depending on character class, with the thief ending being the most

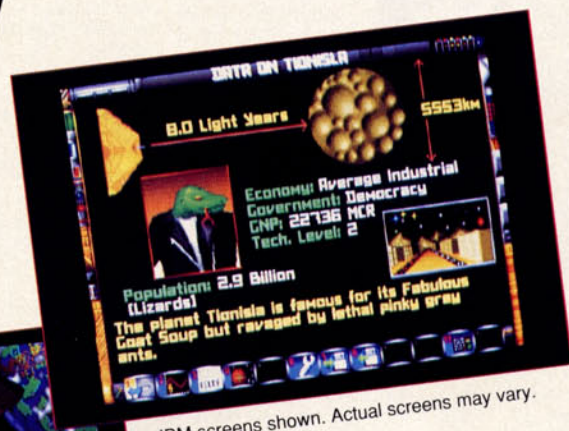
Play A Game That Lives Up To Its Name...

ELITE *PLUS*™

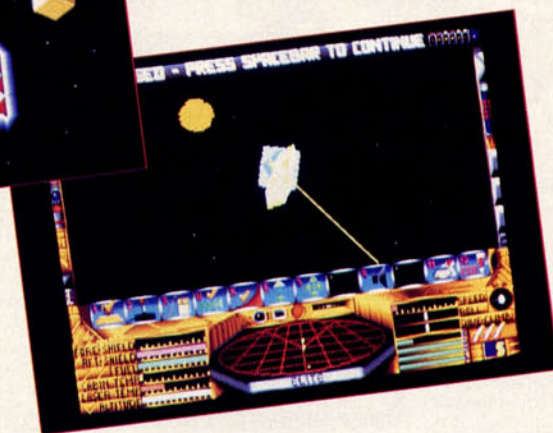
You're an ambitious pilot in a universe filled with many. With so much competition, it'll take hard work to realize your lofty goals. Manipulating traders, forging political alliances, foiling space pirates and outsmarting ruthless aliens — you'll need all your skill, all your resourcefulness to earn the elusive title coveted by many, possessed by few: *Elite*.

The original *Elite* dazzled computer gamers with its brilliant combination of space exploration, intergalactic trading and political intrigue. Now the game has been updated with 1990s technology, and space gaming will never be the same again.

Play *Elite Plus* and earn the title!



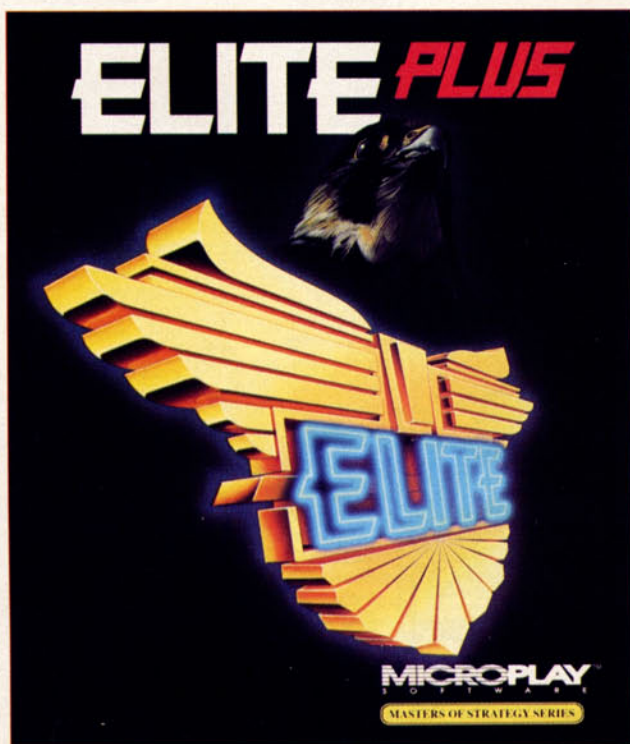
IBM screens shown. Actual screens may vary.



- State of the art, solid-filled 3-D polygon graphics.
- New, scintillating sounds.
- Enhanced animation speed.
- More missions, more opportunities, more challenges.

MICROPLAY™
S O F T W A R E

For IBM-PC/Tandy/compatibles. For the latest information on release dates and availabilities, call MicroProse Customer Service at 301-771-1151, 9 am to 5 pm EST, weekdays. © 1991 MicroPlay Software, Inc., 180 Lakefront Drive, Hunt Valley, MD 21030.



CHIPS & BITS • IBM & AMIGA GAMES

IBM WARGAMES

Action North Atlantic	\$28
Action off River Plate	\$28
Action Stations	\$29
Air Raid Pearl Harbour	\$28
American Civil War 1	\$24
American Civil War 2	\$24

IBM WARGAMES

Kriegsmarine	\$36
Kursk Campaign	\$36
Long Lance	\$36
MacArthur's War	\$29
Main Bttle Tank C Grm	\$36
Main Bttle Tank N Grm	\$36

IBM WARGAMES

Seventh Fleet	\$36
Strike Fleet	\$15
Stalingrad Campaign	\$36
Storm Across Europe	\$37
Suez 73	\$29
To The Rhine	\$36

IBM STRATEGY

Medival Warriors	\$19
Nobunaga 1	\$37
Nobunaga 2	\$37
Nuclear War	\$12
Ogre	\$19
Omega	\$30

IBM ADVENTURE

Castle of Dr Brain	\$37
Chmbr Sci Mutnt Prtss	\$15
Circuit's Edge	\$12
Code Name: Iceman	\$34
Colonel's Bequest	\$24
Conquests of Camelot	\$24

IBM ADVENTURE

Honeymooners	\$12
Hostage	\$28
Hound of Shadow	\$19
Indy Jones L Crsd ega	\$22
Indy Jones L Crsd vga	\$38
Indy Jones Fate Atlantis	\$38



'STAR TREK: THE 25TH ANNIVERSARY' from INTERSTEL combines a realistic 3D space flight simulator with an in depth role-playing game. Pilot the Enterprise through a simulation similar to **'WING COMMANDER'**. Discover dozens of planets, beam down to explore them. Each planet with its own unique adventure. Features point-and-click, 256 color VGA & adlib support. **\$36**

American Civil War 3	\$24
Ancient Battles	\$32
Banzai	\$28
Battle of the Atlatic	\$36
Battle of Austerlitz	\$30
Battle Stations	\$28
Battle Tank Barbarosa	\$36
Battle Tank Kursk	\$36
Battles of Napoleon	\$32
Battleship Bismark	\$28
Blitzkrieg Ardennes	\$29
Borodino	\$30
Campaign	\$32
Carriers at War	\$37
Civil War NINGA	\$39
Civil War SSI	\$37
Cohort	\$34
Conflict	\$15
Conflict: Middle East	\$37
Conflict in Vietnam	\$12
Crusade in Europe	\$28
Decision at Gettysburg	\$29
Fall Gelb	\$36
Fifth Eskadra	\$36
Fire Brigade	\$29
Fleet Med	\$36
Frontline	\$34
German Raider Atlantis	\$28
Gettysburg:Turning Pnt	\$37
Golan Front	\$36
Grand Fleet	\$36
Grey Seas, Grey Skies	\$36
Halls of Montezuma	\$24
Harpoon	\$37
Harpoon Set 2 or 3	\$19

Main Bttle Tank ME	\$36
Malta Storm	\$36
Midway	\$28
Moscow Campaign	\$36
Nam 65-75	\$45
Northern Fleet	\$36
North & South	\$27
Operation Overlord	\$36
Pacific Storm Midway	\$36
Pacific Storm Solomons	\$36
Panzer Battles	\$24

Typhoon of Steel	\$38
UMS 1	\$19
UMS 2 Nations at War	\$34
UMS 2 Desert Storm	\$20
UMS 2 Planet Editor	\$28
Under the Ice	\$30
War in the Falklands	\$28
Waterloo	\$12
Western Front	\$37
White Death	\$29

IBM HARDWARE

3.5 DD Box of 10	\$10
5.25 DD Box of 10	\$ 8
3.5 HD Box of 10	\$16
5.25 HD Box of 10	\$10
Ad Lib Sound Card	\$79
Ad Lib MCA	\$149
Ad Lib Speakers	\$15
Flight Stick	\$46
Flight Stick w Falcon	\$49
Mouse 3 Button	\$29
Sound Blaster	\$139
Snd Blaster Speakers	\$15
Snd Blaster Voice Edtr	\$54

IBM STRATEGY

Ancient Art War	\$31
Ancient Art War at Sea	\$31
Ancient Art War in Sky	\$34
Archipelagos	\$28
Armada 2525	\$32



'DEALER'S CHOICE' from VILLA CRESPO offers 28 different poker variations, realistic action, comprehensive tutor, & great graphics. Set the personalities of up to seven opponents. **'DEALER'S CHOICE'** features Statistics accumulation, odds displays, easy quick start interface, mouse support. Games include 5, 6, or 7 card Stud, Draw poker, Mexican poker, Forty four & others. **\$34**

Patriot	\$38
Patriot Battle Sets Ea	\$24
Patriot Editor	\$27
Patton v Rommel	\$15
Prelude to Jutland	\$28

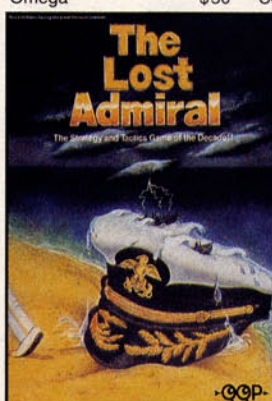
Balance of the Planet	\$19
Balance of Power 1990	\$33
Bandit Kings of China	\$37
Battle Isle	\$32
Black Gold	\$10
Breach 1	\$19
Breach 1 Scenario Disk	\$15
Breach 2 Enhanced	\$19
Breach 2 Scenario Disk	\$15
Castles	\$36
Centurion	\$19
Command HQ	\$34
Designasaurus 2	\$28
Dino Wars	\$28
DRAGON Force	\$31
Empire	\$31
Final Conflict	\$34
FireTeam 2200	\$29
FireTeam Const Kit	\$25
Full Metal Planet	\$31
Genghis Khan	\$37
Gold of the Americas	\$12
Guns or Butter	\$21
Hidden Agenda	\$39
Imperium	\$26
Lemmings	\$32
L'Empereur	\$37
Liberty or Death	\$37
Lost Admiral	\$36
Lost Patrol	\$12
Medieval Lords	\$38

'VIDEO POKER' from VILLA CRESPO includes all casino variations. It lets you set your bank roll, select a machine, & control payoffs. It features extensive context sensitive help, an in depth tutor for every aspect of the game, 3 levels of sound, realistic cards with optional animation, a machine editor to create your own machines, & 2 player head to head real time competition. **\$34**



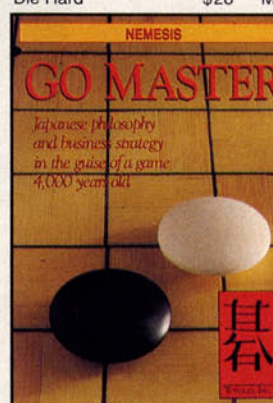
Harpoon Set 2 or 3	\$24
Harpoon Editor	\$27
Harpoon Bundle	\$54
High Seas	\$33
In Harms Way	\$36
Iraq Conflict	\$12
Kampfgruppe	\$37

Red Lightning	\$12
Retrun to the Falklands	\$28
Rommel at El Alamein	\$36
Rommel at Gazala	\$36
Rommel North Africa	\$24
Rorke's Drift	\$39
Second Front	\$37



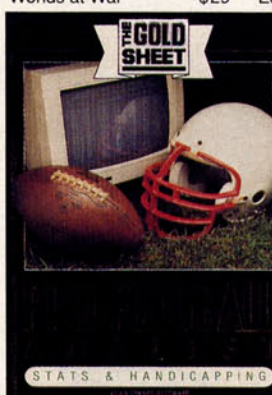
'LOST ADMIRAL' from QUANTUM QUALITY PRODUCTIONS is a turn based production naval strategy game. Features 9 scenarios, a random map scenario, 15 campaign games, flagships with special abilities, strong artificial intelligence, in depth officers ranking system, accumulates your career history as you paly, 2 player option, and sound board support. In short alot like **EMPIRE**. **\$36**

Operation Combat	\$29
Overlord	\$28
Paladin	\$28
Perfect General	\$36
Populous	\$31
Populous & Simcity	\$34
Populous Promise Land	\$14
Power Monger	\$32
Project Moonbase	\$29
Project Space Station	\$15
Railroad Empire	\$34
Railroad Tycoon	\$34
Reach for the Stars 3	\$12
Renegade Legn Intcpt	\$37
Revolution 76	\$32
Romance 3 Kingdom 1	\$42
Romance 3 Kingdom 2	\$42
Rules of Engagement	\$38
Siege	\$38
SimCity	\$29
SimCity & Populous	\$34
SimCity Graphic 1	\$23
SimCity Graphic 2	\$23
SimCity Terrain Editor	\$15
SimEarth	\$41
Space MAX	\$41
Star Control	\$29
Starfleet 1	\$38
Starfleet 2	\$38
Stellar Crusade	\$12
Sword of Aragon	\$28
Theatre of War	\$32
Theatre Sets	\$21
Warlords	\$29
Worlds at War	\$29



Don't Go Alone	\$12
Duck Tales	\$28
Earthrise	\$24
East v West:Berlin '48	\$ 9
Eco Quest 1	\$37

'NEMESIS GO' from TOYOGO is the ultimate computer **GO** program. With the simplicity of checkers and the complexity of chess, **GO** is both an enjoyable recreation and a serious strategy game. **GO MASTER** is a basic **GO** player and tutor. **JOSEKI GENIUS** adds complex corner openings. **TACTICAL WIZARD** is the ultimate tutor offering in depth tactical analysis. **GO** is 4000 years old. **\$39**



'PRO FOOTBALL ANALYST' from VILLA CRESPO is a statistics handicapping system for the stats oriented fan. Features display of 60 stats by team or category, trend spotting, offensive/defensive rankings for each stat, unlimited prediction & trend formulas. Includes 2 years stats. Predict game results. Create & print pool entries. Easy stats updates by modem, mail or manually. **\$37**

Advnts Willie Beamish	\$37
All Dogs Go to Heaven	\$19
Altered Destiny	\$34
Arthur Quest Excaliber	\$12
B.A.T.	\$32
Black Cauldron	\$14

Fool's Errand	\$12
Future Wars	\$28
Galleons of Glory	\$29
Gamma Force	\$12
Gold Rush	\$14
Heart of China	\$37
Hobbit	\$25

Neuromancer	\$15
Oregon Trail	\$28
Planet of Lust	\$28
Police Quest 1	\$28
Police Quest 2	\$34
Police Quest 3	\$39
Prince of Persia	\$25
Quest Master	\$28
Rise of the Dragon	\$34
Romantic Encounters	\$31
Search for the King	\$37
Sectr Monkey Islnd 1ega	\$38
Sectr Monkey Islnd 1vga	\$28
Sectr Monkey Islnd 2	\$38
Sex Vixens from Space	\$28
Shogun	\$12
Snoopy	\$ 9
Sleeping Gods Lie	\$27
Space Quest 1 ega	\$16
Space Quest 1 vga	\$37
Space Quest 2	\$28
Space Quest 3	\$34
Space Quest 4	\$37
Spellcasting 101	\$34
Spellcasting 201	\$34
Star Trek 5	\$34
Star Trek 25th Annivrsy	\$42
Street Rod 1	\$19
Street Rod 2	\$28
Time Quest	\$29
Universe 1	\$34

FOR LESS • CALL 800 - 753 - GAME

IBM ADVENTURE

Universe 2	\$34
Universe 3	\$34
War in Middle Earth	\$15
Whales	\$34
Where Amrcas Pst CSD	\$37
Where Europe CSD	\$30

IBM TRADITIONAL

Jeopardy Silver Edition	\$15
Jones in the Fast Lane	\$25
Lexicross	\$25
Living Jigsaws	\$9
Mental Blocks	\$15
Monopoly	\$24

IBM SPORTS

3D Pool	\$25
4D Boxing	\$32
4th & Inches	\$12
4th & Inches Teams	\$10
1992 Winter Olympics	\$32
ABC Mon Night	\$37

IBM SPORTS

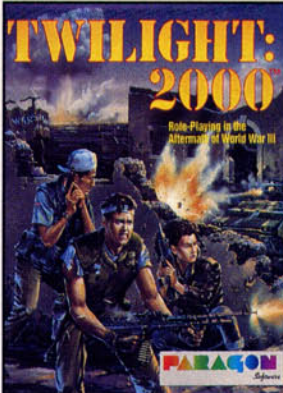
Microleague Baseball 2	\$31
Microleague Baseball 3	\$34
ML World Series 1950's	\$17
ML World Series 1960's	\$17
ML World Series 1970's	\$17
ML World Series 1980's	\$17

IBM SPORTS

Skate or Die	\$16
Skie or Die	\$28
Sluggo	\$10
Sport of Kings	\$18
Tennis Cup	\$32
Tonny LaRossa Baseball	\$32

IBM AD & D

AD&D Bundle	\$38
Champions of Krynn	\$32
Curse of Azure Bonds	\$32
Death Knights of Krynn	\$32
Dragon Strike	\$32
Dragons of Flame	\$12



'TWILIGHT 2000' from MICROPROSE is a roleplaying game set in the aftermath of WW3. Test your leadership skills by commanding a squad of 20. Features individual motivations, values & moral code, 50 attributes/skills, 60 careers, overhead 3D outdoor views, detailed 3D military vehicle simulators, masses of vehicles, weapons, & explosives to kill & maim with. 256 color VGA, adlib support. **\$34**

Where USA CSD	\$30
Where World CSD	\$27
Where World CSD Dlx	\$49
Where Time CSD	\$30
Wonderland	\$34
Zak McKracken w HBK	\$18
Zeliard	\$21
Zombie	\$12

IBM TRADITIONAL

3D Pool	\$25
Advance to Boardwalk	\$15
Amarillo Slim Poker	\$19
Battlechess 1ega	\$31
Battlechess 1vga	\$31
Battlechess 2	\$31
Big Boggle	\$15
Cesar's Palace	\$15
Centerfold Squares	\$21
Check Mate	\$36
Chessmaster 2000	\$27
Chessmaster 2100	\$31
Chessmaster 2400	\$32
Clue Master Detective	\$15
Cribbage King/Gin King	\$19
Crossword Magic	\$32
Edwrd O Thrp Bick Jck	\$32
Electric Jigsaw	\$18
Family Crosswords	\$28
Family Feud	\$13
Games People Play	\$27
GO Deluxe	\$89
GO Joseki Genius	\$39
GO Junior	\$19
GO Master	\$39
GO Scribbler	\$34



'ACTION STATIONS' by RAW SOFTWARE is a naval surface combat simulation. This game covers 1922 to 45 in amazing detail. Features 21 status displays, 30 scenarios in the Atlantic, Med and Pacific, subordinate commanders, treatment of smoke, starshells, flares, radar, weather, shore batteries, aircraft spotting & more. Ships are modeled in detail. This is the premier WW2 naval game. **\$29**



'WORLDS AT WAR' by Lyric Software is a game of naval combat on a galactic scale. Simple in concept, you can play the tactical study for an hour; or the campaign game for a weekend. Features include random map generation, hidden movemnet, design your own task forces, capture palnets to build more units. CGW said "...like EMPIRE, what this game has is play-value". **\$30**

GO Tactical Wizard	\$39
Grand Slam Bridge	\$24
Hollywood Squares	\$15
Hoyle's Games 1	\$21
Hoyle's Games 2	\$21
Hoyle's Games 3	\$26
Ishido	\$34

Strip Poker 2	\$31
Strip Poker 3	\$31
Strip Poker Data 1	\$19
Strip Poker Data 2	\$19
Strip Poker Data 3	\$19
Strip Poker Data 4	\$19
Tetris	\$24

Shanghai 2	\$31
Solitaire Royale	\$24
Sorry	\$28
Spot	\$28
Stratego	\$31

Joe Montana Football	\$31
John Elway's QB	\$9
Jordan v Bird	\$18
King's Beach Volleyball	\$15
Lakers v Celtics	\$19
LH 3 in 1 Football	\$30
LH Boxing	\$30
LH College Basketball	\$30
LH Full Count Baseball	\$30
LH Hockey	\$30
LH Pro Basketball	\$30
LH Team Disks	\$15
Links Golf	\$37
Links Course 1	\$17
Links Course 2	\$17
Links Course 3	\$17
Links Course 4	\$17
Links Course 5	\$17
Low Blow	\$24
Madden Football	\$32
Madden Team Disk 89	\$18
Magic Johnson Bball	\$9
Magic Johnson MVP	\$18
Mario Andretti Racing	\$32
Microleague Baseball 1	\$28

IBM TRADITIONAL

Vegas Casino	\$10
Vegas Casino 2	\$10
Vegas Gambler	\$28
Wheel of Fortune Gold	\$15
Wrld Chmp Backgamn	\$32



'MIGHT & MAGIC 3' from NEW WORLD is a first person roleplaying game. Explore towns, dungeons, wilderness, & castles. Thousands of animated inhabitants, places & things to discover. Great music, sound fx, & speech add another dimension to game play. Automatic help when you stuck keeps you going in the tuff spots. Features pop up maps, 256 color VGA, & sound board support. **\$38**

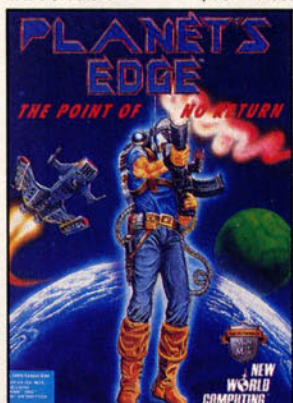
ML 1982 - 1990 Ea	\$17
ML All Stars	\$17
ML Franchise Disks Ea	\$20
ML Box Score Stats	\$20
ML GM Disk 3	\$25
ML Roster Security	\$20
Microleague Basketball	\$28
ML Personal Pro Golf	\$28
Microleague Football	\$28
ML Ftbl GM/Owners	\$25
ML Ftbl Team Disks	\$17

Mike Ditka Football	\$37
MSFL Proleague Ftbl	\$34
MSFL Pro Draft	\$28
NASCAR Challenge	\$31
NFL Challenge	\$60
NFL 1985 - 1987 Ea	\$15
NFL 1988 - 1990 Ea	\$22
NFL All Star Teams	\$22
NFL College Alumni	\$22
NFL Dream Teams	\$20
NFL Greatest Teams	\$22
NFL Roster Editor	\$20
NFL Situation Editor	\$20
Nicklaus Unlimited Golf	\$37
NG Clip Art	\$17
NG Course 1	\$15
NG Course 2	\$15
NG Course 1 & 2	\$19
NG Course 3	\$15
NG Course 4	\$15
NG Course 5	\$15
Omni Horse Racing	\$18
Orel Hirshiser's Baseball	\$28
Pete Rose Baseball	\$9

Weaver Baseball 1.5	\$19
Weaver Commissioner	\$16
Weaver 1988 - 1990 Ea	\$16
Weaver Baseball 2.0	\$32
Weaver Commisnr 2.0	\$21
Worls Class Soccer	\$28
1990 Stats/Mngr Profls	\$16

HINT BOOKS

688 Attack Sub	\$10
Altered Destiny	\$10
Bard's Tale 1	\$10



'PLANET'S EDGE' from NEW WORLD is a save the Earth sci fi roleplaying game. Track down a missing Earth & return it to its own place & time. Explore dozens of solar systems featuring unique inhabitants & environments. Design your own space ship. Features puzzles with multiple solutions, 3D perspective, strategy or real time combat, 256 color VGA & sound board support. **\$38**

Bard's Tale 2	\$10
Bard's Tale 3	\$10
Black Cauldron	\$9
Buck Rogers	\$10
Champions of Krynn	\$10

CHIPS & BITS

PO Box 234
Rochester VT 05767

802 -767 -3033
800 -753 -4263

Visa & MC accepted, CODs \$4
Personal Checks Held 4 Weeks.
Money Orders Treated as Cash.

Most Items Shipped Same Day.
Shipping times not guaranteed.
UPS Ground \$3.5 / Order
PO Box, APO, FPO \$4 / Order
2 Business Day Air \$5 / Order

Air Mail to Europe \$12 Minimum
Surface to Europe \$6 / Order
Air Mail to Canada \$6 / Order
HI, AK, PR Surface \$6 / Order
HI, AK, PR 2 Day \$10 / Order

No Returns Accepted.
Compatibility is your problem.
All Products Warranted by
Manufacturer Only.

Nothing is cast in stone.
Everything is subject to change.

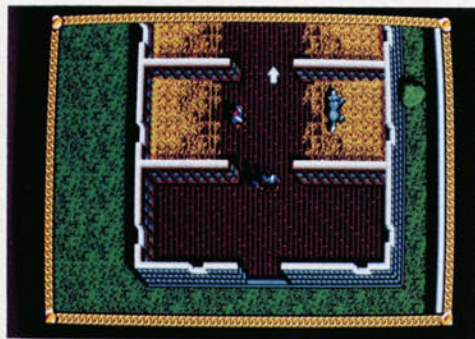
FULL TIME HELP WANTED
Circle Reader Service #25



'MAGIC CANDLE 2' from MINDCRAFT is an in depth roleplaying game. The sequel surpasses the original. Features a great story, new magic, new monsters, new skills, new npcs, old friends, optional auto combat, conversation recorder save your conversations to disk, printouts, text searches, automatic mapping, split parties, mouse support, 256 color VGA, sound board support. **\$38**

PGA Tour Golf	\$32
Pro Tennis Tour 1	\$27
Pro Tennis Tour 2	\$32
Rack'em	\$12
Reel Fish'n	\$12
Serve & Volley	\$10
Shufflemania	\$34

Code Name Iceman	\$10
Colonel's Bequest	\$10
Conquests of Camelot	\$10
Countdown	\$10
Curse of Azure Bonds	\$10
Darkspyre	\$10
Death Knights of Krynn	\$10



The Lord of the Rings

difficult and involved. Has one of the best "reward" sequences around.

Questron

SSI

Review: #4.3 (June, 1984)*

Something along the lines of an early-*Ultima* clone (a license had to be obtained from Lord British for this game to be published), but with its own points of interest. Monsters roam the outdoors in specific places and require particular weapons to kill them. Travel is accomplished in a variety of ways, including by ship, llama and giant eagle (the most fun way to get around). Three nasty dungeons to traverse before the big one with Fozzie. This one is a bit old, but it still has one of the neatest reward endings in the genre.

Questron II

SSI

Review: #50 (August, 1988)

Reprise of a familiar theme; pretty much the same stuff as the previous game, although somewhat easier. Here you're out to destroy the evil book of magic by going back in time, a plot device rather reminiscent of Mondain and his evil gem in *Ultima I*. Mainly hack'n'slash with some dungeon-delving; no puzzles to speak of. Auto-mapping is available in some dungeons. Overall, not as good as the first *Questron*; this one is a mediocre effort at best.

Realms of Darkness

SSI

Tale: #37 (May, 1987)

CRPG of only moderate interest at best. March through various dungeons on little quests, solving obvious puzzles along the way. Not as well-balanced as it could be in matters of combat. Extremely linear setup, requiring completion of one quest before moving to the next. Overall, a game for beginners more than anything else.

Savage Empire

Origin

Review: #80 (March, 1991)*

First in the Worlds of *Ultima* series, using the *Ultima VI* engine and graphics. Avatar and friends are pulled by accident into a jungle world and must find a way to get home. This requires uniting a variety of native tribes who are all more or less at war with each other. Like *Martian Dreams*,

more oriented towards puzzle than role-playing, although there is a fair amount of combat to be done along the way. Not too difficult, but occasionally tricky. Good for filling in the hours while you wait for the next real *Ultima*.

Scavengers of the Mutant World

Interstel

Review: #59 (May, 1989)

Another post-nuke disaster that should never have seen the light of day. A game with ugly graphics, incredibly awkward interface, killer-dungeon mentality and truckloads of aggravation. Pass it by.

Secret of the Silver Blades

SSI

Review: #75 (October, 1990)

Sequel to *Azure Bonds*. The party is summoned (sans equipment) to help a mining town besieged by monsters in the mines. Of all the Gold Box games, the most combat-intensive and also the most boring. There is virtually nothing to do but kill almost everything in sight. For hard-core slicer/dicers only.

Sentinel Worlds I: Future Magic

Electronic Arts

Review: #54 (December, 1988)

Interesting science-fiction CRPG, once you get past the slow beginning; it takes awhile before the good stuff starts to happen. Good plotline, with several smaller stories inside the large one. Biggest drawbacks to the game are the incredibly tedious indoor movement system, and the terrible ending ("Okay, you won! That's it! Done, over, next.") If you can live with that, this is a good game to play.

Shard of Spring

SSI

Review: #33 (December, 1986)

Typical hack-and-slash romp as your party attempts to retrieve a magical gem (the shard of the title). Ramble across the countryside and through dungeons (most of which are small, except the final one). Numerous battles, leading up to the usual "big confrontation". This one is not bad for its type, and better than some.

Sorcerian

Sierra On-Line

Yet another Japanese import, with an interesting feature or two. Instead of the usual long adventure, this one sports fifteen separate small quests. This allows for a certain amount of variety, and will appeal greatly to those who find the epic-type games too much. The down side is the magic system, which is complex and unique, as spells are not acquired directly by magic users. Potions must be concocted and items enchanted (which takes a long time) in order for spells to be cast. Also, the action is arcade in style, which is typical for a Japanese game, and some will find this irksome. On the other hand, this is not just hack-and-slash, as there are puzzles to be solved along the way. The manual is thick, but is skimpy on some important informa-

tion relating to magic and occupations. Overall, good for a change of pace, if you can stand the arcade "thing" and get the hang of the magic system.

Space: 1889

Paragon

Review: #80 (March, 1991)*

Paragon's attempt to bring this paper RPG to life falls flat on its face. Uninspired graphics, disorganized plot, irksome interface, terrible combat system, and humdrum ending. While not a total disaster, it is likely that only the most hard-core *Space:1889* (paper version) fans will enjoy this.

Times of Lore

Origin

Review: #55 (January, 1989)

A minor CRPG in the Nintendo style, notable mainly for the use of an icon interface and simplicity of play. This one is essentially for the beginning CRPG player, and is in fact a good introduction to the genre if you haven't played anything like this before, or found the more complex games a bit bewildering. Experienced players, however, will find little of interest here.

Tunnels & Trolls: Crusaders of Khazan

New World Computing

Review: #79 (February, 1991)

Perfect example of a good game gone wrong (see the article for details on why that happened). Poor programming and/or playtesting allowed far too many bugs in the game. Very loose design, with little direction for the player on what to do or where to go. Unbalanced combat, especially late in the adventure. Overall, a big disappointment; for the hard-core *T&T* fan only.

2400 A.D.

Origin

Tale: #44 (February, 1988)

Science fiction cartoon pretending to be a real game. Hokey graphics and simplistic play destroy any feeling of excitement or suspense. Shallow, bland, and not particularly imaginative. Good for a summer afternoon or rainy day when you want something that isn't mentally taxing or especially involving.

Ultima I

Origin

Review: #2.1 (January-February, 1982)

This first game in the series is truly epic in scope: aside from a large land (with dungeons) to explore, eras pass from primitive to high-tech, providing ever-better weapons, armor, and transportation. There is even an outer space combat segment! The basic goal is to eventually go back in time and destroy Mondain and his evil gem of power. One of the first games of its time to have a real outdoors; most in the genre were busily pushing you through underground passageways. This game also introduced talking to people to pick up clues, although in a much more rudimentary form than the current *Ultimas*. Biggest problem in the game (which was not really fixed until IV) is

Join The MEGATRAVELLERS See The Universe.



MegaTraveller 2:™ Quest For The Ancients is science-fiction role-playing. An infinite universe, filled with fantastic possibilities, awaits exploration. With over 100 distinctive worlds to visit, awesome adventures, perplexing mysteries and bizarre aliens, **MegaTraveller 2** makes you the hero — or villain — of an interstellar epic only your wildest imagination could conceive.

Based on the classic role-playing system from Game Designers Workshop, **MegaTraveller 2** explores a popular theme from the RPG's illustrious history: the fate of a quasi-mythical race of superbeings who vanished 300,000 years ago. Can you and your team of intrepid explorers discover the answers, and save a dying world, in time?

For IBM-PC/Tandy/compatibles. For the latest information on release dates and availabilities, call Paragon Customer Service at 412-838-1173, 9 am to 5 pm EST, weekdays. © 1991 Paragon Software and Game Designers Workshop. MegaTraveller 2: Quest for the Ancients is produced under license from Game Designers Workshop.

- Features a graphic intensive, icon-driven interface. Revolutionary, three-level zoom in/zoom out feature. Innovative new role-playing engine lets characters speak for themselves and automatically perform tasks they do best.
- Advanced character generator supports male or female — Human or Vargr — characters. Choose from over 100 skills and abilities.
- Non-player characters have distinctive personalities and unique objectives. State-of-the-art graphics and animation bring each encounter to vivid life.
- Exciting interstellar combat and navigation sequences put you at the helm of a powerful starship.
- Intuitive combat, on ground and in space. Characters react automatically and intelligently to crises, according to abilities and firepower.

PARAGON
Software

Marketed by MicroProse Software, Inc. • 180 Lakefront Drive, Hunt Valley MD 21030 • (301) 771-1151

Circle Reader Service #48

the unbalanced combat system. Otherwise, a classic not to be missed.

Ultima II

Origin

Review: 3.2 (March-April, 1983)*

In this game, Lord British began tightening up the design. Here you're after Minax, the protege of Mondain. There is still some flying around in space (which could well have been omitted), and moongates are introduced for the first time, but there is also considerable scaling back in the structure, with a trend towards more plot. Aside from the uneven combat, and the fact that dungeons tend to be extraneous excursions, a good sequel to the original game.

Ultima III

Origin

Review: 3.6 (December 1983)

Best of the first trilogy. Time travel and space stuff have been dropped; the emphasis is on fantasy alone. Plot and structure are more developed. First Ultima to feature party adventuring, with a group of up to four, and a revised combat system with individual depictions of monsters and characters. Destroy Exodus, offspring of Mondain and Minax, in a surprisingly quiet and nonviolent fashion. This marked the turn of the Ultima series away from the standard "Kill Foozle in a Big Battle" ending to resolu-

tions that are less combative in spirit, a trend that has continued through *Ultima VI*.

Ultima IV

Origin

Review: #25 (January-February, 1986)

Still my personal favorite of the series. The only game on the market where personal development of the character, beyond mere fighting skill, is the heart of the plot. This theme makes the game occasionally difficult for those who are only used to the typical slicer/dicer where the sole matter of importance is the body count of monsters.



The Savage Empire

Structure is very tight, but the format is open: this is by no means a linear game, and you have much freedom to roam and explore. Combat is better balanced here than in previous Ultimas, so even the beginning character alone is in no danger of being trounced by over-powerful opponents. A class act throughout.

Ultima V

Origin

Review: #47 (May, 1988)

A more somber theme prevails in this one, with the land of Britannia crushed under laws enforcing pseudo-virtues. Lord British is missing, and the Avatar is called back to set things to rights again. A worthy follow-up to the previous game, although the manual is surprisingly poor, omitting much basic information of importance. The Underworld is likewise a disappointment, being vast but essentially empty, and rather a tedious place to move around in. The structure of the game also seems a bit loose, and there is a slightly unfinished feel to it. For all that, *Ultima V* is the logical continuation of the previous game, with an involving storyline, and is not to be missed.

Ultima VI

Origin

Review: #71 (June, 1990)

The ground-breaker that ushered in a new

TWIN ENGINE GAMING PRESENTS:

Out Time Days

a game of Time Travel in an alternate dimension

THE EXPERIENCE: OTD is a game of life on a strange world. Although populated by a variety of semi-humanoid races, it is nothing like the Earth that your character left behind. Gone is the industrial might of large nations. The multi-talented worker is a thing of the past. Even your famed Time Jumping skills have been checked to a certain degree. However, you do happen to be one of the few Time Jumpers on this world, and that in itself is a major strength.

You'll choose one of several sects to work with, or attempt to create your own from scratch, which will help set your general method of operation. As each new time opens, there are new discoveries to make, new lands to chart, and new people to meet. The world awaits change, and you are the catalyst.

OUT TIME DAYS is a highly interactive role-playing Play-By-Mail game with turns processed weekly. It has received excellent reviews, notably from Flagship and Paper Mayhem. Turn cost is \$5.00. The game is open ended and 99% computer moderated. The rulebook may be obtained for \$5.00 (refundable with startup). A special startup is available that gives you the rulebook, the startup turn, and five turns for only \$15.00.

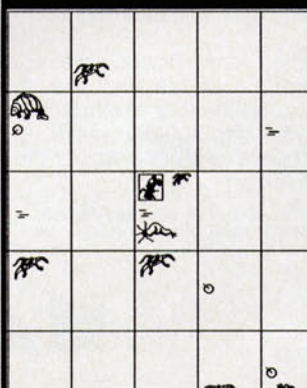


Dependable, weekly, error-free turns since 1984

Space Combat

a game of pure tactical combat...
in a rather unique environment

You'll be fighting in an edgeless contest zone aboard living creatures. **Space Combat** is almost all combat, with some room for diplomacy. Offensive actions include the creature's Psychic Screams to mentally disrupt others, launching Inverse Mines that will implode near your enemy, freeing Spores to destroy internals, using Nerve Pulses to paralyze pesky scouts, and Virally Infecting your opponent in the hopes of taking over their alien. Each turn comes with a special full-page graphic printout of your ending position to aid you in planning.



Space Combat was designed to be easy to learn, but difficult to master. Every game starts with ten players, and as each is eliminated, the chances of the game ending will increase. Turnsheets are custom made on a laser printer to aid you in filling out your next turn. The games run about 12-18 turns. Cost is \$3.50 per turn. A rulebook (required before you can join) is \$1.00 (free if you mention this ad!)



Twin Engine Gaming; Dept 631; 3254 Maple Leaf Ct.; San Jose, CA 95121



era in Ultima graphics, with a world and interface so completely different it comes as a shock to veteran players. The size is single scale, with no more "zoom-ins". Virtually all items are tangible and can be manipulated some way or other. Overall, the real-world feel to this one is astonishing, and takes a little getting used to. This is enhanced further by putting all the monsters in dungeons, so that combats on the surface are few and far between. The plot wraps up the first trilogy, as well as the second, reveals the secret of the Codex of Ultimate Wisdom, and provides some lessons on getting along with those who are different. The weak spot is the middle portion and the hunt for the pirate map, which is more a time-waster than anything else. Regardless, this one is definitely worth your time.

Wasteland

Electronic Arts

Tale: #48 (June, 1988)

Really the only decently-designed post-nuke game on the market. Desert Rangers investigate strange happenings in the deserts of Arizona and discover more than they bargained for. Bang-up ending, although not exactly in the "Kill Fozzie" class. Interesting subplots, with multiple solutions to many situations. Emphasis on skills (although this part was not as well

thought out as it could have been) as well as stats. Has, perhaps, more combat than is really necessary, but fighting is better balanced generally than in many games of this type. A good one to choose.

Wizardry I: Proving Grounds of the Mad Overlord

Sir-Tech

Review: #2.3 (May-June, 1982)

The original classic, and the first CRPG to give you a full party of individuals to control, instead of the usual single character roaming alone in dangerous places. Also the first to provide for heavy-duty magic use, with reams of spells for mages and priests. Delve into a ten-level dungeon to retrieve Trebor's (the Mad Overlord) amulet that was stolen by Werdna. 3-D point-of-view, with mediocre graphics: walls and floors are line drawings without color or decoration; no visible objects on-screen (stairs, for instance, have to be stepped on to find out they're there); static monster picture (although in full color) during encounters. All-text combat resolution.

Of course, *Wizardry* was never noted for its graphics, but for the quality of its game play. Moving through the dungeon levels was exciting, and occasionally frustrating, thanks to Dark! areas (where no light worked), Fizzle! areas (where no magic worked), spinners, teleporters, pits, and

other nasty contrivances, not to mention all manner of hostile critters. This was in addition to the tricks and puzzles, most of which were solved mainly by having the right item equipped, and a host of mysterious magical objects whose uses were determined by trial and error. While mainly hack-and-slash, it's still a grand expedition, even today.

Wizardry II: The Knight of Diamonds

Sir-Tech

Review: #2.4 (July-August, 1982)

Disappointingly weak follow-up. Tiny (comparatively) dungeon with only six levels. Pick up the pieces of the Knight of Diamonds armor that are scattered around through the dungeon. Playing *Wizardry I* first is a necessity, as characters must be imported in from that game. Nothing really new or innovative to be seen here, although the non-Fozzie ending is a nice touch; best for the hard-core fan only.

Wizardry III: Legacy of Lyllgamyn

Sir-Tech

Review: #3.6 (December, 1983)*

This one is not a true sequel, as you start out with level one characters. Essentially, *Legacy* is *Wizardry I* all over again, with a few bells and whistles added. The object is to obtain the Orb of Lyllgamyn from the

(Continued on page 108)

INNOVATION, ACCURACY, & REALISM. HAVE YOU EVER WONDERED WHY THOSE OTHER GAMES DON'T HAVE THEM? PERHAPS, WHILE DOING THE PRETTY PICTURES, THEY FORGOT ABOUT RESEARCH, TESTING, & DESIGN.

WE DIDN'T.

SIMULATIONS CANADA... FOR SERIOUS WARGAMING

NAVAL COMBAT:

NewPACIFIC STORM: THE MIDWAY CAMPAIGN, Operations In The Central Pacific, 1942. In this second PACIFIC STORM study, we turn to Admiral Yamamoto's grand plan to defeat the American Navy after the partial success of the Pearl Harbor attack and the humiliation of the Doolittle raid. Spanning the open reaches of the Pacific from the Home Islands to Hawaiian chain, with Dutch Harbor and Truk as theatre limits, and in the center, Midway Island, the game concentrates on plan formulation and execution via command and control to hold the pivotal position between the American Navy and Japan during an 18 week campaign. Amiga, Atari ST, & IBMPC.

NewPACIFIC STORM: THE SOLOMONS CAMPAIGN, Operations In The South Pacific, 1942-1943. The US advance back into the Pacific went north to Midway and south to a previously obscure island called Guadalcanal. Midway was a fast victory. The fight for the Solomons was the hardest of the war. This operational naval, air, and land simulation concentrates on the command and control of an entire theatre of war, covering the campaign in 2 week turns. Amiga, Atari ST, & IBMPC.

FLEET MED, Tactical Naval Combat In The Med, 1939-1943.
MALTA STORM, The Battle For The Mediterranean, 1941-1942.
KRIEGSMARINE, Tactical Naval Combat In The Atlantic, 1939-1944.
NORTHERN FLEET, Modern Naval Operations In The Atlantic Ocean.
GRAND FLEET, Tactical Naval Combat In The North Sea, 1906-1920.
IN HARM'S WAY, Tactical Naval Combat In The Pacific, 1943-1944.
LONG LANCE, Tactical Naval Combat In The Pacific, 1942.

SEVENTH FLEET, Modern Naval Operations In The Pacific Ocean.
FIFTH ESKADRA, Modern Naval Operations In The Mediterranean Sea.
GREY SEAS, GREY SKIES, Tactical Modern Naval Combat.

LAND COMBAT:

NewMAIN BATTLE TANK: MIDDLE EAST, Modern Tactical Armoured Combat. The Middle East seems to forever be in turmoil. And if recent history is any indicator, this situation will not be changing in the near future. MBT:ME, our third MBT game (in design for two years and delayed to incorporate data from the recent Gulf conflict) provides the terrain of the Middle East deserts and the forces of the local powers, as well as intervention countries, in a command oriented simulation that allows for past, current, and future combat situations. Prebuilt scenarios and a "build your own" system are provided. Amiga, Atari ST, & IBMPC.

NewBATTLE TANK: KURSK TO BERLIN, Tactical Armoured Combat In The East, June 1943 - May 1945. Though the war in the East was not going well for Germany, the General Staff still thought it might be won with the new tanks and weapons just starting to stream in from the factories. That hope died at Kursk, but left 2 more years of brutal combat. This second game in our grand tactical BT series completes our coverage of the East front. Prebuilt scenarios and a "build your own" system are provided in this detailed command style study. Amiga, Atari ST, & IBMPC.

MBT: NORTH GERMANY, Modern Tactical Armoured Combat
BT: BARBAROSSA TO STALINGRAD, Tactical Armoured Combat In The East, June 1941 - May 1943.

MBT: CENTRAL GERMANY, Modern Tactical Armoured Combat.
ROMMEL AT EL ALAMEIN, Battles For Egypt, 1 July to 6 November, 1942.
MOSCOW CAMPAIGN, Typhoon & White Storm, Aug 1941 to Feb 1942.
TO THE RHINE, The Allied Advance In The West, 29 Aug to 11 Dec, 1944.
ROMMEL AT GAZALA, Battles For Tobruk, 26 May to 27 June 1942.
STALINGRAD CAMPAIGN, The Turning Point In Russia, Jun 1942 - Feb 1943.
KURSK CAMPAIGN, Operation Zitadelle, Summer 1943.
OPERATION OVERLORD, The Invasion Of Europe, 6 June - 28 August, 1942.
GOLAN FRONT, The 1973 Arab/Israeli War In The North.
FALL GELB, The Fall Of France, Spring 1940.

ORDERING INFORMATION, PLEASE READ CAREFULLY: All games are \$60.00 each for Americans, \$80.00 each for Canadians (GST included), and \$65.00 each for purchasers outside North America. We will let cheques clear before shipping (6 weeks!), so, money orders are preferred. PLEASE be sure to tell us which computer you own. **Purchasers from outside of Canada should send payment in U.S. funds.** Nova Scotia residents must add an extra 10% of the total for Provincial tax.

SIMULATIONS CANADA, P.O. Box 452, Bridgewater, NS, Canada, B4V 2X6.

A Triscuit, a Troika

Three Flavors in Paragon's Puzzle Trio

by Matt Taylor

There are certain advertising practices which are simply, to say the least, disingenuous.

One of them is comparing a (Russian-born or otherwise) puzzle game, especially undeservedly, to *Tetris*. The box copy for *Troika* boasts "three times the fun of *Tetris*." *Tetris* was a ground-breaking mind-boggler that spawned scores of sequels, prequels, spin-offs and rip-offs because of its uniquely addictive play. *Troika*, in contrast, offers three different games: "Metal Hearts," "Ivan's Time Machine" and "Rebel Planets." All three fall into the puzzle/action genre, with planning as much as thumb-twitching required for success. The documentation is satisfactory, and even goes so far as to spin some ridiculous background tales. The graphics are functional, as are the PC sounds, but not much more. A mouse is recommended, but not required, for two of the games.

Metal Hearts Can Be Broken

First on the list is "Metal Hearts," a puzzler in the classic *Pipe Dreams* tradition. Inside a block grid are "Metal Hearts," blue and green pipes, which are destroyed by connecting gold pieces of tubing to them and shooting a projectile through the whole shebang. The greens are optional and simply award extra points, but the blues must be shattered in order to advance to the next round.

All plumbers need pipe pieces, and these are to be had from generators which surround the four sides of the grid. Just to give the player a nervous breakdown, it's impossible to know which variety (vertical, horizontal or elbow) will be produced.

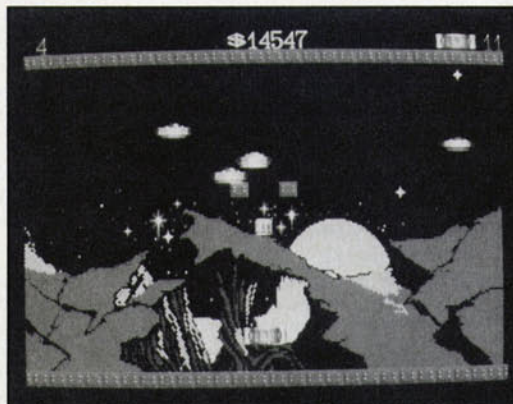
Once formed, it travels down its side of the board until the player decides to discharge it into a desired location. The elbows may be rotated once they come to rest.

After a suitable network is assembled, a bomb must be blasted through to demolish it. The destruction procedure is similar, only a different button is pressed to launch a pipe as a projectile instead of as a building block. A limit is placed on how many bombs may be used. If the grid fills up and there's no place left to place a piece, it is automatically used as a projectile, thus hastening one's demise. Mistakes can be eliminated when the occasional destroyer appears, which kills a misplaced piece free of charge. "Metal Hearts" looks similar to other track-laying titles on the surface, but is really a totally original, fast-paced creation.

Smurfed in Time

"Ivan's Time Machine" is similar to a half-dozen (or more) other block pushers which have played across computers and dedicated game machines alike. The main character, Ivan, is drawn to resemble, well, a lovable, fuzzy Smurf. He's trapped in some unknown time and space, and must flee across 100 boards. In each level, he crosses from one end of the room to the exit(s), and deals with the obstacles along the way. Tiles need to be flipped, blocks moved and black holes avoided. With the cash he earns, Ivan can purchase useful items at shops. Each stage is progressively more difficult, and saves are allowed. One an-

TITLE:	Troika
SYSTEM:	IBM (with 640K)
# PLAYERS:	1 (or 2 in "Rebel Planets")
PRICE:	\$34.95
COPY PROTECT:	Documentation Look-Up
DESIGNER:	Dima Pavlovsky
PUBLISHER:	Paragon Software Greensburg, PA



noyance: there is no provision to describe which file is which, so better keep pen and paper handy.

Ivan suffers from several fallacies. First, the objective is to complete all the levels, but there's no way to know how many remain. There are multiple paths, but the option screen map is an incomprehensible collection of Really Big Numbers which communicate diddly-squat. Second, while it's based on a sound concept, there isn't any provoking new material. This lack of "oomph" may lead some to the conclusion that Ivan plays close to a shareware game.

Here We Zap Again

Those who thought they had seen the last of "Space Invaders" need to guess again. "Rebel Planets" bears more than a passing resemblance to those slide-and-shoot coin-ops of yesteryear, including *Gorf* and *Galaga*. As with the other entries in the *Troika* collection, however, there is more here than meets the eye.

Players control a ship and its lone weapon, a small capsule. When weighted by the capsule, the ship dives down, so the capsule must be released before the craft crashes. Once the drone is fired, the ship rebounds and ascends, whereupon it recaptures the capsule and begins the cycle again.

The alien targets aren't specifically hostile (i.e. they don't blast out Hyper-Powered Photon Torpedoes or kamikaze into the player's ship). So, how does one bite the anti-matter? The aforementioned capsule must strike either the topside or underbelly of the alien, or it will be destroyed (and with it the ship). As can be surmised, expert timing is necessary. Once killed, the enemies may release bonus items, including cash, Stoppers (freeze the capsule in mid-air at will), Shifters (alter the flight of the capsule), extra lives and Rockets (fired from a separate installation as supplemental weapons). There are three "rebel planets" to conquer, and a password is awarded after each is completed.

Overall, "Rebel Planets" didn't run shockwaves through this zap-meister or even prove more than mildly engaging. It is a new twist on an old theme, but not much of one. It takes more skill to master this game than it would to accomplish the same level of expertise on a typical console shooter, but it spirals downward into the horrid pit of repetitiveness pretty quickly.

What Good's a Troika?

Although each of the offerings has a certain merit, this reviewer only had eyes for "Metal Hearts." All are structured in a reasonable, user-friendly way, with a save, password or stage select. Yet, one cannot help but think that, even with three games in one, *Troika* may be an interesting product, but it doesn't come close to *Tetris*. **CSW**

SOFTWARE HEADQUARTERS

A full selection of software and accessories for the IBM and Amiga.
Specialists in International Sales • Competitive Pricing • Same day shipping

MISSION CONTROL

GAMES

688 Attack Sub Combo	24
A-10 Tank Killer	37
Action Stations	32
A. Slim's Dealer's Choice	32
A. Slim's Real Poker	19
A.T.P. Flight Commander	37
ABC's Monday Night Football	31
Altered Destiny	34
Ancient Art of War	31
Ancient Art of War at Sea	31
Andretti's Racing Challenge	33
Ante-Up	27
Arachnophobia	32
Arachnophobia w/Sound Source	43
Armada 2525	33
Armor Alley	29
Armouredgeddon	31
Avenger A-10	37



Gravis PC \$39

J. Nicklaus Course Disk #4/5	17
Curse of the Azure Bonds	33
Cybergenic Ranger	32
D.R.A.G.O.N. Force	31
Das Boot Submarine	31
Days of Thunder	27
Death Knights of Kryn	32
Dick Tracy Print Kit	17
Dragon Strike	32
Dragon Wars	32
Dragon's Lair II: Timewarp	43
Drakkhen	37
Dream Team	37
Duck Tales: Quest for Gold	22
E. Thorp's Real Blackjack	32
Eagle's Rider	32
Ear Weaver Baseball 2	40
Earthrise	22
Elite Plus	29
Escape From Hell	21
Elvira	31
Empire	33
Eye of the Beholder	33
F-14 Tomcat	27
F-15 II Scenario Disk	20
F-15 Strike Eagle II	32
F-19 Stealth Fighter	34
F-29 Retaliator	33
F-117A Stealth VGA	47
Falcon 3.0	43
FireKing	25
Flight of the Intruder	37
Freakin' Funky Fuzzballs	23
Full Metal Planet	31
Future Wars	32
Game Pak I	33

LHX Attack Chopper	28
Liberty or Death	37
Life & Death	24
Life & Death II: The Brain	33
Links Bayhill, Bountiful, Firestone 18	37
Links: The Challenge of Golf	37
Loom	23
Lord of the Rings	34
Lord of the Rings II	37
Lost Patrol	33
M1 Tank Platoon	41
Mac Arthur's War	29
Magic Candle 2	39
Maniac Mansion	17
Martian Dreams	37
Martian Memorandum	36
Mean Streets	36
MechWarrior	32
Medieval Lords	39

SOUND BLASTER

\$139.95
with purchase of any 2 titles

Medieval Warriors	25
MegaFortress: Flight of Old Dog	40
MegaTraveller II	37
Mickey & Minnie's Print Kit	17
Mickey's 123	32
Mickey's ABC	32
Mickey's ABC/Sound Source	43
Mickey's Colors & Shapes	32
Mickey's Crossword Puzzle	32
Mickey's Jigsaw Puzzle	32
MicroLeague Basketball	27
MicroLeague Football	29
Might & Magic 1 & 2	33
Might & Magic III	39
Missions Disk 2	22
Monday Night Football w/ Video	37
Monopoly	27
MoonBase	27
NCAA: Road to the Final Four	34
Night Breed	14
Night Hunter	19
Night Shift	19
Nobunaga's Ambition II	37
No Greater Glory	37
Nuclear War	34
Obituary	39
Operation COM-BAT	25
Overlord	32
Penthouse Jigsaw (Adult)	25
Personal Pro Golf	37
PGA Tour Golf	33
Pick N' Pile	28
Planet's Edge	39
Playroom	29
Pool of Radiance	33
Populous	31
Prince of Persia	27
Pro Football Analyst	37
Pro Tennis Tour 2	33
Quest for Clues III	19
Railroad Tycoon	34
Reach for the Stars	25
Red Baron	37
Renegade Legion Interceptor	39
Rise of the Dragon	37
Road & Cars 1 for Test Drive 3	19



Flight Yoke by MAXIMUM with Foot Pedals
ONLY \$109

Games People Play	29
Gateway to Savage Frontier	37
Genghis Khan	33
Gettysburg: The Turning Point	39
Global Dilemma	24
Gold of the Americas	25
Gold of the Aztec	33
Gunship 2000 VGA	41
Halls of Montezuma	25
Hard Nova	33
HardBall II	31
Hare Raising Havoc	32
Harpoon	39
Harpoon BattleSet # 2/3	21
Harpoon Scenario Editor	28
Heart of China	37
Heroes of the Lance	33
Hockey League Simulator	26
HoverForce	25
Hoyle's Games I/II	25
Hunt for Red October	23
HyperSpeed 2.0	37
Iron Lord	34
Isidore	34
Jack Nicklaus Unlimited Crse	37
James Bond 007	32
Jet Fighter II	45
John Madden Football	33
Jones in the Fast Lane	26
Kampfgruppe	39
King's Quest V	38
Kings Bounty	24
Knight of the Sky	37
L'Empereur	37
Legend of Faerghail	32
Leisure Larry I VGA	37
Leisure Larry III	37
Lexicross	30



The Sound Card That Makes Your PC Come Alive!
Music Synthesizer Card \$79
Personal Music System \$129

B.A.T.	33
Bad Blood	32
Bane of the Cosmic Forge	37
Balance of Power 1990	33
Bandit Kings of Ancient China	31
Bard's Tale III	37
Battle Chess	32
Battle Chess II	32
Little Command	33
Battle Isle	34
BattleHawks 1942	22
BattleStorm	32
Battle II	31
Berlin 1948	32
Bill & Ted's Bogus Journey	call
Bill & Ted's Adventure	24
Bill Elliott's NASCAR Challenge	32
Billy the Kid	28
Black Gold	32
Blitzkrieg	28
BlockOut	28
Blue Max	17
Breach 2	20
Bridge 6.0	26
Buck Rogers	33
Budokan	21
California Games II	27
Captain Comic II	17
Cardinal of the Kremlin	27
Carmen in America's Past	37
Carmen USA/World/Time	32
Carmen World Deluxe	48
Carriers at War	33
Casino Master	59
Castles	37
Chamber of Mutant Priestests	17
Champions of Kryn	33



Posso Media Box imported from Switzerland! 5.25 or 3.5
\$29.95

Checkmate	34
Chessmaster 2100	33
Chip's Challenge	27
Chuck Yeager's Air Combat	40
Circuit's Edge	28
Civilization	43
Civil War	39
Clue Master Detective	27
Command HQ	37
Conan the Cimmerian	32
Conflict: Middle East	37
Conspiracy: The Deadlock Files	35
Continuum	33
Corporation	32
Countdown	36
Covert Action	37
Crime Does Not Pay	32
Crimewave	36

Romance of Three Kingdoms 2	43
Rommel	25
Rotox	28
Rules of Engagement	37
Savage Empire	37
Scenery Disks	22
Scrabble Deluxe	32
Search for the King	36
Secret of Monkey Island VGA	39
Secret of the Silver Blades	33
Secret Weapons of Luftwaffe	44
Shanghai II: Dragon's Eye	31
Shuttle Space Flight Simulator	37
Silent Service II	37
Sim City	30
Sim City Graphic Set 1/2	23
Sim Earth	41
Sliders	32
Space Ace	32
Space Quest IV	37
Spellcasting 101	37
Spellcasting 201	42
Spirit of Excalibur	32
Stanford Wong's Video Poker	32
Star Control	31
Star Trek V: Final Frontier	33
Star Trek: 25th Anniversary	37
Starflight II	22
Storm Across Europe	38
Strategic Forces	25
Street Rod 2	32
Strip Poker 3	29
Strip Driver	32
Stunts	33
Super Car Pak	37
Super Off-Road	26
Swap	32



Free Wing Commander II!
While Supplies Last \$49

Team Yankee	37
Teenage Ninja Turtles	26
Terminator	34
Test Drive III	35
Tetris	24
The Manager's Challenge	31
The Sound Source	25



Weapons Control Systems or Flight Control System by THRUSTMASTER! \$89 ea

Their Finest Hour	38
TimeQuest	37
Tony LaRusso Baseball	33
Tracy II	43



Flight Stick w/FALCON \$49

Treasure Trap	27
Triple Action Pak	47
Trivial Pursuit	28
Trump Castle II	32
Tunnels of Armageddon	29
Tunnels & Trolls	17
Twilight 2000 VGA	37
Typhoon of Steel	39
U.S. Atlas	38
Ultima VI	37
U.S. II: Nations at War	37
Uncharted Waters	43
Vaxine	28
Vegas Gambler	28
Vengeance of Excalibur	32
Vette	33
Video Poker	32
War of the Lance	33
Warlords	29
Wayne Gretzky Hockey II	34
Western Front	37
White Death	37
Wing Commander 2	49
Wing Commander 2 Speech Pak I	39
Wing Commander 2 Speech Pak II	39
Wings of Fury	27
Wizardry Trilogy	32
Wizardry V	32
WolfPack	35
Wonderland	38
World Champion Backgammon	25
World Champion Cribbage	25
Worlds at War	32
Wrath of the Demon	32
Zac McKracken	17
Soundmaster II	199
Hearsay 1000	149

SOUND CARDS

Ad Lib Card (Micro Channel)	139
CMS Chips	30
Sound Blaster Midi Interface	79
Sound Blaster Voice Editor	59
Ad Lib Software in Stock!	

ACCESSORIES

DiskHolder for 5.25 or 3.5	9
Dual Gameport	22
Gameport (MicroChannel) by CH Products	48
Hi res Serial mouse w/software	32
Genius 4500 Scanner	132

JOYSTICKS

Suncom Icontroller PC	49
Analog Plus	27
ErgoStick	27
Flight Stick by CH	42
Tac 1+	24
Mach III by CH Products	33
Maxx Flight Pedals	49
Maxx Flight Yoke	70
Thunderstick by Kraft	35
Wico Analogue	12

EDUCATIONAL

Algebra Plus	32
Berenstein Bears: Counting	18
Berenstein Bears: Letters	18
Berenstein Bears: Junior Jigsaw	18
Challenge of Ancient Empire	32
Designasaurus II	28
Donald's Alphabet Chase	14
Goofy's Railway Express	14
Geo Jigsaw	27
Grammar Gremlins	32
Math and Me	22
Math Blaster Mystery	32
Math Blaster Plus	32
Math Rabbit	27
Mickey's Runaway Zoo	14
Midnight Rescue	32
Outnumbered	32
PC Globe V4	41
PC U.S.A. 2.0	41
Read & Roll	32
Reader Rabbit	32
Super Spellingcopper	27
Think Quick	32
Treasure Mountain	32

Writer Rabbit	32
Writing/Publishing Center	42

PRODUCTIVITY

Animation Studio	79
Bannermania	25
Copy II PC	28
Dream House Professional	48
Dvorak on Typing	32
Eight In One	37
FloorPlan	32
Home Video Producer	32
Lottery Trend Analysis	18
Mavis Beacon Typing	33
My Advanced Mail List	32
Pacioli 2000	40
Printshop New	38



No Other Game Even Comes Close! digitized graphics, sound & music! \$37

VCR Companion	34
Wedding Planner	33
BattleChess II	79
Designasaurus II	Call

CD ROM

Illustrated Encyclopedia	395
Super Spellingcopper	Call
Time's Compact Almanac	199
U.S. Atlas	59
U.S. History	Call
World Atlas	59



Chuck Yeager, Hunt Red October, ChessMaster, Life & Death, Airplane Factory \$32

VIDEOS

DOS Level I, II or III	
Intro to Dbase IV	
Intro to DOS	
Intro to Lotus 1-2-3	
Intro to Microsoft Word 5.0	
Intro to Word Perfect 5.0	
Lotus Level I, II or III and more	\$24



2400 Internal Modem \$69
2400 External Modem \$79

BUDGET

Advance to Boardwalk	14
Big Boggle	14
Expert Astronomer	14
Expert Calendar	14
Expert Checkwriter	14
Expert DOS Tutor	14
Expert Fax Forms	14
Expert Home Design	14
Expert Labels	14
Expert Landscape	14
Expert Lottery Expert	14
Expert Maps	14
Expert Resume Writer	14
Expert Utilities	14
ExpertPerfect Typing	14
ExpertPersonal Finance	14

Call us and use your Mastercard or Visa
800-999-7995
In NY State 212-962-7168
Fax 212-962-7263

Hours: 9am to 7pm Monday - Friday (Saturday 10am - 5pm)
Methods of Payment: We accept Visa, M/C, certified checks & Money orders. Personal checks allow 14 days to clear. COD add \$4.00. School, State & City purchase orders accepted.
Shipping: UPS (\$4 min), APO/FPO (\$5 min.), 2 Day Air (\$7 min.) CANADA, HI, AK & PR (\$9 min). Overseas minimum \$20 (please fax orders if possible).
NY residents add 8.25% Sales Tax.
Send money orders or checks to: **MISSION CONTROL**,
170 Broadway, Suite 201, New York, NY 10038
FREE Demo Disks and Catalogue with order!

The Rumor Bag

by Sal "Shifty" Rizzuto

I tell ya, it's not easy runnin' around the country with a bag over youse head and tryin' ta glean dis rumor and dat rumor from dese or dose circumstantial in which one finds oneself when one is not particularly circumscribed to one's own personal safety. To wit, dis rumor guy was following dis zig-zag pathway tru da terminal at McCarron Field. Da reasons fer dis circumstantial was dat he had grievously offended a particular business type wit da rumors dat dis rumor guy was spreadin' and in da actualities of da situational, was avoidin' a "hit" in da opposite of da intended meaning from whence da computer game industry usually refers to said propositional.

So, I'm tip-toeing past da banks of slot machines in da terminal and wondering why my editor had published my innocent remark dat **RAW Entertainment** was *thinking* about publishing a game called *Warfare* in da magazine's CES report as though it was a done deal. Da magazine is usually so perspicacious in determining da actual situational before going to press, but dis time, da editor messed up and da specialized employees (sometimes ungratuitously referred to as "kneecappers") were attempting to use dis rumor guy's head as da place to plant da exclamation mark when dey say, "Don't do it again!" So, how dey gonna react when dey find out dat the MS-DOS versions of all **RAW's** wargames were listed as being from da *European* publisher instead of da one in da States.

But I digest... dis rumor guy has either overdosed on Norm Crosby concerts or been reading Robert Asprin's *M.Y.T.H. Inc. in Action* and da Damon Runyonesque speech pattern managed to stick. Of course, speaking of the unbuffered Asprin, did youse know that da first *Ultima* novel, *Forge of Virtue*, was written by da mythmanager's spousal persona, Lynn Abbey? Da Asprin-dispenser says dat dere are gonna be more *Ultima* books and even put lolo in da latest Myth book.

To make a long story even longer, I make my way past da baggage claim with da fancy screens toutin' da hot shows on da strip (not ta be confused with the strip shows at some of da places what cater to da less perceptible clientele) and on to the cab stand. Just as youse favorite rumor mongrel gets to da cabs, dis cop starts hassling da driver about his hack license. Licenses are strange things, ya know. I heard dat Kesmai's multi-player *MechWarrior* game may get a new attribution due to **Mediagenic** opting not to renew da *BattleTech* license. Dis must be renewal time, 'cause **Interplay** has allowed *Neuromancer* to go out of print rather than to renew da license. Come to cogitate on da propositional, dere is a lotta talk in da industry about **Sierra** showing a concerted interest in da classic **Infocom** games, but we don't know whether dis would be a purchase to remake da games with graphics or a license to republish da games with several games on a disk.

Da cabbie and da cop manage to solve dere problem and I happily hop in da cab, mutterin' something about a cabbie's taxi bein' his castle. So's he hits da brakes and asks me how I know dis tidbit he just heard from an **Interplay** salesman. "What tidbit?" I ask in all innocence.

"You know," he says, "about *Castles 2*."

I was sure da joker was talkin' about the first and second campaign disks da company is about to release. Dere supposed to have new plotlines, new economic features, new combat features and da additional of new graphics. He cor-



rected me, howsomeever, to indicative that he was talking about a completely new product, set in a new geographic locale.

We pulled away from da cab stand and I failed to notice dat my pursuers were entering da cab immediately behind us. My eyes were pulled upward by the whoosh of a low-flying plane and I remembered what I had been told at **Electronic Arts**. It seems dat **EA** is doing a flight simulator for the **Sega** Genesis machine, complete with polygon-filled graphics; HUD with dynamic gauges; red-outs and black-

outs; day and night missions; in-air refueling; carrier- and land-based missions and four theaters of war (USA, USSR, Iraq and Korea). Da game's attribution is *F-22*.

I told da cabbie and he turned out to be a veritable sprout of information about computer games. He told me dat **Villa Crespo** and **Ninga** are publishing a combo pack of da Canadian company's *Backgammon* and da U.S. company's older *Poker* and *Blackjack* games.

He even bespoke da fact dat Buzz Aldrin, one and da same with da personage what walked on da moon, is supposed to be doin' a space race simulation for **Interplay**. Da idea of da game is dat da player will make the economic decisions concerning the cold war situational and da play would be integrated with video and audio footage from da era. Da design team is reputed to have ten years of NASA experience.

I happened to look to da rear behind my august personage and spot dat da aforespoken kneecappers in da cab behind me. I told da cabbie dere was an extra C-note if he could lose dose guys and he proceeded to show me da back roads of Vegas like I never knew dey existed. All da while, da cabbie was talking about all da spies what he has conveyed in various and sundry situationals. So, I told him dat Robin Antonick (original designer of *John Madden Football*) was working on a game to be called *Shadow Presidency*, da game of realistic presidential politics where da shadow government may be more real dan da visible one. Antonick is working with a doctoral student in International Policy and Diplomacy what really knows where da bodies are buried. Speaking of where da bodies are buried, dose guys weren't givin' up. (To Be Continued) **csw**

AIR RAID PEARL HARBOR

December 7, 1941

IBM, APPLE II
50TH ANNIVERSARY

Computer Simulation
with Graphics!

SEND S.A.S.E. OR CALL FOR DETAILS

GENERAL QUARTERS
SOFTWARE

P.O. Box 1429

Torrance, CA 90505

(213) 547-0597

(800) 541-1411 (Outside CA)

POLICE QUIZST



If you die... ...it won't be from boredom

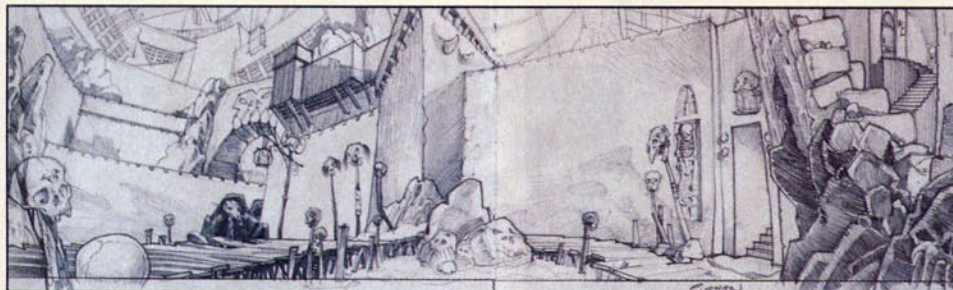


Suggested price \$59.95. Visit your retailer or call 1-800-326-6654.

Rising Out of the SCUMM

The Evolution of a Lucasfilm Graphic Adventure

by Johnny L. Wilson



Something of the distinctive humor associated with the early days at **Lucasfilm Games** may be captured when one realizes that all of their graphic adventures are built from a set of tools named after body fluids. The system is called SCUMM and it is presently in its fifth incarnation, complete with SPUTUM (the interpreter for the language), FLEM (the code used to identify objects and set boundaries where the character can and cannot walk), BILE (the cel-based animation emulator which uses separate boxes to control each body part of a given character) and more. Given the fact that even the software tools used to build the games have such colorful names, CGW wondered what the real story might be behind the production of a graphic adventure at Lucasfilm.

Corporal Acknowledgement

Once upon a time, designers only had to convince a couple of persons that a game was worth doing. Now, **Lucasfilm Games** has grown as a division from under 25 employees to over 100 employees and the process is somewhat more rigid. Now, would-be designers (no matter how experienced) must convince a majority of the division's directors that a project is worth doing. They formally present a design document to Howard Phillips (Creative Director). Howard is charged with sharpening the design concept and will probably consult with Noah

Falstein (Associate Creative Director) at this stage in the process. Then, knowing how many projects the company can feasibly have on the boards at the same time (sometimes called "slots"), he presents the best options to fill those slots to two other key persons in the company: Lucy Bradshaw and Kelly Flock. Then all three consider the merits of the proposal.

Howard is primarily concerned with the technological and design side; Lucy is primarily charged with targeting resources in terms of logistics (i.e. can the project be done within limitations of budgets, personnel and scheduling) and Kelly is primarily focused on marketing possibilities and positioning. Once this informal triumvirate is convinced of a game's viability, the proposal is taken "upstairs" to Doug Glen (General Manager) and his financial experts. If all systems are still "Go," a schedule is "built" and the full design concept is fleshed out.

Building the schedule and fleshing out the design concept requires recruiting the full team, deciding on rough due-dates and coordinating between artists and scripters. A Lucasfilm team usually consists of one project leader, two to three scripters, three to four artists and two

composers. Everyone does not work on the project throughout the entire course of the schedule, so the finished game averages about eight man-years (equivalent to one person working full-time for one year) per product.

Building the schedule may be somewhat simpler than it sounds, however, since it is based upon rough averages. If a Lucasfilm adventure game is to have 100 locations (called "rooms" in honor of the early history of adventure games), for example, one would schedule one to two days per "room," simply on art.

Pass or Play

Lucasfilm adventure games are developed in three "passes." On the first pass, everything is programmed as quickly as possible. The second pass polishes and "cleans up" the work performed in the initial pass. Finally, the third pass puts in the absolute finishing touches.

On the first pass, the pencil sketches of the room may take as little as an hour and a half to sketch, but by the time they are colored in on the second pass, one may have a full day invested in the work.

Once the pencil sketches are in for the first pass, the scripters (sometimes affectionately known as SCUMMlets) take

WANTED



few good thieves, healers, warriors and spell casters to join our hardy band of adventurers on the GENIE(sm) service. Must be devious and daring, cunning and courageous. Ready to slay dragons or raise flagons. And able to emerge from perilous encounters in the darkest tavern or wood with both your person and your reputation intact.

Sign Up Now

If you're ready for adventure on Gemstone or any of our other twelve exciting multi-player games, sign up for GENIE today. Here's how.

1. Set your modem for half duplex (local echo) at 300, 1200 or 2400 baud.
2. Dial toll free—1-800-638-8369. Upon connection, enter HHH.
3. At the U#=prompt, enter XTX99471,GAMES then press RETURN.
4. Have a major credit card or your checking account number ready.

For more information in the U.S. or Canada,
call 1-800-638-9636.

Circle Reader Service #34



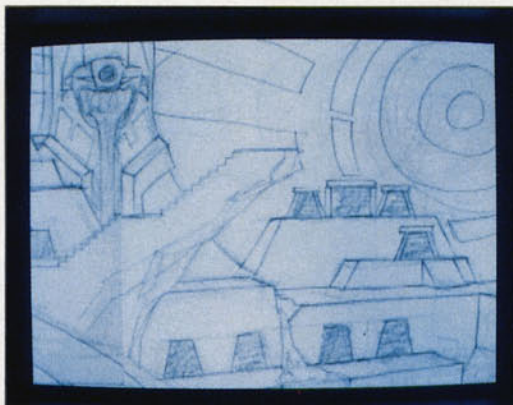
We bring good things to life.

over and "wire" the rooms. This means determining the boundaries in which the characters can walk, handling the dialogue choices (either with real dialogue or place holders), programming objects (according to one programming team, it takes about nine man-months to program objects in the game, even with object-oriented programming short cuts in the latest version of SCUMM).

Lucasfilm is currently using two different methods to generate artwork for the games. In *Indiana Jones and the Fate of Atlantis*, the team is using the classic *Deluxe Paint* method of painting the backgrounds and characters on screen with *DPaint*. Even in this method, the first pass looks like pencil sketches and the colors and details are "painted" in at a later date.

In *The Secret of Monkey Island II*, the artists sketch the original backgrounds in pencil. They are scanned into a Sharp Color Scanner in order to bring the picture in digitized form in *Photo Shop* (like *Deluxe Paint*, another industry standard used by virtually every publisher). *Photo Shop* was originally developed by an **Industrial Light & Magic** employee, so it is appropriate that Lucasfilm Games uses the product. *Photo Shop* allows the artists to manipulate the backgrounds and foregrounds in order to give the impression of depth. The digitizing process also seems to soften the lines of the paintings or sketches and give them a pleasant finish. *The Secret of Monkey Island II* also uses a gouache and colored marker finish on the "painted" backgrounds to create its rich, colorful palette.

Secret of Monkey Island II is using *Deluxe Paint Animator* to create the basic characters, since the design team wants that animated style on the project. Artists draw four frames for characters who stand still, but have some "stage business" with their hands. They use a basic eight frame animation for those who walk somewhere and sometimes even more for special case animation (those scenes which only occur once). In the new *Indiana Jones* game, some of the characters have been rotoscoped from video-tape, using a frame grabber in order to "naturalize" the walk. Even in this technology, Noah Falstein says that they have learned lessons about multimedia. "We found that we had a very small window to work from with regard to using natural light. After a certain time of day, the shadows were too conspicuous to let us use the rotoscoping technique. Now we know how movie makers must feel."



To Market, To Market

Once everything is basically in working order for the first pass, the programming team and the artists are starting on the second pass. However, this is really the first time the marketing department really knows for certain what it is dealing with. Some of the in-house employees and their significant others get together for a pizza orgy and play the game in its black and white incarnation (with characters from other games walking through the scenes). The pizza orgy is like a talented focus group and may introduce a few design changes at that time.

When the second pass is complete and the colored backgrounds and some of the animated characters are operational, the marketing department really gets to work. They start to take screen shots, get betas to magazines like *CGW*, prepare trade show demos and prepare for focus group sessions. There is also, usually, a second pizza orgy to celebrate the fact that the product is coming together.

Gamers who complain about package art and early advertising might take note of what happens in which pass. The package cover painting is usually rendered after the marketing department has seen the first pass of the game. The back cover is held until the second pass, to get screen shots as close to the final version as possible. These boxes *must* be printed three to four weeks prior to shipping if the packages are to ship on time.

Advertisements are started at the second pass, as well. They have to be designed and produced even faster, since magazines typically have a three-month lead time in order to get to press before the cover date. Hence, any delays or time changes after the ad schedule is set may force the company to run ads before the product is finished.

Afterthought

When Lucasfilm started the two newest adventure game products, they honestly believed that using the scanning technique would allow them to speed up production. What they have discovered is that it is a mixed blessing. The programmers can get to the first pass easier, but there are trade-offs. The bad news is that Lucasfilm adventure games will still take nearly twelve months from concept to conclusions, but the good news is that Lucasfilm has more adventure games on the drawing boards for next year than ever before. Here's hoping our readers appreciate the process a little better after reading this short synopsis. **CGW**

Software Discounters

INTERNATIONAL



We are the #1 Software Source for Thousands of Computer Owners!

If you've never shopped with us before, now is the time!
Find out why so many valued customers have!

- Speedy Delivery
- Deep Discounts
- Incredible Selection
- Latest Versions
- No surcharge on MC/Visa
- Overnight & 2-day ship available

IBM	COMMODORE	AMIGA	APPLE & GS	MACINTOSH	ATARI ST
688 Attack Sub.....\$21	Covert Action.....\$39	Indianapolis 500.....\$16	McGee.....\$25	Quicken 4.0.....\$39	Strip Poker 2 Data #2.....\$14
A 10 Avenger Enh.....\$39	Crib King/Gin King.....\$16	Ishido.....\$35	McGee at Fun Fair.....\$25	Railroad Tycoon.....\$39	Strip Poker 2 Data #3.....\$14
A.D&D: Champ of Kryn.....\$32	Crime Wave.....\$39	J. Nicklaus 90 Champ Course.....\$16	Mean Streets.....\$39	Reader Rabbit.....\$32	Strip Poker III.....\$32
A.D&D: Crs.Azr.Bnds.....\$32	DACEasy Act.4.1.....\$95	J. Nicklaus International.....\$16	Medieval Lords.....\$39	Real Blackjacks.....\$32	Strip Poker III Data #1.....\$16
A.D&D: Dragon's Strike.....\$32	DAS Boot Submarine Sim.....\$18	J. Nicklaus U.S. Open.....\$16	Magafortress/Old Dog.....\$39	Real Poker.....\$32	Strip Poker III Data #2.....\$16
A.D&D: Pool of Rad.....\$32	Days of Thunder.....\$23	J. Nicklaus 89 Champ Course.....\$16	Megatraveller.....\$39	Red Baron VGA.....\$39	Strip Poker III Data #3.....\$16
A10 Tank Killer.....\$32	Death Knights of Kryn.....\$32	J. Nicklaus Unlimited Golf.....\$39	Megatraveller II.....\$39	Red Storm Rising.....\$35	Strip Poker III Data #4.....\$16
Action Stations 3.0.....\$32	Deluxe Paint 2: Enhanced.....\$88	J. Nicklaus Golf.....\$23	Mickey's 123 Surprise.....\$32	Renegade Legn: Intercept.....\$39	Stunts.....\$32
Ad Lib Sound Card.....\$89	Deluxe Paint Animation.....\$88	Jet Fighter II.....\$44	Mickey's ABC Day/Fair.....\$32	Rise of the Dragons EGA.....\$39	Super Solv. Chal Anct Emp.....\$32
Agiler "Microsoft" Mouse.....\$39	Designasaurus II.....\$25	Jigsaw Pinups.....\$23	Mickey's ABC w/Sound.....\$44	Rise of the Dragons VGA.....\$39	Super Solv. Midnight Resc.....\$32
Alge Blaster Plus.....\$32	Dragon's Lair.....\$44	Joe Montana Football.....\$32	Mickey's Colors/Shapes.....\$32	Risk.....\$25	Super Solv. Outnumbered.....\$32
Altered Beast.....\$26	Drakkhen.....\$39	John Madden Football.....\$32	Mickey's Crossword.....\$29	SAT Complete.....\$39	Super Solv. Treas. Mount.....\$32
Altered Destiny.....\$38	Dream Team.....\$32	Jones in the Fast Lane.....\$25	Might & Magic III H. Den.....\$39	Sargon 4 - 3D.....\$39	Tank.....\$39
Andretti's Racing Chal.....\$32	Duck Tales: Quest for Gold.....\$29	Katie's Farm.....\$25	Monday Night Football.....\$39	Savage Empire.....\$39	Teen Mutant Ninja Turtles.....\$25
Arachnophobia.....\$32	Duck Tracy.....\$32	KingsBounty.....\$21	Monopoly.....\$25	Scrabble.....\$25	Terminator.....\$35
Armada 25/25.....\$32	Elite Plus.....\$32	King's Quest 1.....\$32	Mother Goose "Enhanced".....\$25	Scrabble Deluxe.....\$39	Test Drive II Cal Chall Scen.....\$16
Armor Alley.....\$25	Elvira Mist/Darkness.....\$39	King's Quest 2.....\$32	New Math Blaster +.....\$32	Search for the King.....\$39	Test Drive II Euro Chall.....\$16
ATP Flight Simulator.....\$39	Empire.....\$32	King's Quest 3.....\$32	New Print Shop.....\$39	Sec. Weapons of Luftwaffe.....\$39	Test Drive II Muscle Card.....\$16
B.A.T.....\$18	Ensemble.....\$139	King's Quest 4.....\$39	New PmtShp Grph-Prty Ed.....\$23	Secret Monkey Island EGA.....\$26	Test Drive II The Duel.....\$32
BadBlood.....\$32	Epyx Game Series Combo.....\$25	King's Quest 5 EGA.....\$39	New PmtShp Grph-Samp Ed.....\$23	Secret Monkey Island VGA.....\$39	Test Drive III.....\$39
Balance of Planet.....\$32	ErgoJoy Stick IBM/APP.....\$18.88	King's Quest 5 VGA.....\$44	New PmtShp Sch Bus Grph.....\$23	Secret of Silver Blades.....\$32	Test Drive III Rd. & Car #1.....\$21
Bane of the Cosmic Forge.....\$39	Eye of the Beholder.....\$32	Knights of the Sky.....\$39	New Print Shop Companion.....\$14	Shadow Sorcerer.....\$32	Tetris: Russian Challenge.....\$23
Bank St. Writer Plus.....\$49	F-117ANighthawk.....\$44	Lakers vs. Celtics.....\$16	Newsroom.....\$32	Silent Service II.....\$39	Their Finest Hour.....\$39
Banner Mania.....\$23	F-15 Strike Eagle II.....\$35	Leisure Suit Larry.....\$24	Night Shift.....\$16	Sim City.....\$32	Think Quick!.....\$32
Bards Tale III.....\$32	F-15 II Scenario.....\$19	Leisure Suit Larry 2.....\$38	Nuclear War.....\$32	Sim Earth.....\$44	Time Quest.....\$39
Baseball II.....\$32	F-19 Stealth Fighter.....\$44	Leisure Suit Larry 3.....\$38	Oils Well.....\$22	Sim City Graphics #1.....\$23	Tony LaRossa Baseball.....\$32
Battle Chess.....\$32	F-29 Retaliator.....\$32	Lemmings.....\$32	Pacioli 2000.....\$32	Sim City Graphics #2.....\$23	Tracoon 2.....\$44
Battle Chess II.....\$39	F.S. Scenery Coll. A.....\$39			Sim City Terrain Ed.....\$14	Trivial Pursuit.....\$26
Battlehawks 1942.....\$21	F.S. Scenery Coll. B.....\$39			Space Ace.....\$39	Trump Ult.Cas. Gambling II.....\$32
Bill & Ted's Adventure.....\$25	Falcon 3.0.....\$44			Space 1889.....\$32	Tunnels & Trolls.....\$14
Bill Elliot's Nascar.....\$32	Falcon AT (EGA Only).....\$39			Space Quest.....\$31	Tunnels of Armageddon.....\$26
Blockout.....\$26	Firehawk-Thexder II.....\$23			Space Quest 2.....\$31	Twilight 2000.....\$39
Blue Max.....\$14	Flight of intruder.....\$39			Space Quest 3.....\$38	Typing Tutor 4.....\$32
Bridge 6.0.....\$25	Flight Simulator 4.0.....\$42			Space Quest 4 EGA.....\$39	Ultima 5.....\$39
Buck Rogers 'Doomsday'.....\$32	Full Metal Planet.....\$32			Space Quest 4 VGA.....\$39	Ultima 6.....\$44
Budokan.....\$16	Future Wars.....\$32			Speed Reader 2.....\$32	Ultima Trilogy 1-2-3.....\$39
Cardinal of the Kremlin.....\$32	Gateway to Savage Empire.....\$32			Spellcasting 101/Scorerer.....\$39	Universal Milt. Sim. II.....\$39
Carmen: Past.....\$25	Gold of the Aztecs.....\$25			Spell it Plus.....\$32	U.S. Atlas.....\$39
Carmen: Europe.....\$32	Golden Axe.....\$16			Spirit of Excalibar.....\$32	Vaccine.....\$25
Carmen: Time.....\$32	Greg Norman Shark Attack.....\$25			Spot.....\$9.88	Vegas Gambler.....\$26
Carmen: USA.....\$32	Guns & Butter/Global Dilem.....\$21			Star Control.....\$32	Warlords.....\$32
Carmen: World.....\$32	Gunship.....\$35			Starflight II.....\$21	Wayne Gretzky Hockey 2.....\$35
Cartooners.....\$18	Gunship 2000.....\$44			Stellar 7.....\$22	Welltris.....\$23
Castles.....\$38	Hardball II.....\$32			Stickbear Alphabet.....\$32	Wing Comm. Mission #1.....\$19
Centerfold Squares.....\$19	Harpoon.....\$39			Stickbear Math.....\$25	Wing Comm. Mission #2.....\$19
Centurion.....\$18	Harpoon Battle Dsk 2.....\$21			Stickbear Math 2.....\$25	Wing Commander.....\$39
Chessmaster 2100.....\$32	Harpoon Battle Set 3.....\$21			Stickbear Numbers.....\$25	Wing Commander II.....\$48
Child. Writ'g/Publ'g.....\$43	Harpoon Scen. Edit.....\$26			Stickbear Reading.....\$25	Wizard Trilogy.....\$32
Chuck Yeager's Aft. 2.0.....\$16	Hawaiian Odyssey.....\$19			Stickbear Reading Comp.....\$32	Wolf Pack.....\$14
Clue Master Detective.....\$25	Heart of China VGA.....\$39			Stickbear Spellgrbr.....\$32	Wonderland.....\$39
Codename Iceman.....\$38	Hero's Quest.....\$38			Stickbear Typing.....\$32	Word Attack Plus.....\$32
Colonel's Bequest.....\$38	Hero's Quest II.....\$38			Stratego.....\$32	Word Writer PC.....\$32
Command H.Q.....\$39	Hoyle's Book of Games.....\$22			Street Rod.....\$16	World Atlas.....\$39
Conflict in the Mid. East.....\$39	Hoyle's Book of Games 2.....\$22			Street Rod II.....\$26	World Class Soccer.....\$25
Conquest of Camelot.....\$38	Hunt for Red October.....\$21			Strike Zone.....\$13	WWF Wrestling.....\$25
Countdown.....\$39	Indy Jones: Last Cru. Act.....\$18			Strip Poker 2.....\$25	Writer Rabbit.....\$32
	Indy Jones: Last Cru. Graph.....\$21			Strip Poker 2 Data #1.....\$14	X-Men II.....\$25
					Yeager's Air Combat.....\$39

Special Price!

Sony•Memorex
Computer Disks
\$4.99 Box of 10* 5 1/4
\$6.99 Box of 10* 3 1/2

*With purchase of any software package • While supplies last • Limit 4

LHX Attack Chopper.....\$26	PCGlobeV4.0.....\$44
Life & Death.....\$23	PC USA.....\$44
Life & Death II.....\$32	Penthouse Jigsaw Puz. (X).....\$26
Lightspeed.....\$39	Personal Trainer SAT.....\$32
Links "Bayhill".....\$16	PGA Golf.....\$32
Links VGA.....\$39	Pick N' Pile.....\$26
Links "Bountiful" Course.....\$16	Pictionary.....\$25
Links "Firestone: Course.....\$16	Playroom.....\$29
Loom.....\$21	Police Quest.....\$32
Lost Patrol.....\$32	Police Quest 2.....\$38
M-1 Tank Platoon.....\$42	Pools of Darkness.....\$39
M.Beacon Techs. Typing.....\$32	Populous.....\$21
Martian Dreams Hi/Dn. VGA.....\$39	Print Master Plus.....\$39
Math Rabbit.....\$25	Pro Tennis Tour.....\$21
Maxx Control Yoke.....\$69	Publish It 1.2.....\$149.95
Maxx Peddles.....\$44	Puzzle Gallery.....\$26

New For Mac

Universal Milt. Sim II.....\$39
Kings Bounty.....\$39
Spot.....\$44
Sim Earth.....\$44
Bane of Cosmic Forge.....\$39
Railroad Tycoon.....\$44

New For Amiga

Death Knights of Kryn.....\$39
Secret of the Silver Blades.....\$39
Knights of the Crystallion.....\$39
Spot.....\$25
F-15 Strike Eagle II.....\$39
Cardinal of the Kremlin.....\$32
Street Rod II.....\$26

New For Atari ST

Wonderland.....\$39
Megatraveller #1.....\$35
Secret of Monkey Island.....\$39
Crime Wave.....\$39
F-15 Strike Eagle II.....\$39
Tie Break Tennis.....\$25

New For C-64

Night Breed.....\$21
Pick-n-Pile.....\$21
Night Shift.....\$21
Back to the Future II.....\$19

Call For
our Free
Catalog!

Call Toll Free 1-800-966-7734

We Have
What
You're
Looking
For!

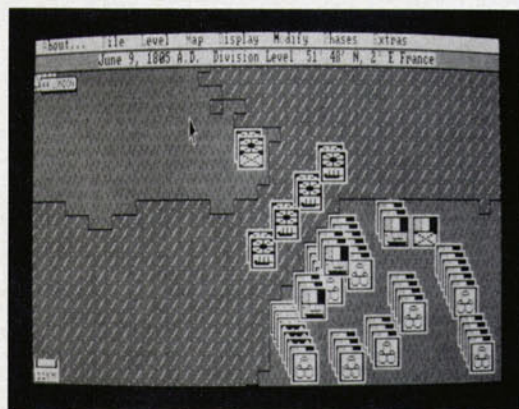
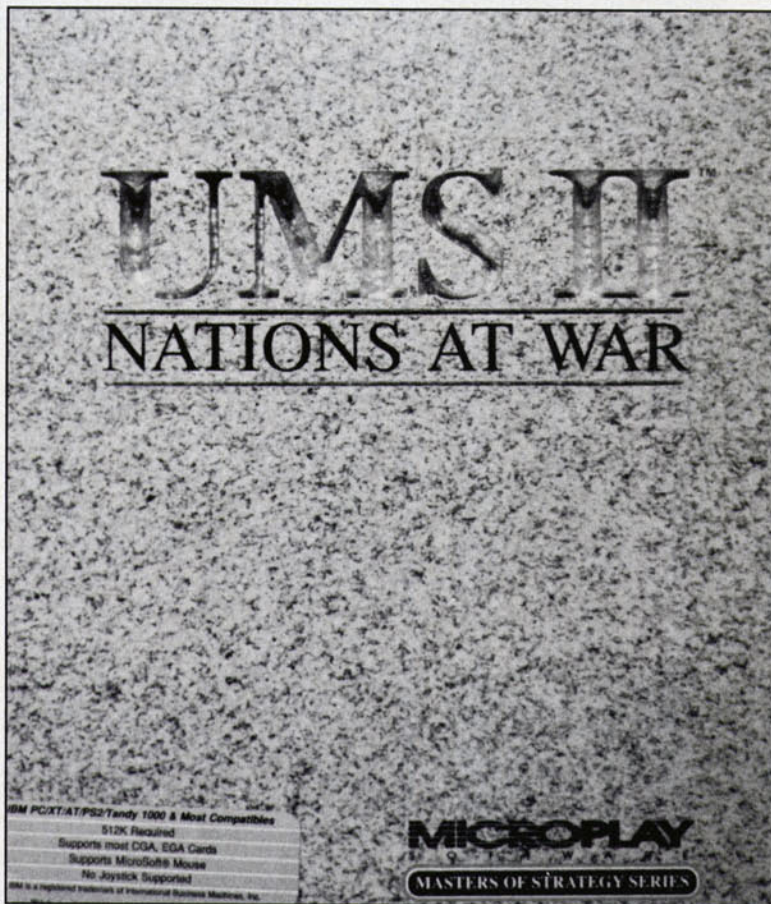
• **SHIPPING:** Continental USA - add \$4. Call for details on overnight & 2 day shipping. APO & FPO - \$5. Alaska & Hawaii - \$7.50. Canada, Puerto Rico & Guam - \$10. US Virgin Islands - \$12.50. PA residents add 6% sales tax on the total amount of orders including shipping charges. Orders with cashier's checks or money orders shipped immediately. Personal & company checks, please allow 10 business days clearance. No C.O.D.s. Defective merchandise purchased within 60 days will be replaced with the same item. You must call Customer Service for return authorization. 412-361-5291 9:00 - 5:00 EST. Prices and availability subject to change.

HOW TO ORDER

Order Line Hours: Mon-Fri 9:00 - 9:00 Sat - 10:00 - 4:00 EST

- Call us & use your Mastercard or Visa
- Send Money Orders or Checks to:
Software Discounters Int'l
5607 Baum Blvd
Pittsburgh, PA 15206
- Order via modem on CompuServe & QLink
- School purchase orders accepted

FAX: 1-412-361-4545



NAME:	U.M.S. II: Nations at War
SYSTEM:	IBM, Mac
REVIEWED ON:	IBM (386-20)
# PLAYERS:	0 to Multi-Player
COPY PROTECT:	None
PRICE:	\$59.95
	\$29.95 (for Desert Storm scenario disk)
PUBLISHER:	MicroPlay
DESIGNER:	Ezra Sidran

U.M.S. II: NATIONS AT WAR

by M. Evan Brooks

U.M.S. II: Nations at War is the second generation of designer Ezra Sidran's *Universal Military Simulator* — a war-game design kit and scenario generator for personal computers. With a broader scope than its antecedent, *UMS II* allows both land and naval campaigns. However, due to contractual obligations and publishing deadlines, *UMS II* does not allow one to design his own scenarios. Instead, one must purchase the *UMS II: Planet Editor*, currently in the final stages of production. Thus, *UMS II* is a stand-alone product having three scenarios (the Campaigns of Alexander the Great, the 1805 Campaigns of Napoleon and an introductory scenario of Operation Overlord, the Allied invasion of Normandy during World War II). A separate scenario disk, Desert Storm, covers the recent employment of U.S. and coalition forces against Iraq.

The overarching question is, "Can *UMS II* be all things to all people or, in fact, has the game attempted to cross a bridge too far (pun intended)?" This review seeks to answer that question.

Going by the Book

The documentation is professionally done and somewhat voluminous. Special attention is paid to weather, logistics and national policy (often parameters overlooked in other simulations) as well as the more traditional ground, naval and air movement and combat. Much of the manual is devoted to design

mechanics, which is somewhat anomalous given that the scenario generator is not yet available. Indeed, it appears that the manual was printed before the game was published and, in fact, that is true. The distributor, **MicroPlay**, needed the manuals completed by October of 1990, although the game itself was not published until later. Interestingly enough, the game's release occurred in this geographic order: Australia, New Zealand, Germany, Italy, France, the United Kingdom and, finally, the United States.

Much of the manual provides interesting reading — on artificial intelligence, design parameters and the historical scenarios. Sadly, the game mechanics are not as clearly delineated, and the lack of a written tutorial is sadly missed. While the scenarios are interesting in and of themselves, there is a certain unfinished quality to them: objectives are poorly defined, and no ending date is given (Overlord ends on 31 August 1944; Alexander on 30 June 331 BC; Napoleon on 31 August 1805; Desert Storm on 26 February and 1 March 1991). The simulation can be played by multiple players. In fact, most scenarios have more than two entities (Napoleon, 6; Desert Storm, 12; Alexander, 16). Most of these allies have a relatively minor role, but the documentation is silent as to *any* of their roles. While most users would be aware of the roles of Saudi Arabia or France in Desert Storm, how many would have any idea of the role of Mali, the Sacae Minor Kingdoms or the Kingdom of Musicanus in Alexander?

Terrain Camouflage

Graphics are reminiscent of *UMS I*. Units are generally well-defined, and geographic locations easy to see. However, occasional use of glaring reds and blues can make the visual effect somewhat disconcerting. Terrain views can be easily, albeit slowly, changed from seven-mile hex parameters to orbital. Similarly, units may be viewed at division level through corps, army and army groups.

The mapped terrain is a fascinating aspect of programming. However, the orbital view appears to be reminiscent of a "Stupid Computer Tricks" segment one might see on David Letterman, in that the perspective is absolutely useless for anything (except, possibly, impressing one's colleagues with what the program can do). Usually, one will work through the corps level, and drop up or down as the situation demands in terms of strategic and tactical considerations.

Nuts and Bolts

As noted above, the omission of a tutorial is troubling. However, the "Overlord" scenario is a relatively easy one to utilize for comprehension of mechanics. Production, land, sea and air movements can be input by mouse or keyboard. The artificial intelligence may be easily modified in terms of diplomacy, behavior, naval/ground emphasis, strategic posture, objectives, etc.

Units and their subordinate elements are easily accessed, although movement orders can be confusing. Special care must be exercised when the Allied invasion fleet sorties out from Portsmouth; a broad objective may cause the computer to attempt a land crossing by naval elements on a small island peninsula.

Battles may be viewed in depth, with a detailed battle report option. Unit reports may be hard-copied, as well as map locations from different perspectives.

Warning: Writing to disk continually occurs in *UMS II*. Thus, loading and playing a scenario also saves the changes to one's disks or hard drive. One should immediately rename a scenario upon loading so that the original remains available. Alternatively, one can reload from the master disks every time that one wishes to attempt another scenario.

Maneuver

But the critical question is, "How well does the simulation play?" The operative word in *UMS II* is *slowwwwwlllyyyy*. This reviewer was unable to fully test out all scenarios because of time constraints. On a 386 20-MHz machine, *UMS II* is very slow. While Overlord is a relatively quick play (one to five hours), the other scenarios take much longer. In a way, this is the perfect family game — one can input his turn, go up for dinner with his family, have a small after-dinner party, and return to the computer relatively confident that his next turn will *almost* be ready to begin.

Certain software experts blame the slowness of execution upon the use of floating-point mathematics; designer Ezra Sidran notes it as a function of how much the computer is attempting to do in terms of mapping, strategy (30% of the source code is based on a heuristic computer AI) and, most of all, on the inherent limitations of the MS-DOS machine. Since an MS-DOS machine can only access 640 kilobytes at a time, Mr. Sidran feels that this accounts for much of the delay, and that execution is faster on the ST, Amiga and Macintosh machines. Whatever the reason, there is no question that *UMS II* is not a quick play.

ZERO'S & ONE'S

800-788-2193 (ORDERS)
213-630-3551 (INFO)
213-634-7745 (FAX)



OCTOBER SPECIALS



Thrustmaster throttle or joystick & Falcon 3.0 ...\$119.95
Above throttle or joystick with an orig. receipt for Falcon 3.0...\$82.95

Prices effective until 10/31/91

IF YOU DON'T SEE IT HERE, CALL US!

HARDWARE			
Flight Stick	41.95	Roland LAPC1	399.95
Mach III	29.95	SoundBlaster	138.95
ProAudio		SndBlasterPro	209.95
Spectrum	269.95	SndMaster II	169.95
Winner Fit Yoke	49.95	Winner Joystick	24.95
Mini Joystick	11.95		
GAMES			
A-10E Tank Killer	35.95	Jetfighter II	39.95
Adv D&D	29.95	Joe Montana Ftb	29.95
Acft&Scen Dsgn	27.95	Jhn Madden Ftb	29.95
Andretti Racing	29.95	King's Bounty	19.95
Armada 2525	29.95	Kings Qst V vga	39.95
ATP Flight Assgn	36.95	Kings Quest I	29.95
B.A.T.	19.95	Kings Qst 3 Pak	41.95
Bane Csmic Frge	34.95	Knights of Sky	29.95
Bard Tales III	29.95	Leis.Suit Larry V	37.95
Battle Chess vga	30.95	Lemmings	29.95
Battlestorm	29.95	Life & Death	23.95
Battletech II	28.95	L&D II:The Brain	31.95
Carmn Sn Dg Dlx	47.95	Lightspeed	34.95
Castles	36.95	Links course dsk	15.95
Checkmate	39.95	Links	36.95
Chessmstr 2100	27.95	Loom	19.95
Command HQ	35.95	Lord of Rings, v1	32.95
Countdown	31.95	M1 Tank Platoon	39.95
Covert Action	35.95	Magic Candle II	36.95
Crime Ds NtPay	29.95	Mean Streets	35.95
DRAGON Force	27.95	Mechwarrior	29.95
Dragon's Lair	25.95	Medieval Lords	35.95
Dragon's Lair II	35.95	MegaFortress	36.95
Drakkhen	32.95	MegaTraveler II	32.95
Elite Plus	29.95	MIG-29 Fulcrum	49.95
Elvira 1.1	35.95	M&M I&II, 2-pak	33.95
F-15 Strk Eagle II	29.95	Might & Magic III	36.95
Falcon 3.0	39.95	Monopoly	24.95
Flight of Intruder	32.95	Nascar Challeng	29.95
Flight Sim 4.0	37.95	Nobunaga Amb	35.95
Fit Sim Scnry dsk	19.95	Nuclear War	31.95
Galleon of Glory	27.95	Oper'n Combat	29.95
Genghis Khan	35.95	Overlord	29.95
Gold of Aztecs	29.95	Pick 'n Pile	25.95
Gunship 2000	39.95	Planet's Edge	36.95
Hard Nova	19.95	Prince of Persia	25.95
Harpoon	38.95	Pro Tennis Tr II	31.95
Heart of China	35.95	Quest for Glory II	35.95
Hero's Quest	35.95	Red Baron VGA	35.95
Hoverforce	29.95	Rengade Legion	37.95
JNicklaus Golf	34.95	Rise of Dragon	34.95
JBond:Stlth Affr	32.95	Rmnc 3 Kngdms	41.95
RR Tycoon	32.95	Rules Engagmnt	36.95
Savage Empire	35.95	Scrabble Deluxe	35.95
Search for King	35.95	Sec Wpns of Luft	42.95
Sec Mnkys Is vga	37.95	Sharkey 3D Pool	18.95
Silent Service II	31.95	Sim City	29.95
Sim City Graphic	21.95	Sim City Earth	42.95
Sorcrers Get Girls	32.95	Sp Quest 3 Pak	37.95
Sp Quest IV vga	37.95	Spirit Excalibur	29.95
Star Control	29.95	Star Trek	39.95
Stellar 7	24.95	Stellar 7	24.95
Stratego	29.95	Street Rod II	25.95
Stunt Driver	29.95	SwordSmuri/Pirat	14.95
Team Yankee	38.95	Terminator	32.95
Test Drive III	34.95	Time Quest	34.95
Trivial Pursuit	26.95	Twilight 2000	34.95
Typhoon of Steel	38.95	Ultima VI	41.95
Veng.Excalibur	29.95	Vid Poker la crte	24.95
W.Gretzky Hockey	33.95	Warlords	29.95
Weaver Basbl II	31.95	Wing Comder II	39.95
WC Mission dsk	18.95	Wonderland	35.95
Wild Clas Soccr	25.95	Yeager Air Cmbt	36.95
EDUCATIONAL			
Alge-blaster +	29.95	Midnite Rescue	29.95
Carmn SnDiego	29.95	Out Numbered	29.95
Chal AncEmpire	29.95	PC Globe 4.0	36.95
Math Blaster +	29.95	PC USA 2.0	36.95
Playroom	27.95	Reader Rabbit	29.95
Spell It +	29.95	Treasure Mtn	29.95

7525 Rosecrans Avenue, #203
Paramount, CA 90723

Prices subject to change. All sales final. Exchanges for defects require RMA#. We do not guarantee compatibility. S&H UPS Cont.US \$3 first item plus \$1 each add'l item; 2nd Day Air \$5 first item plus \$1 each add'l item. COD add \$4. CA res add 7.5% tax. All prices US \$'s.

Advertisement

EAD TOP 25

ENTERTAINMENT SOFTWARE TITLES

This Mo.	Last Mo.	Type	Title	Publisher
			★ ★ No. 1 ★ ★	
1	1	RP	AD&D®: Eye of the Beholder	SSI™
2	3	EDUCATION	Mavis Beacon Teaches Typing!™	The Software Toolworks®
3	NEW	SIM	Chuck Yeager's Air Combat™	Electronic Arts®
4	2	RP	AD&D®: Death Knights of Krynn	SSI
5	4	SPORTS	PGA TOUR® Golf	Electronic Arts
6	5	FAMILY	The Chessmaster 2100™	The Software Toolworks
7	NEW	SIM	Mario Andretti's Racing Challenge™	Electronic Arts
8	6	RP	The Secret of Monkey Island™	LucasArts Entertainment™
9	10	SIM	F-29 Retaliator™	Ocean®
10	8	SIM	Yeager's Advanced Flight Trainer® v2.0	Electronic Arts
11	13	ACTION	Street Rod™ II	California Dreams™
12	12	SIM	Harpoon™	Three-Sixty™
13	14	STRATEGY	Loom™	LucasArts Entertainment
14	11	FAMILY	Life and Death™	The Software Toolworks
15	25	FAMILY	Software Toolworks World Atlas™ II	The Software Toolworks
16	19	STRATEGY	Medieval Lords™	SSI
17	16	ACTION	Maniac Mansion™	LucasArts Entertainment
18	—	RP	AD&D®: Secret of the Silver Blades	SSI
19	17	RP	AD&D®: Pool of Radiance	SSI
20	18	SPORTS	John Madden Football™	Electronic Arts
21	15	SIM	688 Attack Sub™	Electronic Arts
22	NEW	SIM	Armor Alley™	Three-Sixty
23	—	STRATEGY	Centurion: Defender of Rome™	Electronic Arts
24	23	SIM	Their Finest Hour: The Battle of Britain™	LucasArts Entertainment
25	9	SIM	Harpoon™ BattleSet #3	Three-Sixty

RP = Role-playing SIM = Simulation

- EAD Top 25 is based on the combined sales of all formats.
- Titles on the EAD Top 25 reflect 90 day unit sales (ending 6/30/91) of EAD which distributes the products of 14 leading independent software publishers.

UMS II was contracted by the UK arm of the publisher. When the domestic parent corporation marketed the product, there seems to have been some dispute between it and the designer. Currently, the latest version is 1.2.6 (dated 5 June 1991) and it runs 40% faster than earlier versions. However, the newest versions are available only from the designer. The distributor contends that the later revisions have not been thoroughly play-tested and are subject to crashes. The designer disputes this and makes the latest revisions available to customers who send in their older disks. Whatever the situation and whoever is at fault, the end-user ends up paying the price.

There are some quirks in play. For example, victory conditions are based on outnumbering the enemy force as well as destroying his "national will" (generally by seizing a capital). While *UMS II* allows one to modify victory conditions as well as virtually every other parameter of warfare, a cautious Allied player in Overlord can win by simply sitting in England and building up an army. At the conclusion of the scenario, his forces outnumber the Axis, thereby giving him a "win." Such a result does not unduly alarm this reviewer, since such a strategy is only suitable for REMFs. But what is worrisome is the fact that Paris is the Axis strategic locus. An Allied airborne division using a lightning thrust can often reach this objective within four days following the invasion. Seizure will result in an Axis surrender, notwithstanding the fact that an Allied unit attempting to break out of Normandy without supplies would have quickly been overwhelmed by its inherent lack of logistics.

Operation Desert Storm is obviously topical. Having recently returned from Kuwait City and active duty, this reviewer was naturally interested as well. By popular demand, Scud missiles are present and they target military targets. Watching the 1980s version of a V-2 rocket destroy the 24th Mech Infantry Division simply destroys any credibility of simulation. The Scud is a terror weapon, suitable for employment against civilian targets. Its value against military targets is minimal. This reviewer recommends a quick adjustment to the Scud potential, wherein they are eliminated or made combat ineffective. The overall order of battle is adequate given the information available as of the time of design. But overall, Operation Desert Storm does not have a real potential for simulation.

Pass in Review

UMS II is not a design kit; release of the "Planet Editor" will fix this problem, however. An early look at the editor reveals it to be a detailed "paint" program. Assuming that one wishes to do the necessary research to determine an interesting battle, detail in all the geographic and military parameters, then a semi-viable result may ensue. This reviewer feels that the end result may not justify the enormous time and expenditure of effort required.

This simulation won two "Academy of Game Critics" Awards at the 1991 National Wargaming Convention, Origins. Given with tongue in cheek, the garnered trophies were the "Bulk Eraser Award" and the "Most Superfluous Enclosure in a Game Package" (in this case, the disks). This reviewer does not fully concur with these awards. Somewhere, there is a game in *UMS II* — the difficulty lies in ferreting it out.

This reviewer would like to quote from his initial review of *UMS I* (CGW, No. 51, September 1988, page 39). "Overall, *UMS* is impressive, but its flaws are apparent.... This first generation simulation is an interesting design; its third or fourth generation descendant may prove essential." *UMS II* is the second generation; this reviewer stands by his original prognostication. **CGW**



Our games are serious business

Villa Crespo Software presents a trio of exciting new products for your computer. We are the leading publisher of casino gaming software. Our guarantee: the finest in entertainment and professional instruction. Our critically acclaimed products are recognized for their substance and depth of features. Now, you can gain the winning edge!

And you will have fun as well. Your computer comes alive with casino realism. Built-in tutors and on-line help increase your skill level. Expert endorsing professionals provide you with proven techniques.

Amarillo Slim, *Stanford Wong*, and *The Gold Sheet* invite you into the world of real casino gaming. The action is about to start... Join us now.

"With the most opponents, most options, and best gameplay, *Amarillo Slim Dealer's Choice* wins the pot, hands down!" — *Computer Gaming World Magazine*

"The quality and versatility of *Stanford Wong Video Poker* make it a must for players of any skill. Video Poker is entertaining and is fast becoming the most popular of all casino games." — *Casino Player Magazine*

"For statistics and handicapping, nothing we have seen comes close. In actual use ourselves, we found *The Gold Sheet Pro Football Analyst* accurate, easy to use, and rewarding." — *Western Gambler Magazine*

Available at all leading software dealers.
For information write, or call 1-800-521-3963.
1725 McGovern St., Highland Park, IL 60035



Oigin Systems has a "Wall of Fame" along one corridor of their office complex with an amazing variety of letters from *Ultima* players. One letter is a touching plea from a little girl of elementary school age. Having played *Ultima VI*, she asked Lord British to please remove the gargoyles because they frightened her. The letter has a particular poignancy because *Ultima VII: The Black Gate (U7)* will be even darker and, hopefully, more frightening than *Ultima VI*. The latest chapter in the *Ultima* series is not and cannot be a product for that innocent child who was so frightened by the gargoyles. This chapter in the saga of fabled Britannia explores the depths of ultimate evil, a subject matter well suited for its "MP-13, for Mature Players" rating.

I've Got a New Altitude

U7 throws readers into the midst of a complex story, an enriched game world and numerous ethical dilemmas. The game is designed so that experienced *Ultima* players can take nothing for granted in the latest installment and novice players can simply leap into the game. The game does not begin with character creation. That would be irrelevant to the story, since 200 years have passed since the last installment. Rather, the player as avatar is drawn into the story from the outset by being challenged by the guardian and thrown into the streets of Trinsic (the initial locale which, of course, is inTrinsic to the overall plot).

On 386 processors and faster, players will experience a full-screen world from the outset. Players still direct their characters from an overhead perspective, but the terrain is very different. *U7* is no longer tile-based. Now that the program requires a hard drive, the landscape graphics do not have to be stored as efficiently as was once the case.

The world is made up of layers of terrain, programmed so that any locale or object can be at one of sixteen different progressive altitudes. The altitude factor enables the game to offer multi-storied buildings in which characters can actually be seen climbing the different altitude levels to the upper floors. This capacity also makes mountains, hills, swamps and other terrain features function more realistically in the game context.

In addition, all trees, cacti, swamp scum, etc. (carefully rendered by Bob Cook, a true perspective landscape artist hired specifically to give *U7* an incredibly authentic look) are handled as three-dimensional objects, so characters actually move through a three-dimensional world. There are three-dimensional spatial collision routines in operation and the three-dimensional spatial imaging is extremely impressive. Add more than 1,000 operable objects (some of which combine to form other operable objects) and one has an extremely convincing world. Herman Miller, an experienced programmer who has not only played all the *Ultimas*, but is credited by

Sneak Preview – Ultima

Probing the Depths

by Johnny

Ultima



Lord British as knowing the world of Britannia as well or better than its "creator" himself, developed the data structures and physical laws to support this sophisticated object-oriented playing environment.

All commands are input via the two mouse buttons available on an IBM mouse. One mouse button represents the on-screen character's feet and the other represents the character's hands. A double-click on the "feet" button will cause the character to find the best path to a desired location on the screen. (Zachary Simpson has done a fabulous job with artificial intelligence routines for "path-finding" optimal routes

for the avatar and "follow" code for the rest of the party so that the characters neither play "follow the leader" in a straight line nor wander into dangerous terrain.) A single click on the "feet" button directs the on-screen character to walk a short distance in a straight line (as opposed to "path-finding") and dragging the mouse while holding the "feet" button causes the character to continue walking in the appropriate direction.

In a similar fashion, double-clicking with the "hand" button allows the on-screen character to "get" an object, while clicking once on the "hand" button allows characters to

VII: The Black Gate

of Ultimate Evil

L. Wilson

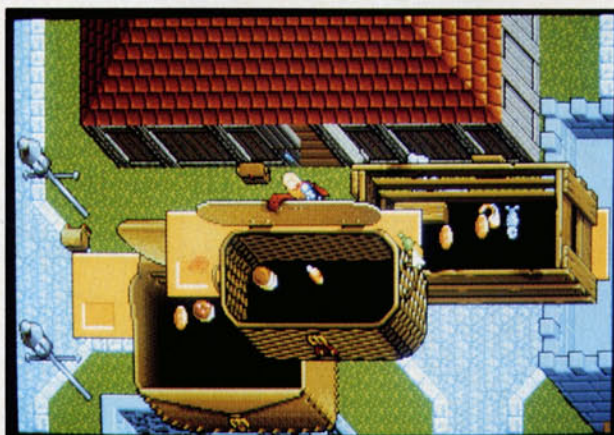


"use" an object. Dragging the mouse while holding the "hand" button down enables the character to drag an object from one location to the next.

So the bottom line of the new interface is the fact that the entire game can be presented in "real-time" game time. Off-line activities such as character creation are unnecessary and even non-player characters are programmed for changing jobs/activities on the basis of "real-time" game time rather than the artificial time-lines of *Ultimas* past. Conversations appear much more integral to the game, appearing on-screen without the artificial presence of a text "window." Only the player character's conversational choices pop up in an artificial window. Inventory is handled through a separate system, GUMPS (the acronym for a "customized" windowing system is a parody of the **Steve Jackson Games** acronym for their *Generic Universal Role-Playing System* (GURPS). In *Ultima VII*, the GUMPS look like decorative customized boxes, bags, crates and chests. Such object-oriented containers are capable of holding a limited number of items, depending on the characteristics of the items themselves.

The Color of Your Guile

There are also some graphic enhancements that will distinguish *U7* from previous *Ultimas*. Besides being exquisitely rendered under the direction of **Origin** veteran Jeff Dee and his staff, one will notice a depth of extra detail in the animation and portraiture. Former comic artist Glen Johnson (see *CGW* #81, p. 67) has brought incredible monsters to life and is using his vivid imagination to help distinguish *Ultima* monsters from the standard monsters of the CRPG and pen-and-paper



role-playing genre. Johnson also draws most of the figures for humans, animals and monsters. Some of his *DPaint* files look like a do-it-yourself computerized "paper doll" set. The team also features hip commercial artist Michael Pierce, a recent addition to the staff who is impressing everyone with his ability to create fascinating faces for the non-player characters.

Add to these touches the extra attention to non-player character animation (each NPC has at least 64 frames of special animation compared to the average game's eight frames of animation), the addition of roofs which are visible whenever characters are outside (and disappear whenever characters enter the buildings) and landscapes with slopes and inclines. This gives one an idea of how much the *look* of *U7* has improved over its predecessors.

The Sounds of Violence

The soundtrack for *U7* is a major project. The *Ultimate* Bad Guy, the guardian, is

played by veteran "bad guy" Bill Johnson. Johnson played "Leatherface" in *The Texas Chainsaw Massacre 2*, and his character is the only one in *U7* who presents his lines in full audio.

The process is very interesting, as this writer discovered when he taped the lines of "every guard in Britannia" for the CD-ROM version of *Ultima VI*. Martin Galway, audio director at **Origin** and composer himself (many of **Ocean Software's** scores from a few years back and Chris Roberts' *Times of Lore* soundtrack), explained the process as being a direct-to-disk recording.

Origin's sound studio features absolutely no reverberation, due to the fact it is covered with top-of-the-line professional insulation. The actor speaks his lines into the microphone, and the data is captured in 16-bit form at 32 KHz. It provides a "near-CD" (which is 44.1 KHz) quality, according to Galway and, with some effort, they can even record at CD quality. Right now, however, most of the data is being used as 8-bit **Sound Blaster** data, so recording at higher quality would be superfluous. Martin edits the sound samples to use the most signal available and maximize the headroom. Each line is stored in a separate sound file and implemented later into the game itself.

The use of digitized voice becomes all the more amazing when one considers that it takes 192K for each second of sound. That means less than a minute of full-digitized speech would fill the average 40MB hard drive.

Bill Johnson is not the only horror film veteran working on the *Ultima VII* project. Dana Glover, a former genetics instructor at the University of Southern California, was ghost composer for such films as *Hellraiser*, *Misery*, *The Lost Boys* and *Nightbreed*. Now, Dr. Glover has turned the dark overtones of his undead keyboard toward the *Ultimate* evil of *U7*. Dana has answered the challenge of computer game scoring beyond the call of duty, but he has also instituted a major change in production schedules at **Origin** for future projects.

For example, Dana scored a marvelous piece which progressively reflects uplift, suspicion, pain, comfort and uplift. The cycle is very important to the plot line and the music effectively conveys the experience. Unfortunately, the original piece has had to be edited down considerably. This is because the current production schedule has music and programming functioning side-by-side. In the future, **Origin** plans to use post-production musical composition, just like it is done in Dana's film experience.

In addition to the score and direct-to-disk voice-over, **Origin's** Marc Schaeffgen has been using *Wing Commander 2* and *Ul-*



Another Eastern block falls.

There's a new 'TRIS on the block. Its name is WORDTRIS. And if you love TETRIS, this latest fast-action, falling block, Soviet game will boggle your mind.

This time the falling pieces are letter blocks. Form them

into words and score points. As each block falls, it pushes down the blocks below, producing an ever-changing kaleidoscope of letters where scoring opportunities appear - and vanish - at the blink of an eye.

Create words horizontally or vertically, but don't put all your E's in one BASKET. Because

every time a word lines up, *poof!* those letters disappear, and the blocks below pop up to fill the spaces. So whenever you earn points you stir up the alphabet soup. And suddenly that falling M has no HOME to go to.

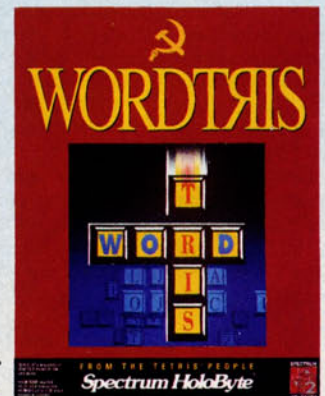
WORDTRIS keeps raining vowels and consonants until you've collected enough words to move to the next level, or the well fills up. Of course, each successive round ups the ante as the blocks fall ever faster. But you can choose your difficulty level to match your skills, and select from single player, cooperative, competitive, head-to-head or tournament modes. The built-in 30,000 word dictionary verifies even the most obscure word.

Set the difficulty level at 10 and you'll find WORDTRIS harder to keep up with than the changes in Eastern Europe.

WORDTRIS. Another great game from the TETRIS people.



Go for XYLOPHONE if you dare.



Available for IBM and Mac/MacII.

Available in retail stores or for Visa/Master Card orders call toll-free, 24 hours a day, 7 days a week: **1-800-695-GAME (Orders Only)**
For technical questions and availability call: **1-415-522-1164 (M-F: 9am - 5pm PST)**

Spectrum HoloByte®

A Division of Sphere, Inc. 2061 Challenger Drive, Alameda, CA 94501

Screen shown IBM VGA. WORDTRIS Copyright ©1990 Armenia, Inc. All Rights Reserved. WORDTRIS and Spectrum HoloByte are trademarks of Sphere, Inc. IBM and Macintosh PC versions © Sphere, Inc. 1991. TETRIS Copyright ©1987 V/O Electronorgtechnika (Elorg). TETRIS is a trademark of Elorg. TETRIS copyright and trademark licensed to Sphere, Inc. Other products are trademarks of their respective holders.

Ultima VII to build a sound effects tool set that will deliver even more versatile sound effects in the future. Many sound effects in *U7* feature directional cues (wind direction, shoreline, etc.) and two-part time-sensitive sound effects (drawbridge dropping at the player's machine's clock speed, falling objects and others). Nenad Vugrinec, a native Yugoslavian, is also bringing to bear his experience at developing sound effects for animated features.

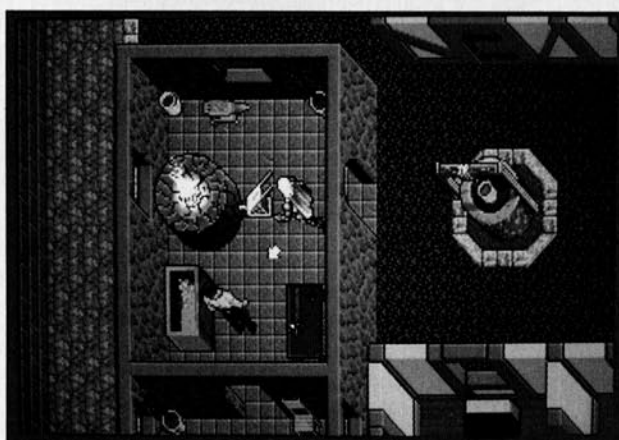
There's Know Business Like...

It may be that the most significant difference between *U7* and its predecessors is the way the non-player characters, the remainder of the party and monsters are handled. The bad news is the fact that the player can no longer take control of any member of the party *except* the avatar. The good news is the fact that non-player characters seem significantly more intelligent than those of yesteryear.

The reason for the improved intelligence is that a considerable number of man-hours have been invested in the "artificial intelligence" of the non-avatar characters. In the "follow" routine, the party takes a symmetrical shape based on the number of characters in the party. It sorts the party based on a "buddy system" and the routine evaluates obstacles and terrain in order to determine how to move. Basically, the party will squeeze together to avoid non-preferred terrain (like swamps) or obstacles (like walls, rocks, cliffs and slopes) and then return to the symmetrical formation when it is possible. The design team spent three weeks of using pennies and grid paper in order to test out the algorithms for this routine.

Another major "artificial intelligence" routine was developed by Tony Zurovec. Tony has developed combat routines in which each character determines the right approach based on its analysis of the combat situation. At times, the prime directive will be to attack the nearest opponent; at other times, it will decide that it is better to attack the weakest or strongest opponents. If one of the members of the party cries out that he/she needs help or if a member is knocked unconscious, the other members of the party will protect the weaker, injured member of the party. If the AI routine determines that the party has a speed advantage over its opponents, it will perform a flanking maneuver. Also, under certain conditions, the NPCs in the party will go into pure defensive mode or into berserk mode.

One vital mode that is often missing from combat routines in CRPGs is the "Flee" mode. Combat is not always to the death in *Ultima VII*, since a person would have to be crazy to keep thrashing away when escape was possible — discretion and all that.



Since characters who decide to flee are apt to be higher motivated to get away than those inflicting the damage might be to chase them, the possible success of fleeing characters is enhanced by applying a lower movement cost (instead of requiring the same six dexterity points per turn to flee that the program requires for a character to move, it only takes four dexterity points to flee). Also, NPCs know when they are outnumbered and this will often offer motivation to get them to flee.

Another factor that enhances the reality quotient of *U7* is the fact that NPCs and monsters have their own agenda. There are specialized monsters with specific jobs. This helps the player to understand *why* a monster is in a particular locale instead of merely expecting the automatic role-playing assumption that there is always a monster present in a particular locale.

The richness of the towns and villages is increased by what Ken Demarest (the lead programmer who has to make sure all these neat routines and objects fit together properly) and Lord British call "barking." Barking is, like the patter of a carnival pitchman, conversation uninitiated by the player character. Unlike the pitchman's patter, this conversational gambit is *not* directed at the player, but is intended to add atmosphere and offer occasional clues. Indeed, some of the "barking" is keyed to what the avatar has already managed to accomplish in the game.

The Story of Blood

As usual with a sneak preview of an *Ultima*, it is difficult to speak of the story without giving too much away. Suffice it to say that not only has the technology of the game changed, but Britannia is significantly changed in the world of *U7*. Avatarhood is out of fashion, but the player character is still the avatar. No longer is avatarhood "checked" by the program, but there are still those who know of the avatar's past deeds. The trouble is, not very many people believe the player is the avatar any more. Why, it is even possible that the avatar could have trouble convincing an artist of one sort or another that he even *looked* like the avatar of legend. Indeed, there might even be someone else *claiming* to be the avatar within the confines of Britannia. Hence, *U7* is not slated to be the kind of game where everyone is instantly aware of the player's reputation or even kindly disposed toward the avatar if they are. Sometimes it is good to be the avatar. At other times, it is an inconvenience.

Then, there is The Guardian. He is a bit of a problem. One automatically assumes that he is evil from the opening set-up. He emphasizes a *new* age of enlightenment and positions himself as the *new* guardian of Britannia. Yet, just when one is ready to write him off as the incorrigible embodiment of *evil*, he warns the avatar of danger around the corner or offers a helpful suggestion. He constantly keeps the player off balance in terms of wondering if this guardian is merely functioning as a "Satan coming as an angel of light" or if there might be some truth in the guardian's position.

Indeed, what is the avatar to do with regard to The Fellowship? It is full of honest and good people who seem genuinely helpful. The druid who created the fellowship was reputed to have done this with Lord British's full knowledge and approval. Their philosophy seems to be positive. The Triad of Inner Strength teaches everyone to:

- 1) Strive for Unity
- 2) Trust Thy Brother and to know that
- 3) Worthiness Precedes Reward.

What could be the downside to such positive teachings? The avatar must decide whether to join such a group or not.

In all, there are twelve subplots within the main plot for *Ultima VII*, twenty different town plots and 256 characters with conversations and dialogue in the game. Has Nico-demas, a mage from previous installments who has now gone crazy, become a menace? Who is this lovely Nastasshia and what is her relation to male avatars? Was the gravedigger of Empath Abbey lifted from Shakespeare? In fact, which of the characters are the thirteen contest winners from the *Ultima VI* contest? It is worth finding out.

(Continued on page 47)

The Hate Canal

by Alan Emrich and Gary E. Smith

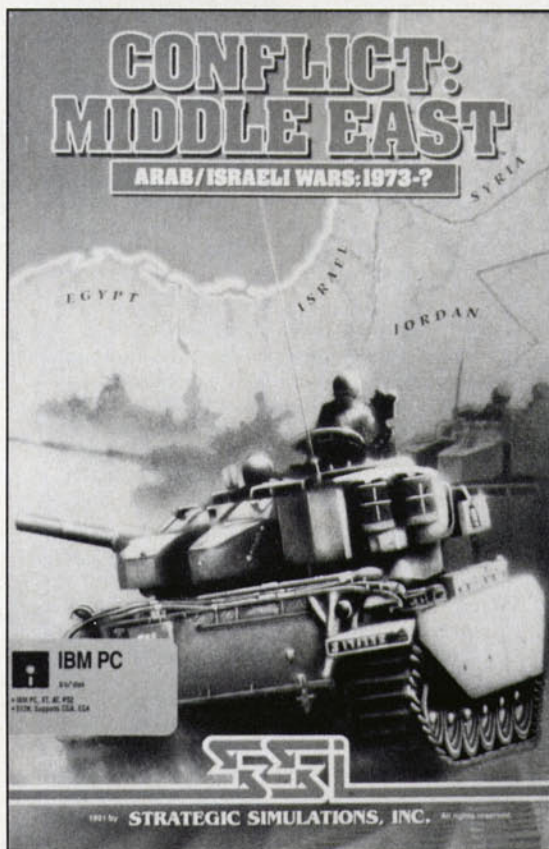
Yom Kippur... the Day of Atonement... the Hebrew High Holy Days.... No moment in modern Israeli history is more remembered than those fateful October days in 1973. As the temples were filling with the faithful, so were the ranks of the IDF (Israeli Defense Forces) as units were mobilized to meet the threat of Egyptian and Syrian armies rolling across the borders. Israel faced yet another hour of possible extinction.

This is the setting for SSI's new computer wargame based on the 1973 Arab-Israeli war, *Conflict: Middle East*. For one to two players (at the same machine; no modem play is provided for), *Conflict: Middle East* either places one in the grim Israeli position of fighting a devastating two-front war or, as the "Overall Arab Commander," one must send large, brittle brigades into the breach. The military challenges presented are formidable for either side. As the Israelis, one must hold narrow fronts to keep Arab forces from flooding into the promised land while, as the Arabs, one must be as the spear, penetrating the Israeli frontier to crush its very nationhood. Here, a true test of generalship can be measured.

Across the Sinai in Less Than 40 Years

Conflict: Middle East is a brigade-level simulation with game turns representing a half-day of action (AM and PM). The game is played on a hex-grid map which covers an area from, basically, Damascus to Cairo (including a portion of western Jordan) at 10 kilometers per hex. This scale really gives a player some perspective on how small the state of Israel really is (slightly smaller than the state of New Hampshire). Air assets in the game are operated at an oversized squadron level of five to thirty-two planes per

TITLE:	Conflict: Middle East
SYSTEM:	IBM
PRICE:	\$59.95
COPY PROTECT:	Document Check
DESIGNER:	Norm Koger
PUBLISHER:	SSI
	Sunnyvale, CA



unit. Airborne assets can be dropped by either side, but weather considerations can effect all aspects of combat, with aircraft the most affected.

Countless as the Sands

Each army's basic unit of maneuver is the brigade. In the 1973 scenario, for example, Egypt has 63 brigade-type units to Syria's 36 and Israel's 47. Unfortunately for Israel, many of their units are "fort" and "garrison" types, reservists best suited for static warfare. One of the Israeli "aces" up their proverbial sleeve, however, is their rapid mobilization and tactical unit flexibility. The fact that they have some hellacious tank units doesn't hurt, either.

This flexibility is a key element of play in *Conflict: Middle East*. Arab units can be chewed up and spit out like date pits, becoming useless. Israeli units, however, when ground down in battle, can have their various component elements (tank, artillery, infantry, anti-tank, mortars, helicopters, etc.) merged into other formations to recombine into "combat effective" units. Like *Second Front*, the "big units" (brigades in this case) are made up of several smaller formations, with each of these troop types rated for their own unique survivability (defense) and maneuver lethality (offense) ratings.

Conflict: Middle East compares with a couple of previously published games. One is SSI's own *Red Lightning*, from which much of the computer mechanics have been taken (although the addition of mouse support greatly eases use of the interface). In fact, many of the grievances that were hung on *Red Lightning*'s game system were addressed and corrected in *Conflict: Middle East*. Board wargamers from the old school will find comparisons with *Conflict*'s (later GDW's) *Bar Lev* game. With its wild orange-hued hex

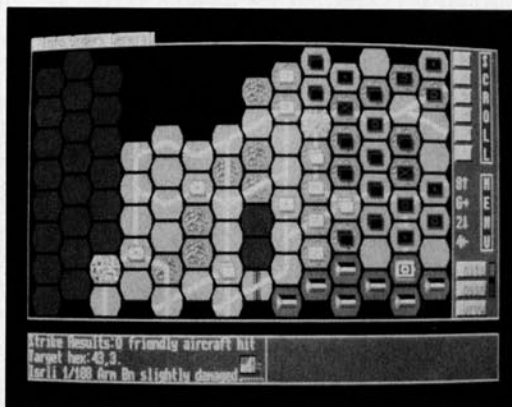
grid, the scale and unit density are virtually identical.

"Look! Up in the Sky!"

Airpower, although abstracted, is still handled like the land formations (although rated individually, aircraft perform their functions in squadrons). Though the air operations can be toggled for computer control, players should not have too much trouble managing this rather enjoyable aspect of the campaign. Planes are sent on various missions including interdiction, air superiority, air strikes and close air support. Each has distinct repercussions in the overall war effort in the supplemental role that air power plays. In short, use the planes right and one will more likely win, squander opportunities and risk losing. (Saddam, take note!)

Gaining air superiority, of course, will make future strike and interdiction missions easier. This takes time, something neither player seems to have much of, especially in the very early turns when the Arab opportunity to create a breakthrough is greatest. In the 1973 scenario, the Israeli Air Force is much more capable in night (PM turn) operations. The Arab player is best advised to let his planes "rest" on the ground during these turns (which, remember, are *half* of the game!).

The Arab "equalizer" to the superior Israeli Air Force is their ad-



vantage in artillery. There are only five stand-alone Israeli artillery battalions, for instance, to 25 combined Arab artillery regiments. That is a ratio of about 4:1. While the Israelis spread their firepower throughout their formations, the Arabs mass it Soviet-style. This enables the latter to mount punishing barrages in the early stages of the assault in order to create those breakthroughs necessary to the invasion's success. Artillery is handled automatically by the computer for all battles (a real time saver), adding to both the attack and defense factors (as appropriate) for all combat within approximately three hexes of the guns. As

Arab tanks and troops get chewed up in battle, their primary hope is that their air cover will keep their artillery protected enough to help press the advantage over the weakened Israeli front lines.

You Want Combined Arms? We Got 'Em...

Aside from the usual tank, infantry and mechanized infantry formations, *Conflict: Middle East* includes several specialized formations for players (particularly those commanding the Arab side) to use. Egyptian commandos, for example, are the only Arab forces that can attack into Suez Canal/Bar Lev hexes. Once they gain such a hex, they will "bridge" them for the remainder of the Egyptian army. (Note: These units draw Israeli fire like a blow-

A NATIONAL WILL



"A National Will" is a computer moderated play-by-mail game where each player runs an economy of a country. Players make decisions on production, labor allocation, revenue, trade, etc. The strength of a country's military depends on the vitality of its economy.

To order the rule book and take your first turn, please send \$6.50 or \$3.00 for the book only with your name and address to

GRAND ALLIANCE



"Grand Alliance" is a fully computer moderated play-by-mail game which involves the battle of survival between human and alien races. Players represent either a member of the human race or of the alien race with the universe as a setting. The game is played on a map of three parallel levels where each level is composed of 240 planetary systems. Each player must solve military and political problems within their own camp before war can be waged effectively against the opposing race. Each side is faced with the same situations and problems to overcome.

To order the rule book and take your first turn, please send \$5.00 or \$2.00 for book only with your name and address to

Simcoarum Systems

P.O. Box 520861 • Salt Lake City, Utah 84152

Circle Reader Service #63

Turn fees are \$3.50

Turn fees are \$3.00

torch attracts drunken moths!). Also, the more bridges built across the canal, the easier the logistics will be for the Egyptian forces. Egypt also has an amphibious armored unit (PT-76 tanks) for their initial foray across the Suez or upper Red Sea.

In the 1973 scenario, both sides may make a single airdrop per turn of airmobile forces. For the Arab player, this means deciding which front should make an airdrop. The 1990s Nightmare game allows for far more airmobile operations. Warning: SAMs and AAA fire are far more numerous and deadly in the 1990s scenario, too! For either player, additional movement points are expended to enter and leave hexes adjacent to an enemy, as well as to stack with friendly units (congestion becomes a major movement obstacle with a stacking limit of only two per hex). As a point of reference, the Syrian front is only six hexes wide while the Suez Canal line is but fourteen. One doesn't have space to maneuver here and certainly lacks both the time and space necessary to lazily swap brigades around and create the most optimal attack situations. So, just as in real battle, players must get it right the first time and support their main thrusts with all the artillery and airpower possible. Stalemates will be bloody.

Victory points are generated by holding territory. As the Arabs, one must (and that means *must*) get his act together on the first three turns or start ironing the white flag. Sloppy planning will allow killer Israeli tank and mechanized forces to converge, cut off (now, where have we heard that before?) and hammer penetrations. Arab commandos, artillery and tank/mech units must be matched up for the most optimal attacks that can be mustered, or it will be "Goodbye, Tel Aviv; Hello, Cairo."

What's Up, Docs?

SSI is notorious in some circles for their often Spartan, usually cryptic, wargame rules. Celebration is almost in order when one reads the documentation for *Conflict: Middle East*. It scores well in the three Cs for conciseness, completeness and clarity. Further, a game map, several tables and complete orders of battle are included for player reference. More importantly to hardcore players, many of the actual combat formulae are also included in the appendices, as well as explanations on why certain points are handled as they are. Two big "thumbs up" from these reviewers for the documentation!

The Never-Ending Battle

Conflict: Middle East has been expanded to include a contemporary hypothetical "1990s" scenario (which presumes a hostile Egypt). Since this game is played from the purely military standpoint (politics is largely out of the player's hands), this is presented as a straight military study. For diehard wargamers, *Conflict: Middle East* offers a smooth interface, excellent documentation and a tense, challenging situation in the classic "hexagon" ilk.

Documented warfare has gone on in this region for over 4,000 years; *Conflict: Middle East* allows one to explore the more recent battles there and in some highly polished detail. It also offers insight into the great Israeli nightmare "what if" (another war). One can see the effects of that "no land to trade for peace" mentality at the peace conferences making today's headlines.

CW

Players' GAMES

FREE NEWSLETTER WITH EVERY ORDER!
EACH BI-MONTHLY ISSUE FULL OF GAME
REVIEWS, STRATEGY TIPS **AND MUCH MORE**
CURRENT ISSUE FEATURES: CONFLICT: MIDDLE EAST

WARGAMES

Battles of Napoleon (SSI) 34
Conflict: Middle East (SSI) 40
Second Front (SSI) 40
Storm Across Europe (SSI) 40
Typhoon of Steel (SSI) 40
Waterloo (SSI) 40
Command HQ (MicPr) (T) 40
Harpoon (360) (T) 40
N. Atlantic Set 22
Mediterranean Set 22
Scenario Editor 28
Blitz: Ardennes (Raw) 40
Action Stations (Raw) 34
Fire Brigade (Panther) 34
Midway (GQ) 29
Perfect General (QQP) 39
Lost Admiral (QQP) 39
L'Empereur (Koei) 40

Watch for lots of great new
wargame releases — stay tuned!

(T) Includes Tandy graphics

STRATEGY

Genghis Khan (Koei) 40
Nobunaga 2 (Koei) 40
Rom 3 Kingdoms 2 (Koei) 43
Bandit Kings/China (Koei) 40
BattleChess 2 (Intpl) (T) 34
Castles (Intpl) (T) 40
Fireteam 2200 (SymSys) 34
Medieval Lords (SSI) (T) 40
Overlord (Virgin) (T) 34
Reach for Stars (SSG) (T) 28
Warlords (SSG) 34
Armada 2525 (Intst) 34
Populous (EA) 34
Imperium (EA) 28
RR Tycoon (MicPr) (T) 40
Rules/Engagement (Mind) (T) 40
SimCity (Maxis) 35
Graphics Ancient 23
Graphics Future 23
SimEarth (Maxis) (T) 45

Hundreds of titles available!

ADVEN./ROLE-PLAY

Ultima VI (Origin) (T) 45
Martial Dreams (Origin) (T) 40
Bane/Cos. Forge (SirTech) (T) 40
Might & Magic 3 (NWorld) (T) 40
Savage Frontier (SSI) (T) 34
Secr. Silver Blades (SSI) (T) 34
Death Knights/Krynn (SSI) (T) 34
Eye/Beholder (SSI) (T) 34
Covert Action (MicPr) (T) 40
TimeQuest (Legend) 40
Secr. Monkey Is. (Lucas) 40
Magic Candle 2 (Mind) (T) 40
Elvira (Accolade) (T) 40
Lord of Rings (Intpl) (T) 36
Two Towers (Intpl) (T) 40
Star Trek (Intpl) (T) 40
Megatraveller 2 (Parag) (T) 40
Twilight 2000 (Parag) (T) 40
Bard's Tale 3 (EA) 34
Hard Nova (EA) 34
Space Quest IV (Sierra) 40
King's Quest V (Sierra) 40

SIMULATION

F15 2 (MicPr) (T) 40
Scenario Disk 21
Gunship 2000 (MicPr) (T) 45
Knights/Sky (MicPr) (T) 40
F117A Stealth EGA (MicPr) (T) 45
Elite Plus (MicPr) 34
MegaFortress (360) 40
Blue Max (360) 23
Falcon 3.0 (Sp.Holo.) 45
A10 Enhanced (Dyna) 40
Red Baron (Dyna) 40
Wing Commander (Origin) 40
Mission Disks ea. 21
Secr Weap Luft (Lucas) 40
Their Finest Hour (Lucas) 41

SPORTS

PGA Tour Golf (EA) (T) 34
Weaver Baseball 2 (EA) 34
Nick: Unlim. Golf (Acc) (T) 40
Links (Access) 40
LaRussa Baseball (SSI) 34

SAME DAY SHIPPING
DEPENDING ON AVAILABILITY.
CONTINENTAL US ADD 4.00 S & H.
IOWA RESIDENTS ADD 4 % SALES TAX.
ALL SALES FINAL.

HOURS: MONDAY - SATURDAY 10-9, SUNDAY 12-5

1-800-848-4095

12 METRIC RD. IOWA CITY IOWA 52240

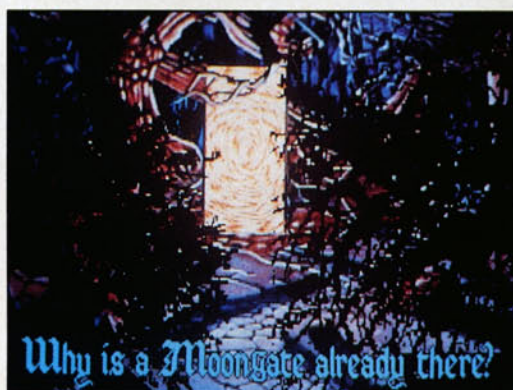
Ultima VII: The Black Gate

(Continued from page 43)

It seems like nearly every character in *Ultima VII* has experienced some type of personal tragedy or weakness and it seems like nearly every character has been assisted in making an adjustment through the fellowship. What does this mean for the avatar?

Ultima VII may offer an even more important story than the one presented in *Ultima VI*. Raymond Benson, the lead writer on the team, has created a main story that paints the dark side of reality in the most frightening images imaginable. Gamers who experience *Ultima VII* will learn anew the dangers of accepting simple answers at face value and making quick decisions with regard to who is friend or foe. *U7* will unveil some of the helplessness of humanity, as well as some of the strengths of the human spirit. *U7* will underscore the necessity of operating with positive motives and critical thinking.

The writing team does not allow matters to stay in the dark at all times, however. Whether it is the balanced medieval touch



of the dialogues (overseen by Beth Miller); the ominous philosophy of Batlin (the druid who founded the fellowship) as it is handled by experienced comics writer Jack Herman (*Elementals*, *Robotech* and *Death's Head*) or the comic relief of Andrew Morris' gravedigger, the story offers plenty of diversion. After all, one would not want to be caught in the "Catch-22" of the main plot all the time and the creative team is very much aware of this fact.

Ultimate?

At one time, this editor wondered how long the *Ultima* series could continue. He was skeptical of the ability of Lord British to start each *Ultima* anew with brand new technology and he was skeptical of the ability of the series to grow in story and characterization. Now the *Ultima* series is being revitalized. The creative team has expanded (it filled up a banquet room in a local Austin eatery during an *Ultima*-team luncheon) and it has brought new potential from the technological toolkit upward through the potential for new stories.

Frankly, if the next *Ultima* team is half as talented and dedicated as the one who has put together *Ultima VII*, this editor wonders if the *Ultima* series will ever die. It certainly won't fade away! **CGW**

The Exclusive On CGW Exclusives

Maybe we missed something, but it seems like some magazines are touting "exclusives" in a sense we don't quite understand. When CGW uses the term "exclusive," it means that the article in question contains material that cannot be found anywhere else. We would not use the term to describe our CES Report, for example, because we assume that all of the magazines which cover computer games will be seeing the same games in the same basic condition that we are seeing them. We would not use the term to describe a review, because we assume that all of the magazines get the same game.

Our *Ultima VII* coverage should be considered an exclusive because CGW is the only magazine that has the means and has taken the time to glean the behind-the-scenes coverage provided in this article. The editors of CGW consistently strive to bring unique coverage from new perspectives to our readers. Any other kind of so-called "exclusive" is empty hype.

ORIGIN
We create worlds.

Russell Sipe
Computer Gaming World
130 Chaparral Court, Suite 260
Anaheim Hills, CA 92808
August 16, 1991

Dear Russell,

We were very pleased that Computer Gaming World devoted so much time and sincere effort in preparing your exclusive advance coverage of *Ultima VII*. Johnny not only had the opportunity to glean the behind-the-scenes story from the *Ultima VII* software development team but also got the outside world's first look at the game!

I hope the coverage and screen shots made exclusively available to Computer Gaming World will provide you and your readers a unique look at the making of *Ultima VII* and the people behind it.

Cordially,

Pat Price Monroe

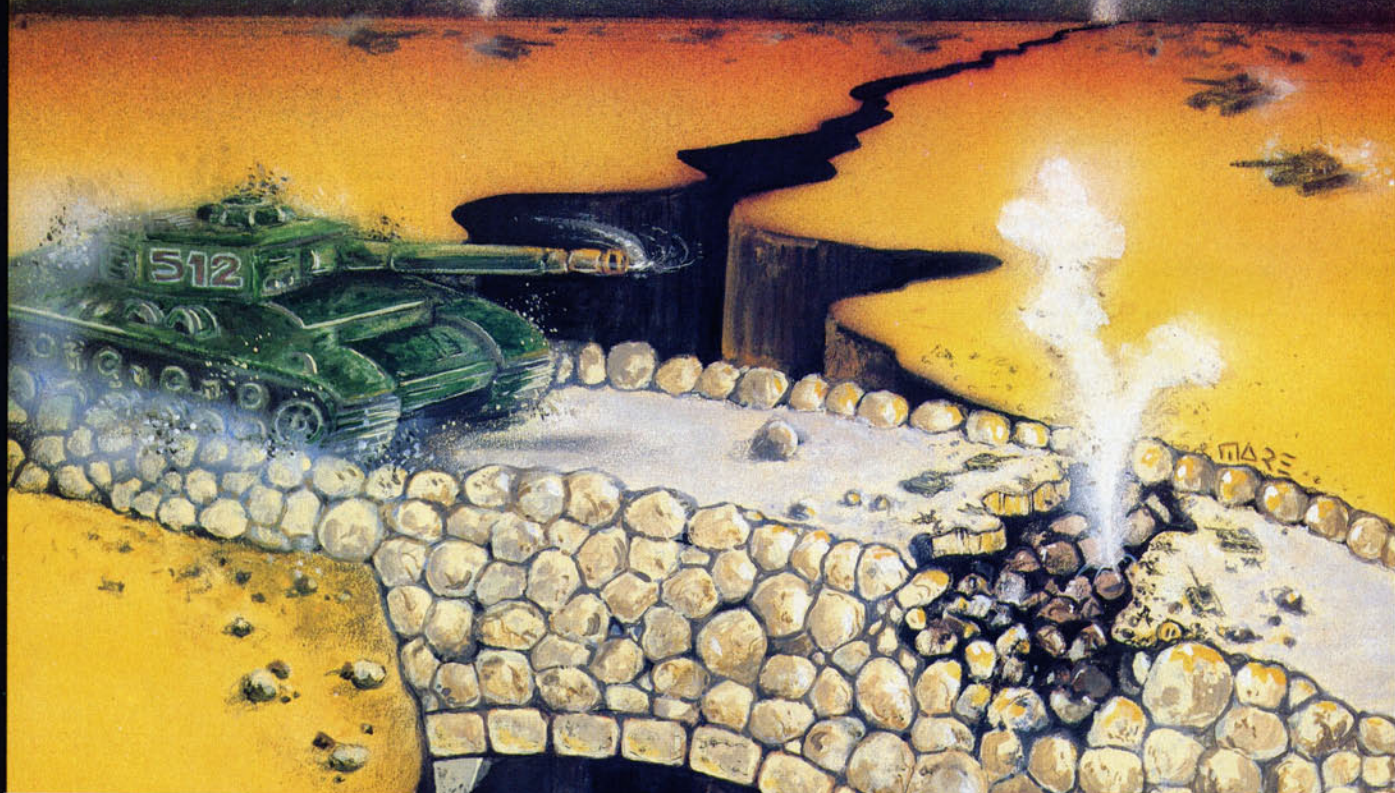
Pat Price Monroe
Director of Marketing

Another Mark Baldwin Triumph!!

Can You Be? ...

The Perfect General

The Ultimate Challenge of Strategy and Tactics!



Quantum Quality Productions, Inc.



This game is based on a twelve year old tournament series and includes a highly refined yet simple playing system.

- Gorgeous playing field and landscapes.
- Clean and simple interface.
- Two difficulty levels.

- You control every move and fire of your forces.
- Superior artificial intelligence.
- One or two players, human or computer, plus play by modem.
- A wide range of intriguing scenarios.
- The thrill and sounds of artillery, tanks and infantry in action.

"The Perfect General" computer game is IBM PC and Amiga compatible. It can be obtained through your favorite retailer or ordered direct by calling:
1-908-788-2799.

© 1991 QQP and White Wolf Productions. All rights reserved.
IBM is a trademark of International Business Machines.
Amiga is a trademark of Commodore.

The Lost Admiral

The Strategy and Tactics Game of the Decade!!



QQP

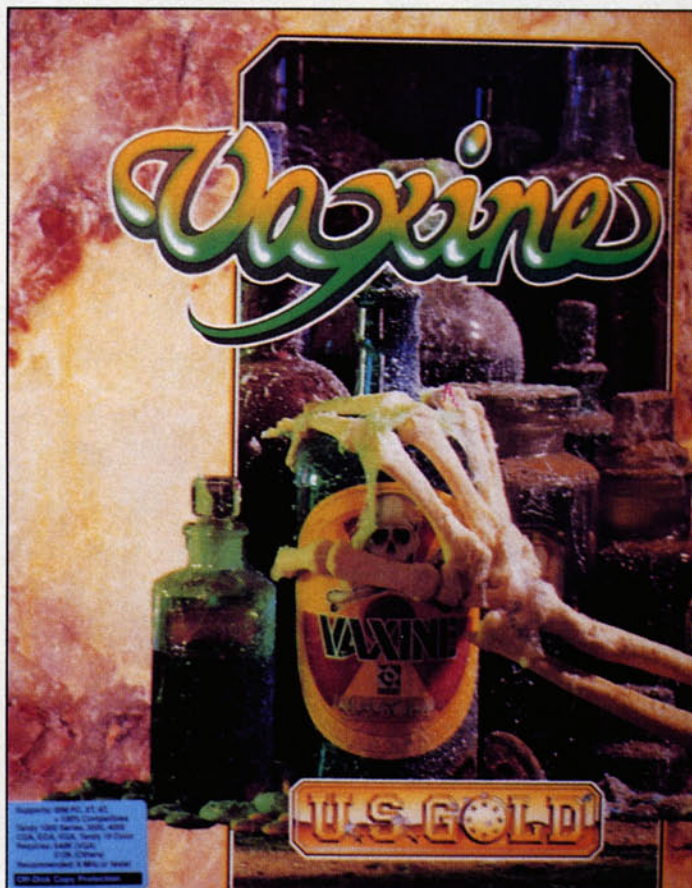
Quantum Quality Productions, Inc.

You're an admiral who was dismissed from the service and exiled from your homeland on trumped-up charges. You're given another chance by an old friend who's the head-of-state of a world power. Can you meet the challenge and regain your admiral's rank?

- 9 superb scenarios.
- 1 random map scenario, with virtually millions of maps.
- 15 campaign games.
- Flagships with special abilities (In campaigns only).
- The challenge of a very strong artificial intelligence.
- An in depth officer's ranking system.
- A thorough history of your combat endeavors.
- Play either side against another human or a computer.

"The Lost Admiral" computer game is IBM PC compatible. It can be obtained through your favorite retailer or ordered direct by calling: 1-908-788-2799.

© 1991 QQP Productions. All rights reserved.
IBM is a trademark of International Business Machines.



TITLE:	Vaccine
SYSTEMS:	Amiga, Atari ST, IBM
PRICE:	\$39.95
COPY PROTECT:	Non-repro Code Wheel
PUBLISHER:	U.S. Gold San Jose, CA

A Shot in the Arm

U.S. Gold's Vaccine

by Allen L. Greenberg

Where CGW's eminent "wargame-ologist," M. Evan Brooks, to evaluate *Vaccine*, he would undoubtedly point out that the program does not resemble a true war against a virus even one tiny bit. Thus, to satisfy my distinguished colleague Evan and other immutable sticklers for reality, this reviewer must hastily point out that *Vaccine* is not the same as *vaccine*.

"But," points out our Mr. Brooks (hypothetically), "viruses do not resemble basketballs; bouncing stars are not part of the viral replication process and the interior of presidential personages do not resemble an endless display of kitchen floor tiles." To this must come the smug reply, "How do you know?"

Presidential Antidote

Vaccine is a fast-moving, graphically stunning, shoot-'em-up arcade program imported from Europe by **U.S. Gold**. The premise of the game, as is the case with many European arcade games, serves as mere candy-coating for the real action to be found within. For the record, however, a miniaturized hero has entered the body of the U.S. President in order to combat a life-threatening virus.

Vaccine takes place on a seemingly endless play field with the familiar checkerboard floor pattern. The player's point of view is from within an invisible vehicle which glides effortlessly in all directions. The vehicle's movement can be controlled by a choice of either mouse, joystick or keyboard. Indeed, the movement of the vehicle is apparently free of friction or drag of any kind and one of the first skills the player must master is how to avoid the dizzying momentum the vehicle can obtain and hence, bring it to a complete stop at the necessary point.

Colored "Shots"

Appearing like a troop of well-trained basketballs, the enemy arrives on the playing field after a short grace period. These bouncing spheres are what the player must destroy, using an invisible cannon without the aid of cross-hairs or any other aiming devices. The invaders come in one of three different colors and each one may only be destroyed by a missile which is of the same color. For this purpose, the player is, naturally enough, equipped with three sets of differently colored missiles.

Scattered about the play field are small domes that represent the friendly home bases which must be protected. Left alone, the

enemy will bond together and form deadly clusters which will surround the domes and destroy them. When all domes are annihilated, the game is over. The game will also conclude if the player exhausts any one set of the three series of differently colored missiles.

A round of *Vaxine* may be considered successfully completed when all viruses on the play field have been eliminated. With each of these successes, play becomes more difficult in the next round — the enemy becomes noticeably more aggressive and, after some time, two new creatures appear. "Spitters" are very difficult to kill and roam the play field producing new enemy cells, while "hatchers" explode into an entire swarm of the bad guys.

White Cell Counts

With the exception of a 90-day limited warranty, the publishers of *Vaxine* have included precious little to comfort the player in his campaign against the invading hoard. Bouncing stars and "star-trees," when properly attacked, will restock one color of the hero's ammunition. The player may also elect, at great expense of ammunition, to send out strands of connected missiles which may charm some enemy clusters into self-destruction. Of questionable value are black gateways which appear and disappear throughout the game. They don't actually lead anywhere, but flying through them will cause all enemies to freeze on the spot. The effect does not last long and the creatures return to life much nastier than before their brief hibernation.

Vaxine will also attempt to alert indecisive players as to where the enemy is to be found. It does this by instantly erecting

billboard notices on the play field which advertise movement in a particular direction. More often than not, however, this reviewer followed these signs to find no action at all. Finally, certain sound effects will also give clues as to what the enemy is up to.

Animation enthusiasts who enjoy the computer-generated illusion of fluid, three-dimensional movement should be particularly fond of how well this effect is achieved in *Vaxine*. Objects which float across the screen do so with such grace as can only be compared to that found in live-action movies featuring Fred Astaire and Ginger Rogers.

The Prescription

Potential purchasers should be aware, however, that *Vaxine* is an arduous arcade exercise and probably not for the casual player. The bouncing balls are not at all easy to kill and the player has only a short period of time to do so before the play field becomes saturated with multiplying enemy creatures. Unfortunately, the player's missiles, the attacking viruses and the friendly bases are all sphere-shaped and this, of course, adds to the confusion.

Both IBM and Amiga versions of *Vaxine* will install on a hard drive — a rare treat for Amiga owners for whom European arcade games almost never make this concession. Copy protection is via a non-reproducible code wheel which uses black printing on black cardboard. *Vaxine* is clearly a product for hard-core arcade fanatics who enjoy wonderfully abstract graphics. Sensitive students of biology and immunology (and Evan Brooks) should avoid even reading the manual. **CEW**



Featuring the very best names in
entertainment software at the
lowest prices.

Period.

Software Titles	IBM	Amiga
AD&D: Champions of Krynn	\$31	\$31
AD&D: Death Knights	\$31	
AD&D: Curse Azure Bonds	\$31	\$31
AD&D: Pool of Radiance	\$31	\$31
AD&D: Silver Blades	\$31	\$31
A10 Avenger	\$36	
Armada 2525	\$31	\$31
Bane of Cosmic Forge	\$36	\$36
Bards Tale III	\$31	\$31
Breach 2	\$19	\$31
Buck Rogers	\$32	\$32
Castles	\$36	\$36
Chessmaster 2100	\$31	\$31
Civil War	\$37	\$37
Command HQ	\$36	
Conflict in Mideast	\$37	\$37
Covert Action	\$36	
Elite Plus	\$29	
Eye of the Beholder	\$31	\$37
Falcon 3.0	\$41	
Flight of Intruder	\$36	\$36
F117A Nighthawk	\$41	

Gunship 2000	\$41	
Harpoon	\$37	\$37
Harpoon Btl Sets 2 & 3	\$20	\$20
Harpoon Btl Set 4	\$23	Oct.
Harpoon Scen Editor	\$26	\$26
Knights of the Sky	\$36	

THIS MONTH'S SPECIAL BUY:
ULTIMA V - 34.00*

King's Quest V	\$41	
Lemmings	\$31	\$31
Magic Candle II	\$37	
Martian Dreams	\$36	
Mavis Beacon Typing	\$31	\$31
MegaFortress	\$37	\$37
MegaTraveller I	\$36	\$36
MegaTraveller II	\$36	
Might & Magic III	\$38	
Overlord	\$31	\$31
Populous	\$31	\$31

Powermonger	\$31	
Railroad Tycoon	\$36	\$36
Red Baron	\$36	
Ren Leg: Interceptor	\$37	\$37
Rules of Engagement	\$36	\$36
Secret Wpns of Luftwaffe	\$43	
Secret Monkey Island	\$37	\$37
Silent Service II	\$36	
Sim City	\$30	\$30
Sim Earth	\$41	\$41
Space 1889	\$31	
Spell Casting 101	\$36	
Team Yankee	\$45	\$39
Their Finest Hour	\$37	\$20
Typhoon of Steel	\$37	\$37
UMS II	\$36	\$36
Ultima 5	\$34	\$34
Ultima 6	\$41	
Warlords	\$31	\$31
Wing Commander I	\$39	
Wing Commander II	\$45	
Wing Comm. Missions	\$20	

Sega 16-Bit Titles	
Arnold Palmer Golf	\$47
Buster Douglas Boxing	\$42
Dynamite Duke	\$42
Fatal Labyrinth	\$36
Joe Montana Football	\$47
Pat Riley Basketball	\$42
Space Invaders 91	\$37
Super Hang On	\$37
Super Monaco	\$54
World Championship Soccer	\$35

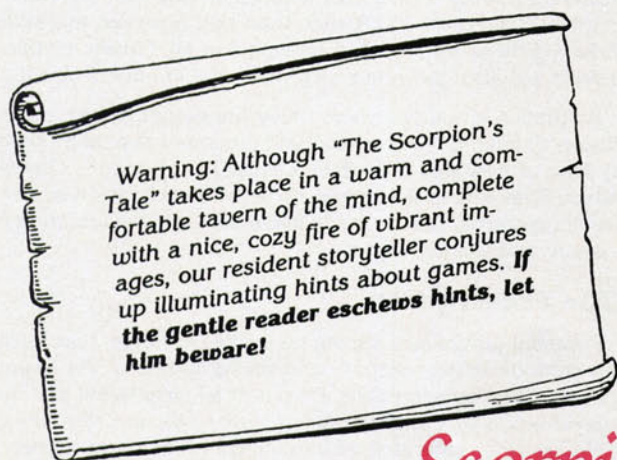
Bit By Bit Software
P.O. Box 742
Parker, Co. 80134

Orders: (Please have credit card ready)

- - **1 (800) 788-8198** - -

Info:
1-303-841-8198

Same Day Shipping based on availability. Visa & MC accepted. UPS \$3.50, COD \$7.25. Second day air \$2.50 extra. Outside continental U.S. more. All sales final, defective products replaced. Colo. residents must add sales tax. Prices subject to change. Hours: 10-6 Mon-Fri, 10-5 Saturday.
* Special buy price valid thru 10/15/91.



Scorpion's Tale

Legend's Timequest

Autumn is just about here, and none too soon. Some people may like summer, but this past one was a bit too hot for my liking. Even Fred, who doesn't mind the weather much, was getting a little grumpy (or more grumpy than even a grue would usually be). All I can say is, it's about time things cooled down... and speaking of time....

There's nothing like a jaunt through the centuries to remind you that the world has a past that goes back beyond last week. Maybe. The past, as well as the present and future, might not be around much longer. Not if a certain nihilistic Temporal Corps renegade has his way.

For reasons that are never explained (unfortunately), a certain Lt. Vettenmeyer has decided to go back in time and mess up recorded history. You, a raw recruit, are detailed to stop him. There are ten specific eras where Vettenmeyer (or V for short) has been gumming up the works, so there's no guessing about what has to be fixed.

Seeing to it that everything happens the way it's supposed to, however, is another matter entirely. *TimeQuest* is one of those deceptive games that seems simple, then hits you over the head with complications.

Aside from the Big Ten, there are another thirty-nine eras to visit, so the task is not exactly a straightforward "go here, fix it up, go there, fix it up" type of job. There's a lot of bouncing around between the centuries. In addition, V leaves you little love notes in different places, and you have to collect all of them to

find out where he is and how to get to him. Make sure you write these messages down as you find them.

In short, you've got a lot of work to do here. The manual recommends that you make a chart of all the times and places to visit, and I heartily agree with that. Fifty-four locations, with something or other in most of them, can overwhelm you if you're not careful. So make up the chart before you begin.

Five places you can "X" out immediately, as there is nothing of importance in any of them: Mexico 1588, 1798, 1940; Baghdad 1940; and Cairo 1940. All the others need to be visited at least once, and sometimes more.

In the ten special eras, there is always someone (Caesar, Sir Francis Drake, Attila, Mussolini, etc.) who is wearing a special bracelet. These are "gifts" from V. When you foil his plans, these bracelets vanish. Don't worry about that; it's just a sign that you've done your job and history is proceeding on course.

At this point, things become difficult, at least for me in terms of writing this column. Unlike most adventure games, which tend toward linearity with a single straight storyline, *TimeQuest* is composed of "chains" of eras. For instance, Rome 44 BC (Caesar) is complete in itself, but also starts a chain that ends in both Baghdad AD 800 (Haroun Al-Rashid) and Peking AD 1215 (Genghis Khan).

So it isn't possible to do a typical step-by-step journey through this one and noting the actual parts to the chains would give away a bit too much. With

that in mind, then, I am just listing out the various eras with some hints for each one. Those that have nothing in them, or contain only a message from Vettenmeyer (which is always very obvious and easy to find) are omitted, with one exception. Remember that these eras are mentioned in numerical order only. It's up to you to figure out how they connect with each other.

1361 BC

Rome: Visit the Academy. Talk to the old man, and note carefully what he says to you. Keep it in mind as you go up the line.

Cairo: Few things will be royal enough for the boy Pharaoh. When you figure out what will do, don't let it go to your head.

Peking: Don't drink the poison (unless you want to end the game very quickly). Read the tablets. Rather Zen-like, eh? This is something to really think about.

Dover: The solution to Stonehenge should dawn on you sooner or later. Be sure to talk to the old man (not the same one as at the Academy). Visit all places here.

Baghdad: Enjoy the top-down view of the Hanging Gardens. The Tower comes later.

Mexico: Cannibalism and sun worship; what a nasty combination. I know about a cover-up; do you?

44 BC

Rome: One of the Big Ten. You must win the right race to visit Caesar. Every-

thing you need is at hand; nothing comes from anywhere else in this one. Don't forget the lady's invitation.

Cairo: (ahem!)

Peking: Visit the Great Wall. Blow your brains out (heh).

Dover: Just go all over.

Mexico: Tricky. A visitation from a god is necessary. What to put on the cushion requires some headwork.

AD 452

Rome: Another of the Big Ten, involving Attila the Hun. Handle this one with care, or it might blow up in your face.

Peking: It is better to give than to receive.

Dover: Be extremely careful here, as you can die very quickly. You have only one chance to do something. If you don't manage it, restore the game; do *not* save after getting out. Save only when you have been successful. **Mexico:** When you go through the maze (easy in daylight), write down the steps. In later eras, you'll have to go through here again, and there won't be any light.

AD 800

Rome: Charlemagne, yet another of the Big Ten. Part of the longest and trickiest chain in the game. This and Napoleon must be done simultaneously. Save them for the end. Getting the crown out of the chapel is only a third of the puzzle. If you find that hard, you might want to sleep on it.

Peking: Philanthropy has its rewards.

Baghdad: Trial and error here. Saving and restoring in the harem is the best way to go about it. Don't forget the veils. It should be pretty obvious to you at least who's been fooling around with one of the wives. Now prove it.

Mexico: Go ahead, don't be afraid of the dark.

1215

Cairo: You have to make the dark a bit lighter to see your way. That's the easy part. Deactivating the trap is another matter. Now, who would know something about the internal arrangements of a pyramid? Pity you can't get through the crack, though. Maybe some other time.

Peking: Genghis Khan, another of the Big Ten. Getting the gates open (from the inside, of course) requires big bucks (or yuan... yuan what army? No, you

don't need an army, just money and a lascivious mind).

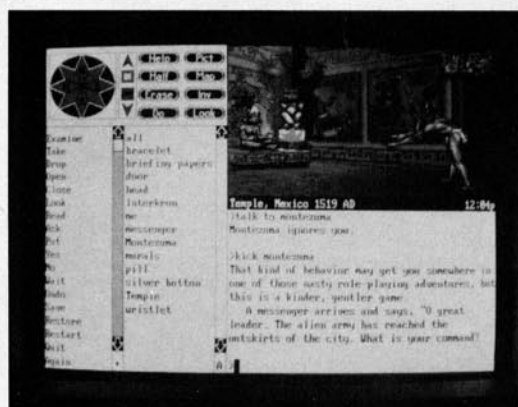
Dover: The only stand-alone, do-it-most-anytime Big Ten scenario. You don't need anything from anywhere else, and you don't get anything you need anywhere else. This one is really pretty simple. And remember, monks can read.

Baghdad: Chinese merchant turning up his nose at your offered treasures? Well, I suppose a man of the east wants something really special.

Mexico: If you look like you, of course the priest is going to kill you for interrupting the sacrifice. No weapon? Obviously, you haven't been in the Mexican hot tub yet (hehe).

1519

Rome: So simple, it's almost not worth mentioning. Talk to the vendor, visit the church.



Baghdad: No drachma? Come back when you have one. Talk to the mother. Make a date with a girl to urn her brother's admiration.

Mexico: If you set things up properly earlier, all you need to do is hang out and watch the show.

1588

Dover: Good Queen Bess, of the Big Ten. Staunch Protestant and Defender of the Faith. By the way, that sailor down in the bar is a lot more literate than he looks or you might suspect.

Baghdad: No badge? Well, if you didn't make a jackass of yourself earlier, that won't be a problem.

1798

Rome: Napoleon, another of the Big Ten. Getting in to see him is easy (think lullaby). Now convince this slip of a man

to go to Egypt. That shouldn't be too hard. He's *always* wanted to be Emperor.

Cairo: Pyramid closed? No sweat, just pass on in, so to speak.

Peking: Is the Forbidden City forbidden to you? My, my. I guess your fate is sealed then. Would a conk on the head help?

Dover: This one is really easy. Just prove to Nelson where Nappy is going next. Nelson's literate, too.

1940

Rome: This place requires several visits. It helps to look in here before moving on to Dover. You'll have to come back a couple more times after that. Pay attention to the exhibit.

Dover: You need to stop by here a couple of times, too (two?). If you've been to Rome, you should have a pretty good idea of what to do during the broadcast. The second visit is just a pick-up.

Peking: I wouldn't go outside until afternoon, if I were you, and take a good look at that Molotov cocktail! It may not be what you think.

The Endgame: This is where things really get bizarre. **Infocom** veterans who have played *Sorcerer* may find it a little easier, since they know all about what happens when younger and older selves start running around the place. The key to this section is careful and correct use of the two time portals, plus making note of what's said and what's happening at every instance. Exact duplication of actions is vital. Be sure to save the game in the portrait hallway before going up the stairs (and no, you don't need any of the bracelets).

Whew! All this time travelling and running around with multiple selves was quite a trip, eh? I hope (for the sake of the world, and possibly even the universe) you made it through safely. While you catch your breath and rest up for the next extravaganza, remember that if you need help with an adventure game, you can reach me in the following ways:

On Delphi: visit the GameSIG (under the Groups and Clubs menu). **On GEnie:** Stop by the Games RoundTable (type: Scorpio to reach the Games RT). **By US Mail:** (you must enclose a self-addressed, stamped envelope if you live in the United States) Scorpio, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring! **caw**

Copyright 1991 by Scorpio, all rights reserved.

Scorpion's Mail

The back room is certainly filling up fast again. In spite of the low number of releases this summer, the old mailbox has rarely been empty. Just as well that the letters go to a box instead of being personally delivered; I'd hate to think of all the mail carriers who'd have hernias by now (grin).

Before we get to the good stuff, I have to comment on a certain phenomenon. Over the past several months, there has been an astonishing rise in questions about the old **Infocom** games: the *real* old ones, such as *Zork*, *Trinity*, *Deadline*, *Sorcerer*, etc. — and not all from the same person, either (just in case you were wondering!).

It makes me feel good to know there are still people out there who can appreciate and enjoy quality text adventures in this day of fancy graphics and no-type interfaces. Not that there's anything necessarily wrong with graphic adventures... just that there was something special about those **Infocom** games that set them apart from all the others, graphic or not.

This is proven especially by the fact that *the* most-asked question in the letters is "where can I get more of these games?" Alas, I wish I had a real answer to that one. Unfortunately, Infocoms are rare these days and likely to become more so as time goes on, unless the Rumor Guy happens to be right in his speculation that **Sierra** might be buying the rights to republish them from **Mediagenic**.

If he's wrong, he'll not only have to watch out for our old buddy, Fred, but that will mean that pretty much the only way to get them is from a friend who might have 'em, to find a few at computer show flea markets, on the dusty back shelves of your local computer store or at a computer club where some of the members may have an Infocom or two they're willing to trade or sell.

So getting your hands on them is going to be a tough job, but those classics are worth the effort. And, of course, I've played them all myself, which means even if Invisiclues aren't available, you can still get help when you need it (grin).

Okay, on to the mail!

Bane Of The Cosmic Forge: One thing I didn't mention in my previous hint

column is that *Bane* has more than one ending (aha!). For instance, when you get to the final showdown, you don't necessarily *have* to kill Bane and Rebecca. Something quite different happens instead. The trigger for this interesting diversion is back in the tombs under the Isle of The Dead. After you receive a certain item, get rid of it immediately. This has to be done immediately or the trigger won't go off and you'll get the standard ending instead (standard meaning having to kill Bane and Rebecca).

Indiana Jones and The Last

Crusade: Getting into the tomb of the knight in the catacombs of Venice need not be difficult. Just remember that there's left to right, and left to right. It all depends on your point of view (and you did read the computer diary, right?).

The Fool's Errand: A couple of puzzles in this one have folks tearing out their hair. Since we don't want anyone going prematurely bald (after all, hair replacement isn't cheap and the money you save can be spent on more games!), a little helping hand is necessary. In "The Thief" (aka "The Eye In The Sky"), don't let horizontal thinking get you down. Try taking a new direction or two, and see what turns up. For "The Boat," the first three words require only simple anagramming. You don't need to exchange letters between them; if you do that, things may become hopelessly scrambled. Just work with each set of letters as is (and the words are ordinary ones, too).

Martian Dreams: The mysterious laboratory you hear about is something you won't be able to enter until you are very far into the game. The only way to get in is to melt some of the icecaps and it's a long road to that event. So if you've been puzzling over this part of the game, leave it for now.

The Secret of Monkey Island: Yes, we have no bananas... or, at least, some people feel that way. There do not seem to be enough bananas around to satisfy that monkey. What a pity. If only you get could some more bananas from the tree. While you ponder that, take some time out to admire the local native art. After all, it's only a stone's throw from the beach. Or is that the other way around?

King's Quest V: As some players have discovered, it's not so easy to get out of the Forbidden Forest once you're inside.

Presuming you've dealt with the witch (an absolute must to safe egress), remember the old saying about catching flies. I hope you can bear it.

Savage Empire: Several people have reported difficulties with large, carnivorous dinosaurs of the *T. Rex* variety, particularly when trying to visit the Urali tribe. Life can be much easier (not to mention, much prolonged) by taking a cruise on the lake first. Ya never know who ya might meet. Even if he does have rocks in his head.

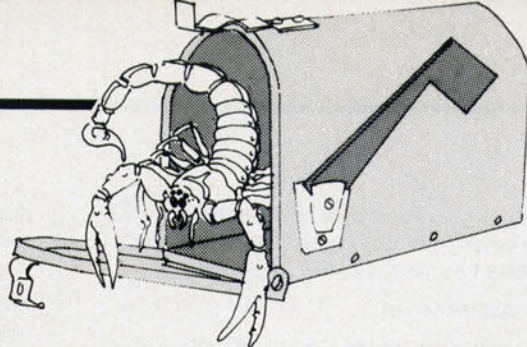
Eye Of The Beholder: By the time you read this, the Beholder Bonus contests for the IBM and Amiga will be over. So, I am now able to answer questions (via mail) and give hints about the hidden quests in the game. One in particular that has given people trouble is the bonus for level six, the place where all the Kenku roam. This one requires all the Kenku eggs. Don't miss a single one. After you've figured out what to do with them (no, not omelettes!), it's okay to use them for other purposes. The eggs don't regenerate. So, if you mess up here, you'll never get the bonus.

Ultima VI: Several readers have written to tell me that the bug regarding 8th level spells has been fixed. Previously, even when you did the correct thing in the game, Xiao would not offer you any 8th level spells. Now, you are able to buy them. Unfortunately, none of my correspondents thought to mention the version number of the game they were playing (ouch). So, the only way to find out which one you have is to see if Xiao will sell the spells to you or not after you satisfy her requirements. If not, then you may want to send your disks back to Origin for an upgrade. Note, however, that 8th level spells are not required for finishing the game.

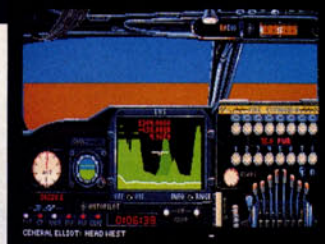
That's it for this look into the mailbag. Remember if you need help with an adventure game, you can reach me in the following ways:

On Delphi: stop by the GameSIG (under the Groups and Clubs menu). On GEnie: visit the Games RoundTable (type: Scorpio to reach the Games RT). By US Mail (enclose a self-addressed, stamped envelope if you live in the United States): Scorpio, PO Box 338, Gracie Station, NY NY 10028. **caw**

Copyright 1991 by Scorpio, all rights reserved.



BIG, BAD, AND ARMED TO THE TEETH.



Pilot's Station



Offensive Weapons Station



MEGAFORTRESS

BASED ON FLIGHT OF THE OLD DOG, DALE BROWN'S BEST-SELLING NOVEL



Electronic Warfare Station

FEATURES

- Multi-position bomber simulation with Pilot, Navigator, Electronic Warfare and Offensive Weapons.
- Complete electronic counter-measures mirror current "stealth" technology.
- Multiple missions designed by Dale Brown in 3 different geographical areas: Iraq/Kuwait, eastern USSR, and USAF Red Flag training center.
- Arsenal includes air-to-air and air-to-ground missiles, anti-radar missiles, air mine rockets, standard high-explosive "iron" bombs, and a 3,000 lb TV/infrared guided glide bombs.
- Terrain guidance radar screens operating at realtime speed.
- Full 256 color VGA graphics in a 3D world with universal camera angles.
- Sound Blaster and AdLib sound.
- Package includes Dale Brown's bestselling novel, *Flight of the Old Dog*.

It's the enemy's worst nightmare: a nearly-invisible heavy bomber, carrying enough firepower to destroy the most heavily defended installation in the world.

Forget run-of-the-mill flight simulators. Megafortress is in a class by itself: a radically modified B52H Stratofortress, with radar-absorbing fibersteel skin and enough state-of-the-art sensory and weapons systems to jam and blast its way into any target on earth.

It's a huge, complex aircraft that demands attention to a dizzying array of tasks. Your mission isn't simply to fly Megafortress; your job is to deliver 200 tons of death and destruction across 5000 miles of unfriendly airspace and eliminate a specific, heavily-defended target, all the while keeping your location a secret. To succeed, you must master the *four* different stations that control Megafortress' systems.

You're not just a Pilot, responsible for takeoff and landing, mid-air refueling and other basic maneuvers. As Navigator you'll plot a course halfway around the world, keeping the mission on track; as Electronic Warfare Officer you're glued to a radar scope, hunting for threats, jamming signals, keeping the aircraft hidden; as Offensive Weapons Officer you have massive firepower at your disposal: air-to-air missiles, anti-radar missiles, and air mine rockets for defense, and a 3,000 lb TV/infrared guided glide bomb for the final attack.

With missions designed by Dale Brown, B-52 navigator and best-selling author, Megafortress isn't just another flight simulator; it's an adventure in the reality of strategic air assault *today*.

Circle Reader Service #62



THREE-SIXTY PACIFIC, INC.
2105 S. BASCOM AVE. STE. 380
CAMPBELL, CA 95008
408-879-9144

TO ORDER: VISIT YOUR RETAILER OR CALL
800-245-4525 IN THE USA AND CANADA

The Categories

Strategy (ST): Games that emphasize strategic planning and problem-solving.

Simulation (SI): Games based on first-person perspectives of real-world environments.

Adventure (AD): Games that allow you to take an alter ego through a storyline or series of events.

Role-Playing Adventure (RP): Adventure games that are based on character development (usually involving attributes).

Wargames (WG): Simulations of historical or futuristic warfare from a command perspective.

Action/Arcade (AC): Computer games that emphasize hand-eye coordination and reflexes.

Games are often listed in more than one category. In this case, the first listed category is considered primary. In order to be recognized as the "Top Game" in a given category, a game must be listed as being primarily of that specific type.

Top Role-Playing



Top Simulation



THE TOP TEN GAMES

No.	Name	Source	Category	Avg. # Resp.	Rating
1.	Wing Commander	Origin	AC	97	10.59
2.	Railroad Tycoon	MicProse	ST	84	10.53
3.	Red Baron	Dynamix	SI	74	10.26
4.	Warlords	SSG	WG,ST	54	9.87
5.	Harpoon	Three-Sixty	WG	78	9.46
	Ultima VI	Origin	RP	73	9.46
7.	Space Quest IV	Sierra	AD	44	9.44
8.	M-1 Tank Platoon	MicroProse	SI,WG	76	9.33
9.	Eye of the Beholder	SSI	RP	73	9.29
10.	King's Quest V	Sierra	AD	51	9.25

No.	Name	Source	Category	Avg. # Resp.	Rating
11.	Lemmings	Psygnosis	AC	31	9.24
12.	Command HQ	MicroPlay	ST	53	9.21
13.	Bane of the Cosmic Forge	Sir-Tech	RP	54	9.20
14.	Second Front	SSI	WG	38	9.17
15.	Mech Warrior	Activision	ST	54	9.16
16.	Wings	Cinemaware	AC	33	9.15
17.	Quest for Glory II	Sierra	AD,RP	28	9.10
18.	Red Storm Rising	MicroProse	SI	73	9.09
19.	Silent Service II	MicroProse	SI	62	9.08
20.	The Secret of Monkey Island	LucasArts	AD	33	9.06
21.	Battlehawks 1942	LucasFilm	AC,SI	86	9.05
22.	Ultima V	Origin	RP	91	9.01
23.	Quest for Glory	Sierra	RP	57	9.00
	Lords of Rising Sun	Cinemaware	AC,ST	48	9.00
25.	Space Quest III	Sierra	AD	34	8.97
	Sword of Aragon	SSI	WG,ST	45	8.97
27.	Populous	Electronic Arts	ST	114	8.96
	Romance of the 3 Kingdoms	Koei	ST,RP	31	8.96
29.	Wasteland	Electronic Arts	RP	117	8.95
30.	Overrun	SSI	WG	24	8.93
31.	Falcon	Spectrum Holobyte	SI	62	8.90
32.	Dragon Wars	Interplay	RP	30	8.87
	NFL Challenge	XOR Corporation	ST	86	8.87
	Indianapolis 500	EA	SI	32	8.87
35.	Elvira	Accolade	RP	31	8.82
36.	Power Monger	Electronic Arts	ST	45	8.81
	Might & Magic II	NewWorld	RP	54	8.81
38.	The Magic Candle	Mindcraft	RP	43	8.80
	LHX Attack Chopper	EA	AC	25	8.80
40.	Project Stealth Ftr	MicroProse	SI	29	8.79
41.	Bard's Tale III	EA	RP	54	8.77
42.	Airborne Ranger	MicroProse	AC	74	8.76
43.	Bandit Kings	Koei	ST,RP	28	8.75
44.	Covert Action	Microprose	AD	30	8.73
	Jack Nicklaus Unlimited Golf	Accolade	ST	26	8.73
46.	Battles of Napoleon	SSI	WG	30	8.72
	Battlechess	Interplay	ST	62	8.72
48.	Action Stations	Conflict Analytics	WG	22	8.71
	Breach 2	Ornitrend	ST,RP	29	8.71
	Starflight II	Electronic Arts	RP	63	8.71
51.	Neuromancer	Interplay	AD	33	8.70
52.	F-15 Strike Eagle II	MicroProse	SI	58	8.69
53.	Typhoon of Steel	SSI	WG	43	8.67
	Curse of the Azure Bonds	SSI	RP	70	8.67
55.	Rise of the Dragon	Dynamix/Sierra	AD	40	8.66

THE HALL OF FAME

*The Games in CGW's
Hall of Fame Have
Been Highly Rated by
our Readers over Time.
They are Worthy of
Play by All.*

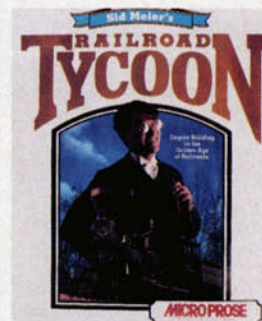
Bard's Tale I
Chessmaster

Dungeon Master
Earl Weaver Baseball
Empire
F19 Stealth Fighter
Gettysburg
Gunship
Kampfgruppe
Mech Brigade
Might & Magic

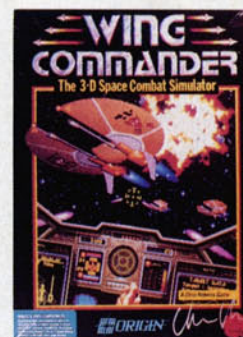
M.U.L.E.
Pirates
SimCity
Starflight
Their Finest Hour
Ultima III
Ultima IV
War in Russia
Wizardry

No.	Name	Source	Category	Avg. # Resp.	Rating
56.	Indiana Jones/Graphic Adventure	Lucasfilm	AD	29	8.65
	Ballistix	Psygnosis	AC	20	8.65
58.	Wayne Gretzky Hockey	Bethesda	AC,ST	36	8.62
59.	Pool of Radiance	SSI	RP	116	8.61
60.	King's Quest IV	Sierra	AD	58	8.59
	Flight Simulator 4.0	Microsoft	SI	42	8.58
62.	Buck Rogers	SSI	RP	39	8.57
63.	Chessmaster 2100	Software Toolworks	ST	42	8.56
64.	Genghis Khan	Koei	ST,RP	34	8.54
65.	Future Wars	Interplay	AD	24	8.53
66.	Panzer Strike	SSI	WG	68	8.51
	Champions of Krynn	SSI	RP	65	8.51
	Leisure Suit III	Sierra	AD	56	8.51
	Sword of the Samurai	MicroProse	ST,RP	40	8.51
70.	Savage Empire	Origin	RP	37	8.48
71.	Manhunter 2	Sierra	AD	31	8.42
72.	Nobunaga's Ambition II	Koei	ST,RP	20	8.40
73.	TV Sports Football	Cinemaware	AC,ST	50	8.39
	Secret of the Silver Blades	SSI	RP	47	8.39
75.	Wings of Fury	Broderbund	AC	52	8.38
76.	Strike Fleet	Electronic Arts	WG	79	8.37
77.	Fire Brigade	Panther	WG	30	8.34
78.	BattleTech II: Revenge	Infocom	WG,RP	42	8.33
79.	Rocket Ranger	Cinemaware	AC,AD	75	8.32
80.	Nobunaga's Ambition	Koei	ST,RP	20	8.30
81.	Drakkhen	Data East	RP	32	8.27
	688 Attack Sub	EA	SI,ST	59	8.27
83.	Lord of the Rings	Interplay	RP	31	8.26
84.	Manhunter	Sierra	AD	72	8.25
85.	Centurion	EA	ST	49	8.24
86.	Police Quest	Sierra	AD	98	8.23
87.	Starglider II	MicroPlay	AC,SI	65	8.22
88.	Jack Nicklaus Greatest 18 Holes	Accolade	ST	32	8.21
89.	Ishido	Accolade	ST	27	8.20
	Search for the King	Accolade	AD	20	8.20
	Leisure Suit Larry II	Sierra	AD	61	8.20
92.	Loom	LucasArts	AD	38	8.18
93.	Abrams Battle Tank	EA	SI	31	8.16
94.	Knights of the Sky	MicroProse	SI	45	8.15
95.	The Colonel's Bequest	Sierra	AD	28	8.14
96.	Tetris	Spectrum Holobyte	AC	46	8.13
	BattleChess II: Chinese Chess	Interplay	ST	21	8.13
	Full Metal Planet	Data East	ST	32	8.13
99.	Conquest of Camelot	Sierra	AD	33	8.12
	Vette!	Spectrum Holobyte	SI	26	8.12

Top Strategy



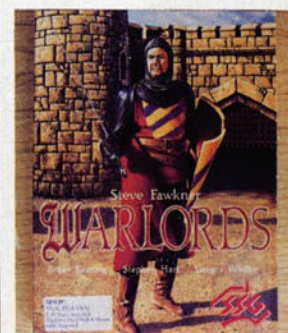
Top Action



Top Adventure



Top Wargame



POOLS OF DARKNESS

Advanced
Dungeons & Dragons
COMPUTER PRODUCT

**The Final Chapter in
the greatest AD&D®
computer fantasy
role-playing
series ever!**

First there was *POOL OF RADIANCE*. Next came *CURSE OF THE AZURE BONDS*. Then followed *SECRET OF THE SILVER BLADES*. Together these incredible games have sold more than 600,000 copies so far!

Now, the epic comes full circle — **POOLS OF DARKNESS** takes you back to the Moonsea area to fight the final battle against the ultimate enemy.

Prepare yourself for the biggest adventure yet! *POOLS OF DARKNESS* propels you into alternate dimensions on an enormous quest. And it boasts a fully evolved version of the award-winning game system used throughout this series.

Transfer your characters from *SECRET OF THE SILVER BLADES* intact, or create new ones! Either way, you're in for some high-level action! Battle monsters never before encountered.

Cast powerful new spells. Achieve character levels well above the 25th level!

As if this weren't enough, state-of-the-art graphics and crisp digitized sound make this a true masterpiece of the fantasy role-playing art!



TO ORDER:

Visit your retailer or call 1-800-245-4525 with VISA/MC orders (USA & Canada only).

BY MAIL: send check or money order for \$49.95 plus \$3.50 shipping and handling to: Electronic Arts, P.O. Box 7530, San Mateo, CA 94403 (CA residents add applicable sales tax).

For SSI's complete product catalog, send \$1.00 to: Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086.



FORGOTTEN REALMS

OVER
600,000
SOLD
OF THE FIRST 3
GAMES!



IBM (256 Color VGA! More than 3Mb of product! Hard drive required.)

AMIGA (Over 2Mb of product!)
CLUE BOOK AVAILABLE

NAME	AC	HP
ELRIC RAFLADD	42	42
AXEL KEYS	30	30
RAVEN BAHADIL	40	40
ELSINORE	40	40
SNOWHEART	40	40
CALAMIR	-2	-2

FIRE BELCHES FROM THORNE'S MOUTH IN MIRTHLESS LAUGH. "FOOLS! YOU DO NOT KNOW WHAT YOU ARE DEALING WITH. NOR CAN YOU IMAGINE THE POWERS MASSES AGAINST YOUR PITIFUL FORCES. ALONE, COULD DESTROY YOUR WORLD!"

PRESS BUTTON OR ENTER TO CONTINUE

IBM VGA DISPLAYS



ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS and the TSR logo are trademarks owned by and used under license from TSR, Inc. ©1991 TSR, Inc. ©1991 Strategic Simulations, Inc. All rights reserved. MADE IN U.S.A.



STRATEGIC SIMULATIONS, INC.®

The Quest for the Holy Grail

Rare Insights Into SSI's Medieval Lords, Part 2

by Tom E. Hughes, Jr.

In the previous installment of the secret insights into SSI's *Medieval Lords*, formulae were offered which might help an advisor to better understand the "mathematical" workings of medieval society (as presented by this game). Again, with the help of designer Martin Campion, here are some further insights into the actual formulae and thought processes used by the computer in determining the fate of empires in *Medieval Lords*. As before, knowledge of these insights might be considered a violation of the "spirit of the game" (where a little knowledge is all that's expected of a player), but for those who make a *study* of history, as Dr. Campion does, here is a look into the "inner workings" of medieval society.



Before the Age of Science (Revisited)

What is presented in this article are several exact formulae used in *Medieval Lords*. To better present them, some abbreviations have been used as follows:

Bs	= Bureaucracy strength
Ns	= Nobility strength
Nl	= Nobility's loyalty
Ts	= Town strength
Tl	= Town loyalty
Pop	= Population of the province concerned
Castles	= Number of castles in province concerned
Dist	= Distance from army's location to province concerned
DF	= Distance Factor (see paragraph below)
Rule	= Leader's Rulership value
Warlike	= Leader's Warlikeness value
Char	= Leader's Charisma value
Gen	= Leader's Generalship value
Rand(#)	= a random number from zero to #

Many formulae include a "distance factor" element which reads "DF." More exactly, that formula is: "Distance x (19 - current Century [which ranges from 11 to 16]) / 2." Without getting out a calculator, what this element means in a nutshell is, if one can easily move the army to the province concerned (i.e., if it is not over a body of water), *move it there first, then* perform the desired action (this "distance factor" always lessen one's chance for success). Remember, moving (except across bodies of water) is a "free" action, and the upshot of this formula element is to emphasize that success is more readily obtained if ruling is performed "in person" rather than from a distance.

Elements in [brackets] are explained in the line below the formula. When a Leader is off on a Crusade, his default ratings are all "3s" when it comes to domestic actions.

Buckets Full of Ducats

Money is good. *More money* is better. To this end, it behooves a player to have a large tax base and shear those sheep with great efficiency.

One's tax base in each province is the town strength times the population (Ts x Pop), which can be thought of as one's "gross income" on a 1040 form. These ducats are plundered by the local nobles (which "disappear") and what remains is the "King's share" which the player receives. To this is *added* ducats received from an Assembly, if one is present in the player's empire and it is greater in strength than one. (Those debating societies are useful for their deep pockets!) This formula is:

$$(Ts + \text{Assembly strength}) / 4 \times \text{Pop} = \text{Additional income}$$

The "King's share" of this tax booty is equal to the "gross income" less a comparison between the King's Rulership and Bureaucratic strength (which increase the "King's share") and the Noble's strength and Town strength of the area (which reduces the "King's share"). The exact formula is:

Increasing Taxes Kept

$$\text{"King's share"} = \text{"King's parts"} / (Ns + Ts/2 + \text{"King's parts"})$$

$$\text{"King's parts"} = \text{Rule} / 2 + (Bs + 1) \times (Bs + 1)$$

Thus, even though Town strength (Ts) both creates and "takes back" some of the taxes it generates, Town strength *creates* much more than it takes back, whereas the Nobles create *no* income, but take a good deal away.

Other types of income include "off-map" income, "New World" income (for the owners of Lisbon or Seville after 1500) and "Imperial" income (for owning key "trading" provinces).

The Slings and Arrows

If, in one's most cynical moment, it can be supposed that war is a mathematician's true calling, *Medieval Lords* raises combat formulae to an art form (presumably giving a new twist to the phrase "art of war"). Here, then, are several key combat formulae for combat:

Determining an Army's Attack Factor:

$$\begin{aligned} \text{"Attack Combat Factor"} (ACF) &= \text{Vassals} + (\text{Nobles} + \text{Mercenaries} + \text{Household} + \text{Nomad}) \times 2 + \text{Gen} \times 3 + \text{Tactical rating} \times 5 - [(\text{Warlike} - \text{Gen}) \times 2] \\ &\quad [\text{if Warlike is greater than Gen}] \end{aligned}$$

Determining an Army's Defense Factor*:

$$\begin{aligned} \text{"Defense Combat Factor"} (DCF) &= \text{Nobles} + (\text{Vassals} + \text{Mercenaries} + \text{Household} + \text{Nomad}) \times 2 + \text{Gen} \times 3 + \text{Tactical rating} \times 5 - [(\text{Warlike} - \text{Gen}) \times 2] - [(\text{Dist} - 4) \times 2] \end{aligned}$$

*When defending with King's army as opposed to local forces.
[if Warlike is greater than Gen]

[[This is used if the distance the King's army traveled to defend this province is greater than four]]



CAPE COD CONNECTION

MAIL ORDER SOFTWARE • GAMES • CLOTHING & ACCESSORIES

21 Pleasant View Avenue • Falmouth, MA 02540

MasterCard/VISA • Check/Money Order accepted. Ship by UPS • FEDEX • U.S. Mail. All sales final, defectives replaced with same.

ACCESS

Countdown	37
Crime Wave	37
LINKS	38
Links: FIRESTON	19
Links: BOUNTIF	19
Links: BAYHILL	19
Mean Streets	37

DISNEY

Arachnophobia	33
Arachnow/sound	44
Dick Tracy	33
Mickey's 123	33
Mickey's ABC	33
Mick ABCw/sound	46
Mickey's Color/Shaz	33
Mickey's Crossword	32

Magic Candle II	Sep
PGA Tour Golf	34
Populous	34
Populous Data D	15
RULES Engagem	38
Sec. Monkey Isl	41
SEC WEAPONS	42
Stormovik	34
Their Finest Hour	41
Tunnels & Trolls	34
TV Sports Basketb	34

TWILIGHT 2000	38
TIMEQUEST	38

ORIGINS

MARTIAN Dream	38
Savage Empire	38
Strike Commander	49
Ultima VI	43
Ultima VII	Oct
Wing Commander	43
Mission #1 or 2	23
Wing Commander 249	

Leis. Suit Larry 2	38
Leis. Suit Larry 3	38
Police Quest 2	38
Police Q3	38
Space Q1, 2, 3 bund	36
Space QIV	38

SIR TECH

Bane Cosmic Forge	38
Bane Sequel	Nov

VIRGIN MAST

Corporation	34
Monopoly	28
Overlord	33
Scrabble Deluxe	38
Space Shuttle	39
Spirit Excalibur	33
Thunderhawk	34



RAW Entertainment and Cape Cod Connection

Proudly Announce the NEW 3.2 Version of the CGW Nominated Wargame of the Year, and CCC's Top Seller

ACTION STATIONS

CCC Price \$33

INTERPLAY

Battle Chess 2	33
CASTLES	38
Star Trek	Oct

KOEI

Bandit Kings	38
Genghis Khan	38
L'EMPereur	39
LIBERTY/Death	39
Nob. Amb II	38
Romance 3 Kingd 2	42
UNcharted Waters	39

MERIT

Medieval Warriors	33
Moonbase	28
Operation Combat	33
Over the Net	Oct
Team Yankee	38
Tracon II	33

SIM CANADA

Battle tank: Berlin	42
BT: Barbarossa	42
BT: Kursk	42
Fall Gelb	42
Fifth Eskadra	42
Fleet Med	42
Golan Front	42
Grand Fleet	42
Grey Seas/Skies	42
In Harm's Way	42
Kriegsmarine	42
Kursk Campaign	42
Long Lance	42
Malta Storm	42
MBT: Cent. Germ	42
MBT: NGerm	42
Moscow Campaign	42
Northern Fleet	42
Oper. Overlord	42
PACIFIC STORM	42
Rommel: El Alamein	42
Rommel: Gazala	42
Seventh Fleet	42
Stalingrad Camp.	42
To The Rhine	42



Castles from Interplay give you the chance to play in that castles of your dreams. But first you must construct it. Features 256 color VGA graphics, indiv. game or campaign feature, realistic and magical settings and 3 levels of difficulty... A delight for the student of Medieval history

CCC Price \$38

ACCOLADE

Altered Destiny	37
Balance Planet	22
Consp: Deadlock	38
Day/Viper	33
Elvira	37
Hardball 2	32
Ishido	37
Hoverforce	33
J Nick Unlimited G	37
Search/King	37
Star Control	33
Stratego	33
Test Drive 3	37



F-117A Nighthawk Stealth Fighter 2.0 from MicroProse promises to be better than the best. Features more missions, more worlds to compete in, more advanced weapons, more dramatic explosions to experience, all in improved 3-D graphics. CCC Price \$43

AD LIB

GOLDCARD	Fall
Music Card	86
Microchan. Card	144
Complete Sys	139
Instru. Maker	39
Music Champ #2	29
Progr. Manuel	29
Pop Tunes	29
Visual Composer	62
Visual Comp MIDI 29	

DYNAMIX

A10 ENHANCED	38
Heart of China	38
Red Baron	38
Red Baron VGA	38
Rise of the Dragon	38

MICROPROSE

CIVILIZATION	43
Command HQ	37
GUNSHIP 2000	44
F15 II Strike Eagle	36
F117A	43
Knights of Sky	37
HYPER SPEED	38

ELEC. ARTS

688 Attack Sub	23
Andretti Racing C	35
ARMADA 2525	35
Bards Tale 3	34
Battlehawks 42	23
Chess 2100	34
YEAGERACT	42
Dragon Force	34
Delux Paint 2 enh	96
Empire	34
EWEAVER II	41
F16 Combat Pilot	34
F29 Retaliator	34
Harpoon	41
Set #2	23
Set #3	23
Scenario Maker	29
Hero's 357th	35
Hound of Shadow	28
Imperium	28
La Russa Baseball	35
LHX Attack Chop	34
Life & Death II	34

ARTWORX

Bridge 6.0	27
Strip Poker 3	34

BRODERBUND

Anc Art War	31
Anc Art War/Skies	31
Carm. Sand Delux	52
CARMEN PAST	39
Galleons Glory	32
Katies Farm	28
NEW Print Shop	41
Patton Strikes B	tba
Sim City	33
Graphic 1	23
Graphic 2	23
Sim Earth	43
Stunts	33



Twilight 2000 from Paragon Software, Role Playing game in the Aftermath of World War II. Commands a squadron of 20, each with his or her own motivations, and attributes. Characters attributes change with each game, 3-D military vehicle perspective, numerous weapons, and more...

SIERRA

Castles: Dr Brain	Sep
Code Name Whites	Oct
Hero's Quest I	38
Hero's Quest 2	38

TOGOGO

Go Master	49
Joseki Genius	34
Tactical Wizard	39
Go Junior	22

Interesting

MISC.

Action Sta V3.2	33
Amer. Heritage	59
ATP	38
Battlehawks 42	23
Lord of the Rings	38
Lunar Rescue	33
Strip Poker 3	34
Fireteam 2200	33
Microbridge	38
Quicken 4.0	41
Breach II enhanc	23
Fire Brigade	33
Aircraft Designer	36
EZ Cosmos	45
B. Elliott NASCAR 33	
Geoworks Ensembl 149	
Jet Fighter II	43
Many Faces Go	34
NFL Challenge	59
Mirosoft Flt Sim 4	47
Lemmings	33
Martian Memor Oct	32
Decat Gettysburg	32
Banzai	29
Univ. Mil Simu 2	37
Persian Gulf Scen	23
Univ Mil Sim I	24
College Basketball 65	
Pursue the Pennan	65
GOSSELIN Hintbooks and Character Editors	

Have a BURNING NEED TO BETHE FIRST TO KNOW, call our MODERN SHOPPER at anytime and find out. Just for ordering via the modem shopper, receive 5% off entertainment software, and more.... Join the Service and receive 10% off

Order 1-800-328-WARE • Support 1-508-457-0738 FAX 1-508-548-9419 • Modem Shopper 1-508-420-1115

CCC Motto: You've worked hard all week, treat yourself to a game! Don't see it, give us a call. . .

New or Soon

MS-DOS	
Avenger A10	
Alien Druglords	
Armada 2525	34
Barbarossa	Sep
Battle Storm	33
Blitz May 1940	
Carriers at War	33
Castles	38
Civilization	43
Checkmate Wind	
Civil War (SSI)	41
Codename: Whitesad	
Consp: Deadlock	38
D-Day	
Dark Lands	'92
Death or Glory	
Dragon Wars II	
EcoQuest	
Elvira II	39
Empire 2	
F-117 AEGA or VGA	
Falcon 3.0	
Federation	
Final Battle	
Graffiti Quest	
Gunship 2000 EGA	
Gunship 2000 VG	43
Harpoon Set 4	
Patriot Harpoon Land	
Hero's of the 357th	
Hyperspeed	
Legend Robin Hood	
Les Manly Lost LA	
L'EMPEREUR	39
Leis. Suit Larry 4	
Liberty or Death	39
Line of Fire	
MACArthur's War	32
Magic Candle II	
Ditka Power Football	
Planets Edge	38
Pro Tennis Tour 2	
Rom. 3 Kingdoms II 43	
Rules of Engagement	
Sec. Weapons Luff	42
Solidarity	
Spellcasting 202	
Strike Commander	
Supremacy	
TIMEQUEST	38

MAC Software

Amer. Civil War #131	
BANDIT KINGS	39
BANE/COSMIC F	40
Carrier Command	32
Carse Azure Bonds	35
Dragon's Lair 2	39
Fire Brigade	39
Go Master Josecki	52
Gold of Americas	32
Guns & Butter	34
Halls Montezuma	32
Hardball 2	37
HARPOON	42
SET #1	23
SET #2	23
HARPOON SCENED	29
Indy Jones: Graphic	34
Ishido	35
Go Master Genius	33
LOOM	38
Might & Magic 2	38
Oids	32

MACALERT

A10 Iraq	
AMER CIVIL WV1	31
Amer Civil WV2	
Amer Civil WV3	
Colonel's Brigade	
Genghis Khan	
Harpoon Scen. Ed	29
Hero's Quest 1	
Kings Bounty	
Lei Suit Larry 2	
Lemmings	
Lords of Rings	
Magic Candle	
Managers Challenge	
Moonbase	38
NOBunaga's Amb.	39
Rom. 3 Kingdoms	
Sim City Graphic 1	24
Sim City Graphic 2	24
Spirit of Excalibur	
Univ Mil Sim II	39
Utah Beach	

Exterminator	34
EYEBEHOLDER	42
F15 Strike EII	39
F19 Stealth Fight	39
F29 Retaliator	34
Flashback	45
Gods	39
Gold Aztec	34
Golden Axe	34
HARPOON	42
Set #2	23
Set #3	23
Harpoon Scen. Ed	29
Hero's Quest 2	39
Hill Street Blues	34
Horror Zombies	34
Hover Force	34
Hydra	34
Image Finder	45
Jup Master Drive	34
Killing Cloud	34
Kings Bounty	35
Kings QI enhanced	39
Kings Quest V	39
Lemmings	33
Loopz	34
Lords of Chaos	34
Lost Patrol	38
Master 3A Drive	109
McGee Fun Fair	28
Mean Streets	39
Mega Traveller	39
Merchant Colony	39
Mixed Up Mother G	29
Moonbase	34
Moonshine Racers	34
NAM 65-75	50
Narco Police	34
Night Shift	28
Obitus	38
Onslaught	34
Oper. Stealth	40
Overlord	33
PGATour Golf	35
Pacific Storm	42
Sec Monkey Isl	42

Sound Cards

ROLAND LAPC1420	
ADLIB Music Card 86	
AdLib Microchan	144
Pro Audio Sound	269
Sound Blaster	154



Civilization	29
Code of Bushido	32
Cross of Iron	21
Days of Decision	32
Dead of Winter	32
Desert Shield Mod	9
Desert Victory	24

The Perfect General from

Quantum

Agamerich with strategy and tactics featuring one or two player options, great graphics, hidden movement, addicting, yet simple to play.

CCC Price \$38

S. Blaster Microch 235

Flight Aids

Thrustmaster	99
Flt. Contr. Syst	99
Gravis Analog	39
Max Yoke	70

BOARDGAME

1830 RR & Robber	21
5th Fleet	29
A House Divided	21
Line in the Sand	24
Aachen	24
Adv Squad Leader	36
Afrika Korps	14
Agegean Strike	18
Air Bridge Victory	28
Arabian Nightmar	20
Arab Night expa	10
ATTACKSUB	21
Balkan Front	29

CCC develops Creative and Unique ways

to earn discounts!

- Frequent Buyer Program - buy 6 ent. softw. packages in 6 months and get 15% off your 7th
- The CCC Modem shopper offering 5% off each entertainment software purchase placed on line!!! or join and get 10% off!!!
- An extensive USED SOFTWARE offering, all original with doc's. Guaranteed to work or return it. Worried about expensive NEW software, check this out.
- CCC develops trusting and lasting relationships by selling only the best and steering you away from the DOGS!!

Omega	34
Panzer Battle	32
RAILROAD Tyco	39
Reach for Stars	32
Roboport	39
Rommel	32
Sim City B/W	34
Sim City Graphic 1	24
Sim City Graphic 2	24
Sim Earth	44

CCC Carries AMIGA

Software

AFRIKA KORPS	35
Alien Druglords	40
Alpha Waves	39
Amer Civil War V1	28
Amer Civil War V2	28
Armourededdon	34
B.A.T.	34
Bane Cosmic Forge	39
Bards Tale 3	35
Battle Storm	34
Battle Tank: Kursk	42
Berlin 1942	34
Blue Max	35
BRAT	34
Brigade Command	32
Captive	34
CARD KREMLIN	34
CARTHAGE	32
Centurian	35
Chaos Strikes Back	28
Yeager AFT	29
Cohort	39
Conflict Middle Ea	39
Cougar Force	32
Crime Wave	38
Cross DOS v4.0	
Das Boot	35
DCTV	309
Dragon's Lair 2	39
Dynasty Wars	34

BLACKBEARD

from the

AVALON HILL GAME COMPANY

gives you the chance to relive that romantic sash buckling era of Piracy.

CCC Price \$29

Space Quest III	39
Space Quest 4	39
Stratego	34
Tactical Wizard	39
Tracon II	34
UMS II	39



The Lost Admiral

from Quantum
A game that has taken over two years, has a challenging artificial opponent, 7 levels of difficulty, 25 scenarios and campaign games, Randomly generated map options, Ad Lib Support, one or two player options.....can more be said. AMUST!!

CCC Price \$38

CD-ROM

Battle Chess VGA	tba
Checkmate	tba
Classic Collection 105	
Game Pack	65
Groll. Elec Encyl	249
Guinness Bk World	99
Jones Fast Lane	tba
Kings Quest V	tba
Mammals	99
Manhole	50
Mixed Up Mother	39
Reference Library	89
Space QIV	tba
Stellar 7	tba



Twilight 2000	
Ultima VII	
Utah Beach	
War in the Pacific (SSI)	
Wing Commander 2	

Determining the Defense Value of "Local Forces":

$((Ns \times Pop / 2) / 2 + (Ts \times Pop / 3)) \times 5 / 4 + \text{"Local Leader"} \times 3$
[if the King's army includes any vassals in it]

This is the value if there is either *no* rebellion in the province or both the nobles and towns are in revolt.

The value of the "Local Leader" is based on the following table:

Value	Chance
2	5%
3	10%
4	15%
5	20%
6	20%
7	15%
8	10%
9	5%

These ACF and DCF are compared to determine the attacker's percent chance of winning (as displayed to the player). That formula is: $ACF - DCF + 50$

Swords at Their Throats

Naturally, in a game like *Medieval Lords*, conquest of new provinces is paramount to building up the might of the empire. It is one thing to be able to win a battle, it is another to own the battlefield after a bloody day. Note that this is one of the few formulae where castles have any applicable value (reducing the chance of conquest from zero to an eight percent maximum). Here's the magic formula to ultimate victory in conquest:

$40 - Dist \times 2 + (Household + Mercenary) \times 3 / 2 + Nomads + Nobles / 2 - (Ts \times TI) / 2 - (Ns \times NI) / 2 + Siege Advantage \times 5 + (4 - \text{"Battle Result"}) \times 10 - Castles \times 2 - (\text{Actions per turn allowed} - \text{actions used this turn already}) \times 5$

"Battle Result" Table Value

Overwhelming Victory	1
Ordinary Victory	2
Marginal Victory	3
Marginal Defeat	4
Ordinary Defeat	5
Disastrous Defeat	6

The Peasants Are Revolting! (You Can Say That Again)

Yes, despite one's best efforts for maximum taxation and recruitment of their sons to war, the peasants and nobles don't always perceive the greater needs of the empire. Occasionally, they will revolt and distract a busy monarch who would rather be slaughtering his *neighbor's* peasants and nobles, rather than his own. Here are the indicators that a revolt can be crushed:

Chance of Crushing a Rebellion:

$50 + (Household + Mercenary) \times 2 + (Nobles + Nomads) + Vassals / 2 - [10] - Dist \times 2$

[if the rebellion has been going on for more than three years]

These, then, are a few key secrets for ye counsellors of the Middle Ages. Whisper wisely into thy liege's ear that the empire might flourish! **CSW**

FLIGHT CONTROL SYSTEM

ENJOY THE BEST
IN AUTHENTIC
RESPONSE WITH
TRUE
HANDS ON STICK AND THROTTLE
FLYING
FEATURING EIGHT INDEPENDENT
PUSH BUTTON CONTROLS IN A
PERFECTLY CONTOURED GRIP.



WORKS WITH:
F-15 FROM MICROPROSE
F-16 FROM SPECTRUM HOLOBYTE
A-6 FROM SPECTRUM HOLOBYTE
JET FIGHTER FROM VELOCITY
A-10 FROM DYNAMIX
F-19 FROM MICROPROSE
BATTLE OF BRITAIN FROM LUCASFILM
BATTLE HAWKS FROM LUCASFILM

COMPATIBLE WITH AT/386
MADE IN THE U.S.A.



ThrustMaster®
705 S.W. ELLIS
LAKE OSWEGO, OR 97034
(503) 697-3200

All the graphics, all the action, all the stats!

SSI sets the standard with TONY LA RUSSA'S ULTIMATE BASEBALL.

When the premier manager of pro baseball puts his name on a game, you know it has to be the very best: State-of-the-art graphics and ultra realistic action. Ballparks with different fence distances, wind conditions and turf surfaces. And all the stats:

49 batting, 14 fielding and 44 pitching stat categories! Sorted any way you like. You make the call.

TOPPS BUCKSHOT™
INSIDE GAME
SPORTS PAPER'S
Wilson **Mizuno**

TO ORDER: Visit our retailer. VISA/MC orders, call 1-800-245-4525 (in USA & Canada). By mail, send check or money order to Electronic Arts, P.O. Box 7530, San Mateo, CA 94403. To receive SSI's complete product catalog, send \$1.00 to: SSI, 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086.

Tony La Russa's ULTIMATE BASEBALL®

TONY LA RUSSA'S ULTIMATE BASEBALL comes with the stats of yesteryears' legendary superstars. You can also enter the numbers for any player on any pro team — or even those on your local league. Choose to play a game with top-notch arcade action, or let the computer play through a 162-game season in a few hours!

► IBM

► C-64/128
(Not all features are available for C-64/128 version)

Watch for
upcoming
Data Disks!

STARTING LINEUP VS. LHP/LOS ANGELES									
POSITION	NUMBER	NAME	TEAM	STATUS	AB	R	H	RBI	AVG
1	1	LA RUSSA, TONY	LA	LF	593	16	107	42	.180
2	2	LA RUSSA, TONY	LA	CF	479	21	84	1	.173
3	3	LA RUSSA, TONY	LA	RF	519	41	88	4	.170
4	4	LA RUSSA, TONY	LA	1B	579	42	30	3	.169
5	5	LA RUSSA, TONY	LA	2B	584	40	3	3	.164
6	6	LA RUSSA, TONY	LA	3B	695	6	2	104	.161
7	7	LA RUSSA, TONY	LA	SS	665	27	3	1	.159
8	8	LA RUSSA, TONY	LA	C	487	28	3	3	.158
9	9	LA RUSSA, TONY	LA	P	36	0	3	3	.157
10	10	LA RUSSA, TONY	LA	OF	387	16	25	6	.156
11	11	LA RUSSA, TONY	LA	OF	648	28	3	3	.155
12	12	LA RUSSA, TONY	LA	OF	527	17	25	19	.154
13	13	LA RUSSA, TONY	LA	OF	533	30	29	2	.153
14	14	LA RUSSA, TONY	LA	OF	574	4	23	4	.152

EDIT INDIVIDUAL PITCHING STATISTICS									
NAME	TEAM	STATUS	AB	R	H	RBI	AVG	ERA	WHIP
LA RUSSA, TONY	LA	LF	593	16	107	42	.180	3.50	1.20
LA RUSSA, TONY	LA	CF	479	21	84	1	.173	3.50	1.20
LA RUSSA, TONY	LA	RF	519	41	88	4	.170	3.50	1.20
LA RUSSA, TONY	LA	1B	579	42	30	3	.169	3.50	1.20
LA RUSSA, TONY	LA	2B	584	40	3	3	.164	3.50	1.20
LA RUSSA, TONY	LA	3B	695	6	2	104	.161	3.50	1.20
LA RUSSA, TONY	LA	SS	665	27	3	1	.159	3.50	1.20
LA RUSSA, TONY	LA	C	487	28	3	3	.158	3.50	1.20
LA RUSSA, TONY	LA	P	36	0	3	3	.157	3.50	1.20
LA RUSSA, TONY	LA	OF	387	16	25	6	.156	3.50	1.20
LA RUSSA, TONY	LA	OF	648	28	3	3	.155	3.50	1.20
LA RUSSA, TONY	LA	OF	527	17	25	19	.154	3.50	1.20
LA RUSSA, TONY	LA	OF	533	30	29	2	.153	3.50	1.20
LA RUSSA, TONY	LA	OF	574	4	23	4	.152	3.50	1.20

STATISTICAL LEADERS									
NAME	TEAM	STATUS	AB	R	H	RBI	AVG	ERA	WHIP
LA RUSSA, TONY	LA	LF	593	16	107	42	.180	3.50	1.20
LA RUSSA, TONY	LA	CF	479	21	84	1	.173	3.50	1.20
LA RUSSA, TONY	LA	RF	519	41	88	4	.170	3.50	1.20
LA RUSSA, TONY	LA	1B	579	42	30	3	.169	3.50	1.20
LA RUSSA, TONY	LA	2B	584	40	3	3	.164	3.50	1.20
LA RUSSA, TONY	LA	3B	695	6	2	104	.161	3.50	1.20
LA RUSSA, TONY	LA	SS	665	27	3	1	.159	3.50	1.20
LA RUSSA, TONY	LA	C	487	28	3	3	.158	3.50	1.20
LA RUSSA, TONY	LA	P	36	0	3	3	.157	3.50	1.20
LA RUSSA, TONY	LA	OF	387	16	25	6	.156	3.50	1.20
LA RUSSA, TONY	LA	OF	648	28	3	3	.155	3.50	1.20
LA RUSSA, TONY	LA	OF	527	17	25	19	.154	3.50	1.20
LA RUSSA, TONY	LA	OF	533	30	29	2	.153	3.50	1.20
LA RUSSA, TONY	LA	OF	574	4	23	4	.152	3.50	1.20

SSI

STRATEGIC SIMULATIONS, INC.®

NEW YORK LOS ANGELES									
NAME	TEAM	STATUS	AB	R	H	RBI	AVG	ERA	WHIP
LA RUSSA, TONY	LA	LF	593	16	107	42	.180	3.50	1.20
LA RUSSA, TONY	LA	CF	479	21	84	1	.173	3.50	1.20
LA RUSSA, TONY	LA	RF	519	41	88	4	.170	3.50	1.20
LA RUSSA, TONY	LA	1B	579	42	30	3	.169	3.50	1.20
LA RUSSA, TONY	LA	2B	584	40	3	3	.164	3.50	1.20
LA RUSSA, TONY	LA	3B	695	6	2	104	.161	3.50	1.20
LA RUSSA, TONY	LA	SS	665	27	3	1	.159	3.50	1.20
LA RUSSA, TONY	LA	C	487	28	3	3	.158	3.50	1.20
LA RUSSA, TONY	LA	P	36	0	3	3	.157	3.50	1.20
LA RUSSA, TONY	LA	OF	387	16	25	6	.156	3.50	1.20
LA RUSSA, TONY	LA	OF	648	28	3	3	.155	3.50	1.20
LA RUSSA, TONY	LA	OF	527	17	25	19	.154	3.50	1.20
LA RUSSA, TONY	LA	OF	533	30	29	2	.153	3.50	1.20
LA RUSSA, TONY	LA	OF	574	4	23	4	.152	3.50	1.20

NEW YORK LOS ANGELES									
NAME	TEAM	STATUS	AB	R	H	RBI	AVG	ERA	WHIP
LA RUSSA, TONY	LA	LF	593	16	107	42	.180	3.50	1.20
LA RUSSA, TONY	LA	CF	479	21	84	1	.173	3.50	1.20
LA RUSSA, TONY	LA	RF	519	41	88	4	.170	3.50	1.20
LA RUSSA, TONY	LA	1B	579	42	30	3	.169	3.50	1.20
LA RUSSA, TONY	LA	2B	584	40	3	3	.164	3.50	1.20
LA RUSSA, TONY	LA	3B	695	6	2	104	.161	3.50	1.20
LA RUSSA, TONY	LA	SS	665	27	3	1	.159	3.50	1.20
LA RUSSA, TONY	LA	C	487	28	3	3	.158	3.50	1.20
LA RUSSA, TONY	LA	P	36	0	3	3	.157	3.50	1.20
LA RUSSA, TONY	LA	OF	387	16	25	6	.156	3.50	1.20
LA RUSSA, TONY	LA	OF	648	28	3	3	.155	3.50	1.20
LA RUSSA, TONY	LA	OF	527	17	25	19	.154	3.50	1.20
LA RUSSA, TONY	LA	OF	533	30	29	2	.153	3.50	1.20
LA RUSSA, TONY	LA	OF	574	4	23	4	.152	3.50	1.20



F-29 Retaliator

Or the ATF on a Budget

by Loyd Case, Jr.



TITLE:	F-29 Retaliator
SYSTEM:	Amiga, IBM
COPY PROTECT:	Document Check
PRICE:	\$49.95
PUBLISHER:	Ocean Software, Ltd. Manchester, UK

The computer gamer's hangar must be getting full, this year. So far, 1991 has seen the release of *Red Baron*, *Jetfighter II*, *F14 Tomcat*, *Chuck Yeager's Air Combat* and *F-29 Retaliator*. Still to be released this year are: *Secret Weapons of the Luftwaffe*, *Falcon 3.0*, *Wing Commander II*, *F117 Stealth Fighter II*, *Gunship 2000* and *Strike Commander*. Whew!

All this activity surely must have produced games suited to the differing tastes of gamers. While some games strive for an extremely high level of realism, like *Falcon 3.0*, others strive for an easier, more minimalist approach. Like the automobile business, there are full-featured games ("luxury cars" which are "loaded"), mid-sized games with a good mix of features ("mid-sized, family cars") and compact games ("econoboxes"). *F-29 Retaliator* is definitely an economical choice — \$49.95 versus the projected \$69.95 retail of *Falcon 3.0* — and, while it may be "stripped-down" with regard to features, *F-29* still offers a solid game-playing experience, within its limitations.

When the player first fires up *F-29*, there are some introductory graphics screens to set the mood. Even the copy protection screen, asking the player to type in a sector number from any one of the four combat theaters, helps maintain the overall atmosphere of the game. Then the player is prompted to create a pilot character and choose a rank (it's best to start as a lieutenant). One of two fighters can be chosen: the F-22 (recently chosen as the next generation Advanced Tactical Fighter — ATF — by the Pentagon) and the F-29, a purely experimental, forward-swept-wing aircraft. Weapons loads are also variable, and need to be chosen carefully before the mission commences, based on the mission facing the player.

At this point, the would-be pilot is at the main menu. Selection six is called "Zulu Alert," and is essentially a free-flight arcade mode. At this setting, the fighter has infinite ammo (but only 8 chaff and flares!) and flies around until either running out of ammunition or fuel. This scenario offers an excellent way to get a feel for the game, because no harm can come to the pilot character and, take it on faith, there is going to be a lot that can harm the pilot.

Other menu selections allow the player to pick the theater of operations (including the Arizona Test Range, Pacific, Middle East and European missions, in ascending order of difficulty). All of these missions allow the pilot to advance in points — but points are never actually displayed. Rather, the character is automatically promoted at certain intervals. Early missions allow an "instant landing" option, but it's best to figure out how to land early in one's career because later missions require the player to land the game before the mission is complete — and the switch from "no landings" to "landings required" happens abruptly.

Sierra Hotel (The Good Stuff)

Except for occasional glitches, *F-29* is one of the smoothest scrolling flight simulators around. Even when there are multiple bogies in the air, the frame rate remains rock steady. The graphics, within the game's limited world, (see below) are good, polygon-rendered drawings. It's also refreshing to see realistic buildings, including control towers, skyscrapers, radar screens and features beyond the usual "Great Pyramid" mountains. The soundtrack and sound effects significantly add to the atmosphere of the game (that is, when using a sound card). Another nice touch is the scrolling map in one of the displays on the fighter console. It's very easy to keep track not only of the fighter's location, but its relative direction as well. The controls are fairly simple and well laid out. The return key selects the current weapon and the mnemonics required for various activities are mostly logical ("G" for landing gear, "F" for flaps, and so on). The joystick control is straightforward as well; button 2 locks onto a target and button 1 fires.

Mindcraft Presents:
Strategic Starship Combat at
Its Best!

For IBM/Tandy, Amiga and Atari ST

RULES OF ENGAGEMENT

FLEET ALERT!!

The Federated Worlds expand and explore! What they find is not always what they seek! Now, more than ever, the FW Space Navy needs expert—even brilliant—commanders!

Is this the job for you??

Rules of Engagement will test your mettle as a starship commander and a starfleet strategist. Design the finest ships, from fearless fighters to dauntless dreadnoughts! Assign your captains to their most suitable missions! Resign yourself to countless hours in deep-space combat against bloodthirsty aliens and wily rebels!

Rules of Engagement gives you a multitude of scenarios in the exciting universe of the Federated Worlds' expansion. And, when you've mastered them, create your own!

Design your own starships, fleet commanders, insidious aliens—even your own starsystems to explore and conquer! There is no end to the worlds of the **Rules of Engagement!**

Combine your future battles with
Omnitrend's Interlocking
Game System!

MINDCRAFT

Rules of Engagement is a product of Omnitrend Software, Inc., published by Mindcraft Software, Inc.
Actual photos from the IBM/VGA version. Other versions may vary.

OMNITREND
SOFTWARE



BREACH 2

The FWSF Marines are at your command, when the time has come for a boarding party or a planetary assault! Fight these tactical battles with **Breach 2**, using Omnitrend's *Interlocking Game System!*

Rules of Engagement and **Breach 2** are now available at your favorite retailer, or order directly by calling 1-800-245-4525.

Circle Reader Service #51

The flight model is also reasonably good. Sharp turns decrease speed (unlike what occurs in some flight sims), landing gear is damaged if lowered at too high a speed and, while there is no rudder, sharp turns are performed by pulling the stick back as well as pushing it left or right. The only tricky part to *F-29* is landing: landings are very unforgiving, with no crash landings allowed. The player either lands the plane correctly or is dead.

In addition to these features, there is a head-to-head mode available for players with modems.

It's a Small, Small World

As stated earlier, *F-29 Retaliator* is an economical choice. For the most part, this is fine, but there are some areas in which the minimalism detracts from gameplay and realism. The most annoying of these limitations is the size of the "world." *F-29* combats are fought within a 100-square mile area. If the plane is flown outside of this "world," the pilot falls off the edge (good thing Columbus didn't fly airplanes). Well, not quite, but that might as well happen. Actually, the map screen on the control panel turns black. Worse, if the player is chasing an enemy plane that happens to fly off the screen, the enemy plane disappears! More than once, this reviewer was in hot pursuit of an enemy plane, closing in for the kill, only to run out off the edge of the world and lose the target. To top it off, when the jet is flown back into known airspace, more often than not, the previously targeted enemy is now on the player's six!

There are other less annoying but still frustrating problems. The program tends to lock up the system occasionally in the entry and exit screens (though this was never experienced during

flight). Also, once the system froze while it was saving the progress file, losing all progress during that session (save early and save often). Every time a new mission starts, the game defaults to keyboard control. The joystick must be manually selected at the start of every mission, not simply upon boot-up. Also, the game is very unforgiving. The player's pilot character can be killed very easily — and there is no save feature, so hitting the reset button is often necessary. Note that progress can be saved for successful pilots, but everything starts over every time a new pilot is created. This may be more real, but detracts from gameplay. This author found the "try it again" feature in *Jet-fighter II* to be much more satisfying on this account.

As befits the game (and is typical of imported software), the manual is also minimalist. Nearly half of the rather thin documentation is taken up with mission descriptions. There is a list of available weapons, as well as a catalog of controls, but almost no information on how to use them! For example, there is a panel display for Beyond Visual Range Radar (BVR), as well as weapons that could be effective BVR — but no clue as to how the combination works together.

Small is Beautiful

Despite its flaws, *F-29* is an enjoyable diversion. Its relatively low cost and ease of entry is a boon for those who are either on limited budgets or want a taste of what combat flight simulators are about without reaching the level of complexity in some of the genre leaders. While its handling of the limited flying world and lack of more sophisticated features might turn off the flight sim cognard, *F-29 Retaliator* is a good game for those ready to enter "basic training" in the combat flight simulator category. **ew**

SIRIUS COMMAND

Play-By-Mail
with
20 people
per game!



What is this game about?

- ☆ It's leading your own **Major Power Nation** on a present day planet with 120 nations . . .
- ☆ It's **Dynamic World Economics** . . .
- ☆ It's **Espionage and Diplomacy** . . .
- ☆ It's **Anti-/Missile/Tacforce Combat** . . .
- ☆ It's **Warfare** of one kind *or the OTHER!*

Rules alone \$ 4.00
Per Turn \$ 4.55

New Player Pack (rules +2 turns) \$ 9.00
Expect 2 weeks between turns (US Mail)

Mail your check or write for more details to:

Inner Dimension Games
51 Henry W. Dubois Drive
New Paltz, NY 12561



Phone (914) 255-7028 Compuserve 72600,743 Prodigy MJXW95A

Joppa Computer Products

(800)876-6040 (Orders) / (301)676-1948 (Info)
(301)676-2989 (FAXed Orders Deduct \$2.00)

IBM Compatible Entertainment Software

688 Attack Sub	19	Railroad Tycoon	35	Specials (Limit Qty)	
A-10 Tank Killer	29	Red Baron	35	Airborne Ranger	16
Air Strike USA	26	Renegade Legion	37	DM Assist Vol. #2	9
Bards Tale 3	31	Savage Empire	35	Dragons of Flame	11
Das Boot	31	Second Front	37	F-15 Strikeagle	9
DRAGON Force	31	S/W of Luftwaffe	37	Gunship	15
F-15 Strikeagle 2	32	Silent Service 2	35	Heroes of Lance	11
F-19 Stealth	41	Sim City	29	Phantasie 3	9
Harpoon	37	Sim Earth	41	Pirates	15
Harpoon 2 or 3	21	Star Saga 1 or 2	31	Questron 2	9
Imperium	26	Stormovik	31	Red Lightning	14
Kings Quest 5	41	Their Finest Hour	37	Shiloh	9
Knights of the Sky	35	Tunnels & Trolls	31	Silent Service	9
Lightspeed	35	Ultima 6	41	Star Command	11
M1 Tank Platoon	41	UMS 2: B/Nations	35	Stellar Crusade	12
MegaFortress	37	War of the Lance	31	Sword of Samurai	16
Populous	31	Wing Commander	41	Wargame Constr.	9

2400 External Modem w/9600 SendFAX \$109.00

PO Box 226 / Joppa, MD 21085

Shipping: add \$4.00; 2nd Day Air add \$6.00. COD orders add \$4.25. APO & Overseas charged minimum \$6.00. Orders less than \$20 add \$2.00. ALL software sales are final, defectives replaced with same. **NO additional charges for VISA & MC orders.**

We also stock a large selection of Atari ST Software.

4D Boxing	31.95	Conquest of Camelot	36.95
A-10 Avenger	34.95	Conspiracy	34.95
A-10 Tank Killer Upgrade V.1.5	36.95	Continuum	30.95
AD&D Collector's Edition	37.95	Corporation	30.95
AH-64 Helicopter	33.95	Crescent's Hawks Revenge - BT2	30.95
Action Stations	49.95	Crime Does Not Pay	30.95
Ancient Battles	25.95	Curse/Azure Bonds	31.95
Ancient Glory	25.95	D/Generator	31.95
Andretti's Racing Challenge	31.95	Darklands	CALL
Arachnophobia	30.95	Das Boot Submarine	17.95
Are We There Yet?	31.95	Death Knights of Kryn	31.95
Armada 25/25	31.95	Deluxe Paint Animation	84.95
Auto Map	53.95	Deluxe Paint Enhanced	82.95
ATP-Airline Trans Pilot	36.95	Disney's Animation Studio	79.95
Bane of the Cosmic Force	36.95	Dream Team 3 on 3	30.95
Bards Tale III	31.95	Eagle's Rider	30.95
Bards Tale Construction Set	33.95	Earl Weaver II	31.95
Baseball Collector	30.95	Commissioners Disk	20.95
Battle Chess 1 or 2	30.95	MLBPA Player/Stat	17.95
Battlehawks/Finest Hour: BOB	37.95	Elite Plus	30.95
Battle Isle	31.95	Elvira Mistress of the Dark	36.95
Battlestorm	30.95	Empire	31.95
Battletech 2	30.95	Eye of the Beholder	31.95
Bill Elliot Nascar Challenge	30.95	Eye of the Beholder 2	37.95
Blitzkrieg	30.95	F-117A Nighthawk	41.95
Captive	31.95	F-14 Tomcat	30.95
Carmen SanDiego/Each	30.95	F-15 Strike Eagle II	34.95
Carmen SanDiego America	36.95	Scenario Disk #1 - F15/2	19.95
Carmen World Deluxe	47.95	F-29 Retaliator	30.95
Castles	36.95	FFL Fantasy Football	22.95
Castlemania	25.95	Falcon 3.0	41.95
Centurion	17.95	Fire Team 2000	30.95
Chessmaster 2100	31.95	Flames of Freedom	30.95
Chessmaster/Gin/Cribbage King	37.95	Flight Simulator 4.0	30.95
Circuit's Edge	30.95	Future Wars	31.95
Civil War	37.95	Games People Play	25.95
Codename: Iceman	36.95	Lakers vs. Celtics	30.95
Colonel's Bequest	36.95	LaRusa Ultimate Baseball	31.95
Command HQ	36.95	Leisure Suit Larry 2 or 3	36.95
Conan the Cimmerian	30.95	Leisure Suit Larry 1 Enhanced	36.95
Conflict: Middle East	37.95	Lemmings	30.95
		LHX Attack Chopper	25.95

Hard Ball II	30.95	Life and Death 1	20.95
Harpoon	37.95	Life and Death 2	31.95
Battleset 2 or 3	30.95	Light Speed	36.95
Scenario Editor	25.95	Links	36.95
Harpoon Challenger Pak	57.95	Bayhill, Bountiful or Firststone	17.95
Heart of China EGA/256 VGA	36.95	Lost Admiral	36.95
Hound of Shadow	17.95	Lost Patrol	31.95
Hoverforce	30.95	MT Tank Platoon	42.95
Hoyles Book of Games 1 or 2	21.95	MLPA Player Stats & Manager	14.95
Hoyles Book of Games 3	30.95	Madden Football	31.95
HyperSpeed	36.95	NLPA '89 Players	17.95
Immortal, The	25.95	Magical Candles II	37.95
Imperium	25.95	Magnetic Scrolls	36.95
Indy Jones Advntr Enhd 256 Color/256	37.95	Manager's Challenge	24.95
Indy Jones 4: Fate of Atlantis	37.95	Martian Dreams	36.95
Indianapolis 500	17.95	Martian Memorandum	36.95
Ishido	34.95	Mavis Beacon Typing	31.95
J. Nicklaus Unlmt. Golf	36.95	M.B. Type/Office Manager Bundle	45.95
Course Disks 1-5 Each	15.95	Medieval Lords	37.95

IBM SOFTWARE

Greatest 18 Holes of '91	15.95	Medieval Warrior	21.95
Course Designer's Clip Art V.1	17.95	Megafortress	37.95
James Bond: The Stealth Affair	34.95	Mission Disk #1	23.95
Jet Fighter 2	39.95	Megatraveler I or II	36.95
Joe Montana Football	30.95	Micro League Personal Pro	30.95
Jones' in the Fast Lane	24.95	Might & Magic III	44.95
Keys to Maramon	23.95	Mixed-Up Mother Goose Enhnd	30.95
King's Quest 1 Enhanced	30.95	Monopoly	25.95
King's Quest 2 or 3	30.95	Murder	30.95
King's Quest 4 or 5	36.95	Nations at War	37.95
King's Quest 5 Enhanced	41.95	No Greater Glory	37.95
Knight of Legend	30.95	Nobunga's Ambition 1 or 2	36.95
Knight of the Sky	36.95	Operation Combat	30.95
Lakers vs. Celtics	17.95	Oregon Trail	30.95
LaRusa Ultimate Baseball	31.95	Overlord	30.95
L'Emperer	36.95	PGA Golf Tour	31.95
Leisure Suit Larry 2 or 3	36.95	PGA Limited Edition	45.95
Leisure Suit Larry 1 Enhanced	36.95	Course Disk	17.95
Lemmings	30.95	Perfect General	36.95
LHX Attack Chopper	25.95	Planet's Edge	37.95

Playroom	30.95	Teenage Mutant Ninja Turtles	25.95
Police Quest I	30.95	Tie Break Tennis	24.95
Police Quest II	36.95	Terminator	33.95
Pools of Darkness	31.95	Test Drive III	36.95
Pools of Radiance	31.95	Road & Car #1	15.95
Populous	20.95	Tetris/Weltris Bundle	30.95
Powermonger	31.95	Thunderhawk	30.95
Prince of Persia	31.95	Tracoon II	30.95
Pro Tennis Tour 2	31.95	Tony LaRusa Ultimate Baseball	31.95
Quest for Glory 1	36.95	Twilight: 2000	36.95
Railroad Tycoon	36.95	Ultima VI	41.95
Red Baron	36.95	UMS: Nations at War	36.95
Renegade Legion Interceptor	37.95	Universal Military Simulator 2	36.95
Rise of the Dragon	36.95	US Atlas	44.95
Romance of the Kingdom 1 or 2	42.95	US Atlas for Windows	44.95
Rules of Engagement	37.95	Vengeance of Excalibur	30.95
Savage Empire	36.95	Warlord	30.95
Scrabble Deluxe Edition	30.95	Weaver Baseball II	31.95
Secret of Monkey Island-256 color/37.95	37.95	Weaver Commemorative Edition	64.95
Secret of Monkey Island-EGA	25.95	Weaver Commissioner's Disk II	20.95
Secret of Monkey Island 2	37.95	Western Front	37.95
Secret Weapons/Luftwaffe	42.95	Where in the ... Carmen each	30.95
Mission Disk	20.95	Where America Carmen	36.95
Secret/Silver Blades	31.95	Where World Carmen Deluxe	47.95
Shadow Sorcerer	31.95	Where Time Stood Still	24.95
Shuttle	36.95	White Death	30.95
Siege	32.95	Wing Commander	41.95
Silent Service II	37.95	Mission Disk 1 or 2	19.95
Sim City	30.95	Wing Commander II	41.95
Graphic Set 1 or 2 ea	21.95	Speech Accessory Pack	14.95
Sim Earth AT H/D	41.95	Wizardry Trilogy	31.95
Space 1 Enhanced	36.95	Wiz -Bane of the Cos Forge	36.95
Space Inc	37.95	Wolf Pak	14.95
Space Quest 2	30.95	Wonderland	36.95
Space Quest 3	36.95	World Atlas 2.0	37.95
Space Quest 4 Enhanced	36.95	World Atlas 3.0 for Windows	49.95
Spellcasting 101	36.95	World Class Soccer	24.95
Star Control	30.95	Worlds at War	30.95
Storm Across Europe	37.95	Worldtris	Call
Street Rod II	17.95	Xenocide	30.95
Strip Poker 3	30.95	Yeager's AFT V.2.0	17.95
Super Solvers: Treas Mount	30.95	Yeager's Air Combat	37.95

Packard Bell

VGA Upgrade Monitor Package

Packard Bell PB 8508
14" VGA .41DP 640 x 480
with
CARDINAL 16 Bit
VGA Board
Both
\$299
for Only

JOYSTICKS-PC

MACH 3 Joystick	\$29
MAXX Flight Yoke	\$69
MAXX Pedal - NEW	\$39
Flight Stick	\$44
Hi Speed Adaptor	\$19
Gravis Joystick	\$35
Gamecard 3 Auto	\$30

JOYSTICKS - AMIGA

Wico Ergo Stick	\$18
Gravis	\$31
Gravis Mouse Stick	\$65

MICE - AMIGA

Golden Image	
Opto-Mechanical	\$35
Fully Optical SALE!	\$49.

PRINTERS

PANASONIC

KX-P 1123	\$209	KX-P 2624	\$439
KX-P 1124i	\$279	KX-P 1654	\$535
KX-P 1180	\$149	KX-P 4420	\$789
KX-P 1624	\$339	KX-P 4450i	Call

STAR

NX-1001 Multifont	\$145
NX-1020 Rainbow	\$185
NX-2420	\$279
NX-2420 Rainbow	\$299

CITIZEN

200 GX	\$159
200GX-15	\$299
GSX130	\$239
GSX 140 PLUS	\$299
GSX 145 Wide Carriage	\$379
Color Kit -200GX/GSX-140	\$49
Color Kit GSX-145	\$65

MASTER 3A \$79

Ext. Disk Drive for Amiga

Sound Master II

with Speakers \$139

Sound Blaster \$149

Sound Blaster Speakers \$29

MediaVision

Pro Audio Spectrum \$239

NEW ThunderBoard Call

SPECIAL PURCHASE

Ad Lib Music Card \$79

MODEMS

Cardinal 2400 Internal	\$65
Cardinal 2400 External	\$95
Cardinal 2400 Internal w/ Send/Receive	\$112
Cardinal 2400 Internal with MNPS	\$119
Cardinal 2400 External with MNPS	\$145
Cardinal 9600 Internal V.42 w/ MNPS	\$379
Cardinal 9600 External V.32 w/ MNPS	\$409
Hayes Modem Pocket Edition 2400	\$125
Supra 2400 Internal	\$59
Supra 2400 External	\$85
Supra 2400 Plus Int. w/ MNPS V.42 BIS	\$109
Supra 2400 Plus Ext. w/ MNPS V.42 BIS	\$135
Supra 9600 Ext. V.32 V.42 bis	\$479
Telebit V.32 Modem - 11600	\$489
U.S. Robotics Sportster Int. w/ MNPS 5	\$129
U.S. Robotics Sportster Ext. w/ MNPS 5	\$165
U.S. Robotics Sportster V.32 9600 Int.	\$389
Zoom 2400 Internal	\$65
Zoom 2400 External	\$75
Zoom 2400 Internal with Send/Receive	\$119
Zoom 2400 External w/ Send/Receive	\$129
Zoom 2400 V.42 BIS External	\$149

Since 1982 ComputAbility Consumer Electronics

Software & Computer Specialists

800-558-0003

FAX (414) 357-7814

INFO (414) 357-8181

HOURS:

MON-FRI 9am-9pm • Sat 11am-5pm

PO Box 17882, Milwaukee, WI 53217

688 Attack Sub	31.95	Civil War	37.95
A10 Tank Killer	30.95	Codename: Iceman	36.95
Abyss	24.95	Colonel's Bequest	36.95
Action Stations	30.95	Conan the Cimmerian	30.95
All In One	43.95	Conflict: Middle East	36.95
Amiga Classics Trilogy: Starglider	36.95	Conquest of Camelot	36.95
Carrie Cmd. Midwinter	36.95	Continuum	30.95
Arachnophobia	28.95	Corporation	30.95
Armour Geddon	28.95	Crackdown	17.95
Awesome	36.95	Crime Does Not Pay	30.95
Atornino	31.95	Curse/Azure Bonds	31.95
Ball Game	24.95	Das Boot Submarine	31.95
Bane/Cosmic Forge 1 Meg	36.95	Death Knights of Kryn	31.95
Bane/Cosmic Forge Survival Kit	12.95	Demoniac	30.95
Bard's Tale III	31.95	Death Tracy	30.95
Battle Chess	28.95	Disney Animation Studio	79.95
Battle Chess II	30.95	Distant Sun V.4.0	61.95
Battle Command	23.95	Dragon's Lair	31.95
Battle Isle	31.95	Dragon's Lair II/Time Warp	34.95
Battle Squadron	24.95	Dragon Strike	31.95
Battlestorm	30.95	Dragon Wars	30.95
Raid Bandit	28.95	Duck Tails	28.95
Bill Elliot Nascar Challenge	30.95	Dungeon Master	24.95
Billy the Kid	23.95	ECO Phantoms	24.95
Birds of Prey	24.95	Eagle's Rider	30.95
Black Gold	24.95	Elvira	36.95
Blades of Steel	28.95	Empire	31.95
Blitzkrieg	30.95	Escape from Singes Castle	28.95
Blood Relations	31.95	Eye of the Beholder	37.95
Blue Max	31.95	Eye of the Beholder 2	37.95
Budokan	25.95	F-15 Strike Eagle II	36.95
Captive	29.95	F-29 Retaliator	31.95
Cardinal of the Kremlin	30.95	Falcon	30.95
Carmen SanDiego/Each	30.95	Operation Counterstrike	16.95
Carmen SanDiego - America	36.95	Operation Fire Fighter	19.95
Centurion	31.95	Flames of Freedom	30.95
Champions of Kryn	31.95	Flight of the Intruder	36.95
Chaos- Dungeon Master 2	24.95	Flight Simulator II	30.95
Chessmaster 2100	31.95	Full Metal Planet	30.95
Chuck Yeager AFT 2.0	25.95	Galactic Empire	24.95

Gateway to the Savage Frontier	31.95	Lemmings	30.95
Genghis Kahn	36.95	Lost Patrol	31.95
Germ Crazy	24.95	M-1 Tank Platoon	36.95
Gunboat	30.95	Magnetic Scrolls	36.95
Halls of Montezuma	30.95	Map Master for Lightwave 3D	57.95
Hardball II	30.95	Maverick	24.95
Hard Nova	31.95	Mavis Beacon Typing	31.95
Harley Davidson	31.95	McGee Fun Fair	24.95
Harpoon	37.95	Mega-Traveller 1	36.95
Battleset 2, 3 or 4	20.95	Mega Fortress	37.95
Scenario Editor	25.95	Mission Disk #2	23.95
Harpoon Challenger Pak	57.95	Mercenaries	37.95
Heart of China	36.95	Mid Winter	24.95
Heros Quest	36.95	Medieval Warrior	30.95
Hoyles Book of Games 1 or 2	21.95	Might and Magic II	37.95
Hyperforce	30.95	Mind Link	28.95
Hunt for Red October	20.95	Mixed-Up Mthr Goose Enhanced	36.95
Immortal	31.95	Monday Night Football	36.95
Imperium	25.95	Monopoly	30.95
Indy Jones 4: Fate of Atlantis	37.95	Monty Python	32.95

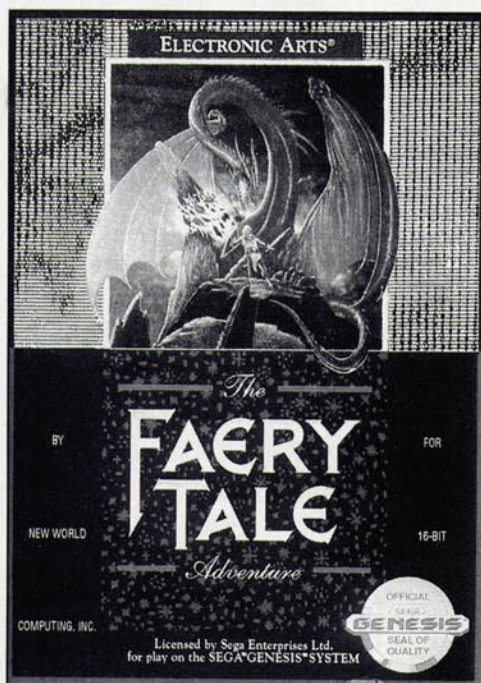
AMIGA SOFTWARE

Indianapolis 500	31.95	Nations at War	37.95
Jack Nicklaus Unlimited	36.95	New York Warriors 1 Meg	30.95
Course Disk #1-#5	15.95	Nitro	28.95
Course Designer's Clip Art V.1	17.95	Nobunga's Ambition	36.95
James Bond: Stealth Affair	34.95	Obitus	36.95
Jones in the Fast Lane	24.95	Operation Combat	30.95
Keys to Maramon	30.95	Overlord	30.95
Killing Game Show	28.95	PGA Tour Golf	31.95
King's Bounty	31.95	Perfect General	36.95
King's Quest 1 Enhanced	24.95	Pick 'n' Pile	25.95
King's Quest 2 or 3	30.95	Planet of Lust	24.95
King's Quest 4 or 5	36.95	Police Quest 1	30.95
King's Quest 5 Enhanced	36.95	Police Quest 2	36.95
Knight of the Krystallion	36.95	Pools of Darkness	37.95
Knights of the Sky	36.95	Pools of Radiance	31.95
Leisure Suit Larry I Enhnd	36.95	Populous	31.95
Leisure Suit Larry 2 or 3	36.95	Powermonger	31.95

ORDERING INFO: Specify system. For fast delivery send cashiers check or money order. Personal & company checks allow 14 business days to clear. P.O.'s welcome. **C.O.D. charges are \$4.00.** In Continental U.S.A. include \$4.00 for software orders 5% shipping for hardware, minimum \$5.00. MasterCard and Visa orders please include card #, expiration date and signature. WI residents please include 5% sales tax. HI, AK, PP, APO, Puerto Rico and Canadian orders, please add 6% shipping, **minimum \$6.00.** All other foreign orders add 15% shipping,

“Console”ing Your Imagination With the *Might and Magic* of a *Faery Tale Adventure*

by Peter Olafson



Computer games converted to console format sometimes seem like adults who, arriving late for a big family dinner, are relegated to seats at the children's table. It is not so bad down there (as long as there's enough dessert to go around), but they feel obliged to scale down their conversation to fit in better with their surrounding nieces and nephews, and they keep bumping their knees against the low table. They're just a mite out of their element.

As consoles become more like computers, computer translations are, naturally, becoming more like sitting up with the grownups. Such is the case with two recent **Genesis** releases: *Faery Tale Adventure* and *Might & Magic: Gateway to Another World* (which is actually *Might & Magic II*), both converted by **New World Computing** and released by **Electronic Arts**.

They not only retain much of the flavor of the computer originals — both for bet-

ter and for worse — but each has been subtly improved in terms of playability.

A Whale of a Tale (*Faery Tale Adventure*)

FTA's appearance is an especially happy event. This landmark game was quite unlike anything the computer gaming world had seen or heard when **Microillusions** released it for the Amiga in 1987, and its considerable charm and style are almost fully intact on the Genesis in 1991.

The heart and soul of the game is spectacular graphics and music, and these have been left virtually untouched. *FTA*'s vast continent of Holm — grasslands to mountains to tilled fields to forests to bosky village to paranoid city — is as

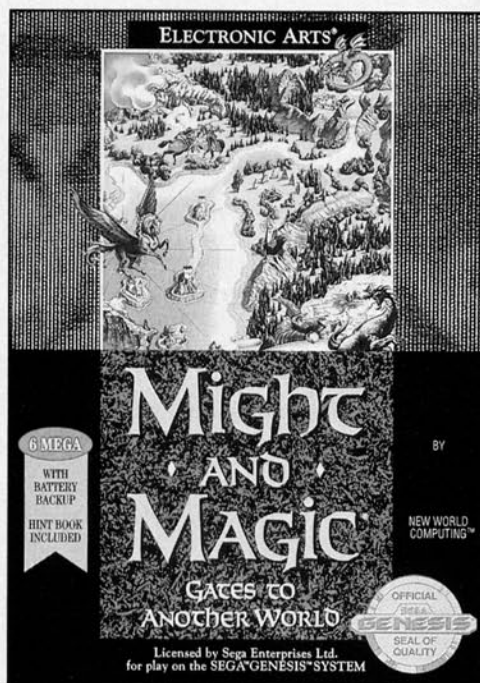
lush as a well-watered lawn. (Only the people lack definition.) The player peers down from another one of those security-camera angles at one of three brothers searching the continent for his village's missing talisman, and one might as well be looking into one's own backyard. *FTA* has a happy, familiar tang to it right from the start. Oh, there's no place like Holm.

Size may have something to do with it. One could walk through this game for a half-hour or more and still not get to the original destination. Holm's hard-edged landscape scrolls smoothly in eight directions with only the slightest of pauses for loading, and it feels as though it goes on forever.

It's also a definite pleasure to find a game that emphasizes the joys of travel and that underplays combat (just seeing what there is to see and not trying to kill it first). To be sure, there is a good deal of fighting and the brothers three will die a lot during the early play sessions of the game, but this awkwardness is of decidedly short duration and small-scale, featuring four villains at a time, tops. (The principal requirement for a successful attack is simply staying on the same linear plane as one's opponent and, in defense, staying away from it.)

Another delight is the music. It contributes immeasurably to making Holm a place, not simply another cardboard cutout continent (which is, of course, ex-





rob FTA of some of the pleasure of discovery (much as did the guidebooks accompanying the giant Genesis RPGs *Phantasy Star II* and *Sword of Vermilion*) and it is hardly an acceptable substitute for investing the game with enough information to permit its solution by the ordinarily industrious player. It couldn't have required any substantial recoding to put some of these clues into the mouths of a few additional roadside non-player characters.

Of course, one does not *have* to look at these hints and the manual *does* warn off the reader, but it is difficult *not* to look (they are not encrypted in any way). Indeed, players will eventually *have* to look since the clues contain information that can be found nowhere else in the game.

Unfortunately, some of the mechanics are a bit ill-considered. The characters still look as though they're conducting orchestras instead of swordfighting. The party is still able to kill monsters through fences, but no longer through stone walls, thank goodness. Yet the same ability is not conferred upon the enemy. The weapon button doubles as the trigger for bringing the second panel of a non-player character's speech. This means, sadly, that players will occasionally *murder* the voluble old men and beggars found beside the roads and give new meaning to the old saw about stabbing first and asking questions later.

Some elements of the game seem like discarded ideas that were neither fully fleshed out nor wholly removed. This means that role-players convinced that they *must* mean *something* may suffer mightily over such red herrings.

The save and restore mechanism is another sore point. One can do either operation quickly and efficiently at any point within the game *except* for combat or within the endgame. However, if a player desires to *resume* a saved game

actly what it is). The baroque themes by designer David Joiner — here credited by his on-line pseudonym, Talin — has been brought over largely intact from the Amiga version. Players will be humming the melodies long after they've stopped playing the game, and the contrasting motifs are as effective in creating a jaunty, on-the-road atmosphere or an in-danger-lemme-outta-here atmosphere as one would expect in a film score. In this respect, *FTA*, along with *Sword of Vermilion*, breaks new ground by offering something more than the standard "Music To Kill Creatures By" disco-thrash.

Moreover, *New World* has not simply left well enough alone, but has sought to correct problems in the original game in the conversion. The teleportation system in the original was complicated enough to be of questionable use. It relied upon the direction the character was facing within a circle of stones and, since nowhere in the game was the process described, success relied on blind luck and experimentation. Here, it's been reduced to a menu, with all destinations clearly stated, and the mammoth distances in the game have become far more manageable.

Indeed, there was little information of any kind in the original *FTA* and after a certain point, the game rather lost direction. Here, that information is available via a walkthrough in the documentation.

That is, at once, a blessing and a liability. It is lovely that players can finish the game, but the practice also tends to

Might and Magic					
					
Day	105				
Year	900				
Facing	N				
Sir Felgar	151/151	31	38	Good	
Terwin III	121/121	31	38	Good	
Sure Valla	121/121	21	38	Good	
Gene Eric	110/110	42	38	Good	
Cassandra	98/98	18	38	Good	
The Hermit	101/101	20	38	Good	
Sir Hyron	14/14	31	38	Good	
Drog	18/18	25	38	Good	

SUPREMACY



Challenge of the New World Order

Meet the challenge of the new world order — where the threats are global and the struggle endless.

You lead one of the world's six superpower blocks to its rightful destiny — world domination. Shrewdly use your diplomatic skills to mislead foes and to keep allies loyal.

Plan and prepare for war. Flex your economic muscle by building armies and navies, then make airborne and amphibious assaults on distant lands. By word and by deed your reputation will spread across the globe.

There is danger however — nukes — they cast the chill of the Cold War. Soon the world becomes a nuclear mine field — be careful where you tread.



Supremacy is available at better hobby and game stores throughout the USA.

To order the **Supremacy** board game send \$44.95 plus \$3.00 shipping and handling to:

Supremacy Games Inc., 135 Statler Towers, Buffalo NY 14202

My Cheque ☐ or Money Order ☐ is enclosed.

Please Print

Name _____

Address _____

City _____

State/Province _____

Country _____

Zip/Postal Code _____

Please allow 2 to 4 weeks for delivery.

at a later date, it requires the player to jot down a 36-character code.

Such codes are standard practice for games that don't use a battery backup, as *M&M* conveniently does. However, one has to wonder if this is necessary for a game which is not disk-based, since it is limited in the number of saved game possibilities and cannot be duplicated.

M&M in a "Shell"

Might & Magic, by contrast, will not win any awards for originality. It is a rather conventional three-dimensional basher, but it has never looked better or played more easily. The colors are luminous and vivid, the music unfailingly lively (though not quite in the same class as *FTA*'s) and the animations charming. It is also very, very large (it's stored on a six-megabit cart using something called "ultra-compression") and there is a great deal to do in the land of Cron (not the least of those things being to police one's six-character party's ever-increasing supply of loot, spells and skills in order to make sure everybody is healthy and well-fed).

Saving is more convenient than in *FTA*, but it is only possible when the party checks into an inn. (Shades of early *Wizardry*.) Moreover, the band splits up whenever the player saves or quits and must be reassembled when play is resumed. This means that changes in marching order will never survive those visits.

So, how's the gameplay? Sad to say, most of what one ends up doing is fighting, preparing for fighting or repairing after fighting. While this places *M&M* squarely in the console RPG mainstream, it also imparts a workmanlike quality to the game — that airless feeling that one is plugging ever larger numbers into an equation until its results exceed a hidden sum.

Now, a persuasive argument could be made that this rather depressing perspective is the nuts and bolts of most any RPG. However, the designer's task is to clothe the equation in story, puzzle, and character interaction, and the camouflage here seems more than usually transparent — for, however grand the scale, this is very much the same old

sort of thing. *M&M* is populated with the usual crew of monsters who have nothing better to do with their Sunday afternoons than squat at this one particular dead end in an underground maze waiting to beat the tar out of the player's band of widowmakers. It is impossible to negotiate with them and it is impractical to try to run away from them consistently enough to make it a worthwhile tactic. To add insult to injury, there is no auto-combat. Players have to sit there and watch the combat results go by while the monster animations cycle tirelessly.

Now, there is a certain amount of fun to be had exploring any world as large as this one. It is easy enough to do so with the Genesis' controller, since the direction pad and fast loading give the game a pleasant, constant flow that one doesn't recall it having on computer. Yet, the ease of play and the game's mild beauties wear off after a time, and that peculiar airless feeling never does. This *M&M* doesn't melt anywhere — certainly not in the cartridge slot — and certainly not in the hearts and minds of gamers.

C&W

THE NEXT EMPIRE

...the *only* game that sends you fabulously detailed maps like this one, showing your fleet's sensor views *every turn* ...along with clear, complete stats on each starship you design, build, and maneuver *individually* using up to 21 different onboard systems...plus status reports on starbases, probes and asteroids you control!

The Next Empire is a completely computer-moderated game, over 6 years in the making. Each universe is a *unique, complex* gaming environment populated with 21 alien players itching to blow the hulls off anyone who gets in their way!

- \$20.00 for set-up, manual, universe map and first two turns
- \$7.50 per turn; *no* hidden fees or double turns
- \$5.00 for manual only (credited against set-up fee if you play)
- *fast* game (two weeks per turn) or *slow* game (three weeks per turn)
- clear, concise rules; our complexity comes from *your gaming freedom*
- MasterCard or VISA also accepted

PLAY BY MAIL
PRINTOUTS
LIKE THIS
EVERY
TURN!

CYBORG
games_{SM}



Recently voted #1 PBM
game in a nationwide
player magazine
survey!

Cyborg Games, Inc.

Department E2
P.O. Box 71019
Milwaukee, WI 53211
(414) 332-1966

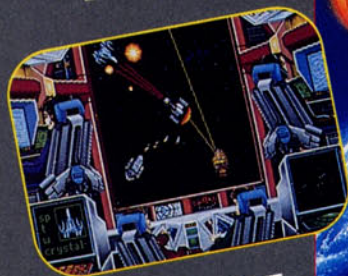
ADVENTURE INTO A LIVING UNIVERSE!



DISCOVER



DESIGN



CHALLENGE

PLANET'S EDGE™

THE POINT OF NO RETURN



NEW
WORLD
COMPUTING



INTERACT



SOLVE



ENJOY

Help solve the mystery of the vanished planet Earth...

You and your comrades will follow a path of clues across the adventure-filled cosmos on a quest to return the Earth to its own space-time continuum. Buckle up, lay in your course and hang on...you've just crossed over the *PLANET'S EDGE*!

Learn more about Planet's Edge...

Available at your local retailer or direct from New World at 1-800-325-8898 (U.S. and Canada) or at 1-818-999-0607.

© copyright 1991 Planet's Edge is a trademark of New World Computing, Inc.
New World Computing is a trademark of New World Computing, Inc.
IBM screens shown, actual screens may vary.

★ SPACE COMBAT SIMULATION!

★ ROLEPLAYING ADVENTURE!

★ HOTTEST GRAPHICS & SOUND!

NEW
WORLD
COMPUTING™

P.O. Box 4302, Hollywood, CA. 90078
Circle Reader Service #49

Over There

Enhance Your "Hex" Life

by Paul Rigby

The UK software house **Impressions** obviously believes in burning the midnight crude, because they have a small bucketful of new releases crowding the shelves at this moment. Just released for the Amiga and ST is *Afrika Korps*. Designed by Ken Wright, *Afrika Korps* simulates the desert campaigns of World War II. Either side can be played and, in fact, separate disks are provided for each side and never the twain...

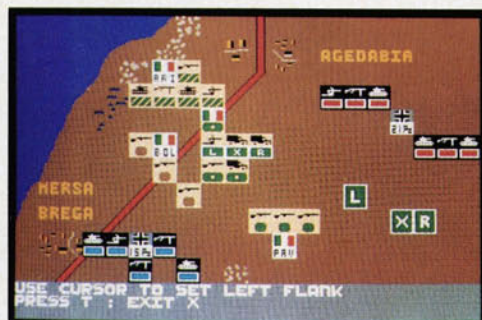
Up to six units comprise one division, combat units being reinforced from the strategic reserve. Each divisional commander is given orders, then those commanders interpret the orders according to their individual strengths and other variables including terrain. Based on the classic overhead design (from boardgames) using representative 'tokens' for individual units, *Afrika Korps* retails at £29.99.

Arnhem — The Market-Garden Operation, from the UK outfit **CCS** and designed by R.T. Smith (one of the UK's more successful wargame designers), is a one- to three-player re-creation of that infamous battle. In the three-player mode, one player is allocated the American forces while a second takes control of the British and Polish units.

The map covers an area from the north of Arnhem to within the Belgian border. Scenarios include the march on Eindhoven, Operation Garden and Operation Market, with the "A Bridge Too Far" debacle forming the final episode. Available for the PC and Amiga now for £19.95.

Moving swiftly onwards... in fact, let's "Go" to the next product which is, after that quite inept link, *Go*, from UK software house, **Oxford Softworks**. Available on all formats for £24.99, *Go* is the old, old strategy puzzle game in which one must encircle unoccupied regions of the board with one's stones. To win, the player must simply own more regions than his opponent. Simple, that is, until it is played. However, such is the way with the majority of oriental strategy games with a 1000-year-old pedigree. This particular version of the old stager includes various levels of difficulty (from 0-100). In a similar method of play to many chess games, the higher the skill level, the longer the computer player takes to move. Other handy features include a handicap feature (less skilled players are given a head start with more stones on the board) and a hint feature, plus an option to move back and forward through previous moves, personalize names, the size of the board and save game preferences to disk for instant future use. Out now.

Napoleon I, from **Storm** in the UK, is a wargame that places the player in the position of commander-in-chief of the forces of either the Coalition or the French Empire. The game covers the campaigns between the Emperor Napoleon and the sovereigns of the other popular powers that took place in central Europe from 1805 to 1814. The screen display is in three parts: the menu line, the information window and the map window. The map depicts central Europe from Paris to east of Warsaw, from the North Sea to Italy. Terrain, rivers, sea, hills and mountain terrain are all depicted. Cities are interspersed throughout. Each set of units is colored to represent individual nations. The movement sequence is as follows: the weather is checked (affecting both movement and attrition); each city is scanned for ownership and supply; supply of each army and individual corps is then checked. The intelligence section is then utilized. Corps commanders check the condition of their forces; attempts are then made to reach a nearby army; morale is then scanned; administration is looked at including replacements based upon the economic strength of the nation; AI is then considered with orders in-



Afrika Korps

STRIKE COMMANDER™

The few,
the proud. . .
the well-armed.

ORIGIN presents A CHRIS ROBERTS PRODUCTION
STRIKE COMMANDER

Starring YOU as "The Hero", Cmdr. JAMES STERN, BILLY PARKER as "Primetime", JANET PAGE and JEAN-PAUL PRIDEAUX as "The Jackal"

INTERACTIVE CINEMA™ by BILL BALDWIN CHARLES CAFRELLI, TODD HARTMAN, PAUL ISAAC,

STEVE MUCHOW, CHRIS ROBERTS, GARY SCOTT SMITH, JASON TEMPLEMAN **Graphic Director** DENIS LOUBET

Visual Effects by CHRIS DOUGLAS, DANNY GARRETT, BRUCE LEMONS, JAKE RODGERS, GARY WASHINGTON

Audio Director MARTIN GALWAY **Music by** DANA GLOVER **Sound Effects by** MARC SCHAEGEN, NENAD VUGRINEC

Writers ELLEN GUON, PAUL LIDBERG **Screenplay by** G.P. AUSTIN

Executive Producer DALLAS SNELL **Associate Producer** ALAN GARDNER **Produced and Directed by** CHRIS ROBERTS

Available in Retail Stores or call 1-800-999-4939 for Visa/MC Orders

THE ASSAULT BEGINS CHRISTMAS 1991

Released by

ORIGIN

We create worlds.

Strike Commander is a trademark of ORIGIN Systems, Inc. © 1991 ORIGIN Systems, Inc.

Circle Reader Service #57

cluding many variables (supply, objectives, contact modes); the army HQ then decides upon orders for each corps.

According to Storm: "The quick execution combat system of *Napoleon I* is based on the QJMA model introduced by Colonel Trevor Dupuy in the book *Numbers, Predictions and War*. From this formula came the relative strengths of the various unit types against each other, plus that of numbers, mobility, terrain, morale, training and leadership."

There is also a tactical battle system in order to conduct a miniatures battle. A tactical combat screen is then accessed, showing the battle map, menu bar and information area. As the play is in real time, orders are issued after interrupting play.

Campaigns include 1805, 1806-7, 1809 and 1813-14. ST and Amiga versions may be available now. A PC version is still in development.

Chaos in Andromeda is a new CRPG from **On-Line** a relatively new software house manned by a number of industry "vets" — and they have the scars to

prove it! Produced, initially, for the Amiga with other version on the way (priced £24.99), *Chaos* asks the player to drop in on a strange planet to rescue an important scientist-type chappie. Character creation includes the usual old favorites, plus intuition and quickness, provided to spice the usual list of stats. Using a look-down viewpoint, one's character has metaphysical abilities, including many psychic powers (offensive and defensive). Three robots can also be controlled to aid the quest.

That's all for this month. Next month will see full details of an intriguing new "serious" civil flight simulator from German software house **Thalion** based upon the Airbus and designed with the extensive help of an active German civil pilot. Thalion has voiced their intentions to spread *ATP* in the general direction, allowing for excessive turbulence, of the four winds.

Also due to appear is a new wargame based upon the "Charge of the Light Brigade" plus (as the old saying goes) much, much more!

Incidentally, if any you would like to

contact me, why not buzz me on CompuServe (75300,1503) or by mail to 20 Malvern Road, Liverpool, England, L6 6BW (please include an SAE if you would like a reply).

Note: The above games, and any of the other games mentioned in "Over There" in past issues, can be obtained from...

Computer Adventure World, 318 Kensington, Liverpool, England, L7 0EY. Telephone: 01144-51-263-6306.

Miles Better Software, 219/221 Cannock Road, Chads Moor,

Cannock, Staffordshire, England, WS11 2DD
Telephone: 01144-543-466-577/8/80;
Fax: 01144-543-466-579.

Premier Mail Order, Trybridge Ltd., 8 Buckwinds sq., Burnt mills, Basildon, Essex, England, SS13 1BJ.
Telephone: 01144-268-590-766; Fax: 01144-268-590-076.

All of the above telephone numbers assume you can dial direct. If you have any trouble, contact the international operator. **CSW**

WE SPECIALIZE IN NEW RELEASES!

MS-DOS		SECRET OF THE LUFT WAFFE CALL	
ALTERED DESTINY	\$36.95	SILENT SERVICE II	\$33.95
B.A.T.	\$32.95	SIM EARTH	\$41.95
BARD'S TALE III	\$31.95	SPACE ACE	\$36.95
BLUE ANGEL	\$32.95	SPACE QUEST IV	\$36.95
BLUE MAX	\$32.95	STELLAR 7	\$23.95
COUNTDOWN	\$36.95	TEST DRIVE III	\$36.95
DAS BOOT	\$32.95	ULTIMA VI	\$41.95
DAVID WOLF: SECRET AGENT	\$31.95	UNIVERSAL MILITARY SIM II	\$36.95
DINOWARS	CALL	WING COMMANDER	\$41.95
DRAGONS LAIR II- TIME WARP	\$36.95	WINGS	CALL
DRAGON LORD	CALL		
EYE OF THE BEHOLDER	CALL		
F-117 A NIGHTHAWK	CALL		
FALCON AT	\$35.95		
FLIGHT OF THE INTRUDER	\$36.95		
GUNSHIP 2000	CALL		
HEART OF CHINA	\$36.95		
HEROS QUEST II	\$36.95		
JOE MONTANA FOOTBALL	\$32.95		
KINGS QUEST V	\$36.95		
LESUIRE SUIT LARRY IV	CALL		
LINKS	\$36.95		
LORD OF THE RINGS	\$34.95		
NFL CHALLENGE	\$57.95		
RED BARON	\$36.95		
RISE OF THE DRAGON	\$36.95		
SAVAGE EMPIRE	\$36.95		
SECRET OF MONKEY ISLAND	\$38.95		

PARADISE OEM 16 BIT 512K
VGA CARD\$99.95
SOUNDBLASTER\$157.95

**CALL TO CHECK
OUT OUR LOW
PRICES ON
GENESIS GAMES!**

PRICES SUBJECT TO CHANGE

P.O. BOX 15371
EVANSVILLE, IN 47716
1-800-441-2984

WE TAKE MC/VISA

UPS ADD \$3.00 • COD ADD \$3.50

FOR SOFTWARE

INDIANA RESIDENTS

ADD 5% SALE TAX

**Video
Game
Headquarters**

Circle Reader Service #72

Vol 2

QQP's

Strategies of the Month

A monthly column to improve the quality of play

THE LOST ADMIRAL: • An interesting pairing for movement and combat is the destroyer and battleship combination. The battleship is defenseless against a submerged sub, while the destroyer can kill it with one shot. So, if your opponent is going to throw subs at this combination it will not fare well. In general, don't leave those battleships unescorted. • We have reports that scenario #4 (white side) against the computer red player (with random city starts) is hard to beat above difficulty level 6. Can anyone explain? • Don't overprotect cities behind your front lines. More on this in our next column.

THE PERFECT GENERAL: • Be careful how you use heavy tanks. These beauties can launch a powerful attack, but they are slow and are vulnerable to attacks by artillery, especially mobile artillery. If your opponent happens to pick above average amounts of artillery, you could be in trouble. • Here is a challenge for you: play the defender's side in the desert scenario "Alamein" without artillery and see if you can win.

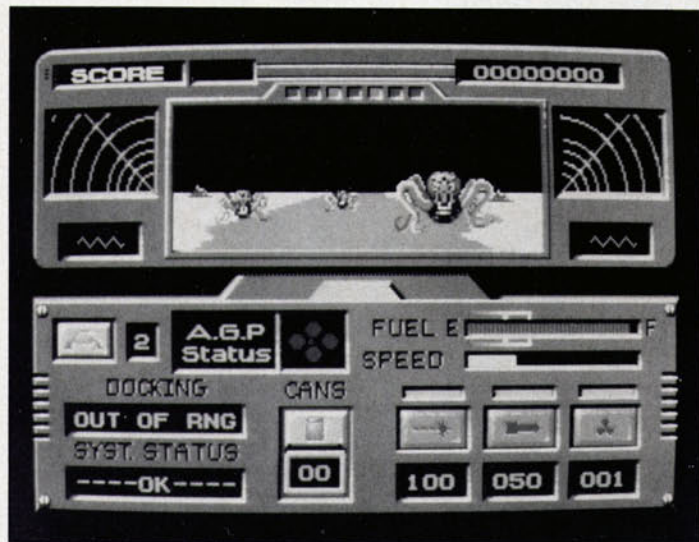
Quantum Quality Productions
1046 River Avenue, Flemington, N. J. 08822

(908)788-2799

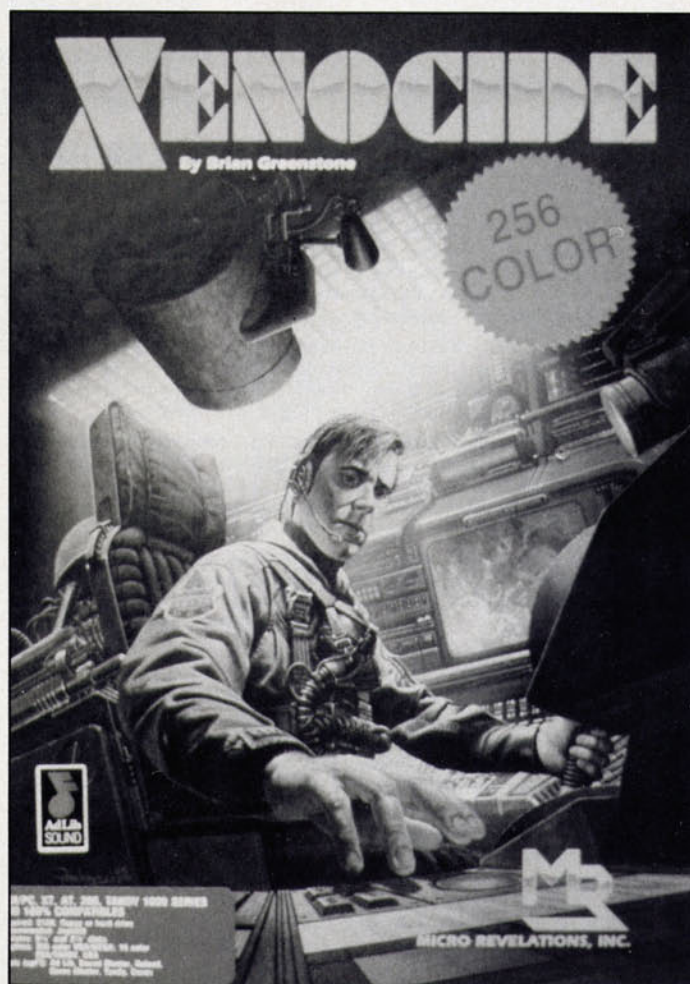
The Good, The Bad Blood, and The Ugly

Micro Revelations' Xenocide

by Charles Ardai



TITLE:	Xenocide
SYSTEM:	IBM
PRICE:	\$44.95
COPY PROTECT:	Documentation Look-Up
DESIGNER:	Brian Greenstone Brian Lent and Dave Triplett
PUBLISHER:	Micro Revelations



Orson Scott Card's new novel is titled *Xenocide*. It is a sequel to *Ender's Game* and *Speaker for the Dead* (both of which received science fiction's highest honors) and it is likely to win awards itself. In *Xenocide*, humanity faces a painful dilemma: in order to preserve our existence, we may have to eradicate an intelligent alien species. This is the meaning of the book's title — "Xenocide" is genocide of aliens, the extinguishing of an entire extraterrestrial race. It is a terrible act (though perhaps necessary) and a terrible decision to make; and far from making it lightly, Card's characters spend much of the novel deliberating and trying to find ways to avoid it.

Micro Revelations' new game of the same title is in no way connected to Card's novel, but the latter is brought up as a point of reference. The novel is a powerful one, sensitive to the ramifications of its premise and imaginative in addressing complex moral issues. Card has selected a soul-rending problem to explore and he is up to the task.

With all due respect to Brian Greenstone, who has devised and programmed a very exciting action game, he is no Orson Scott

Card. His treatment of the subject of xenocide in Micro Revelations' new game ranges from the insensitive to the propagandistic and the bloodthirsty, exemplified by the ghoulish war cry, "Lock and load, it's time to commit Xenocide!" The scenario he presents, and which he has players enact, is simply repugnant.

Give No Quarter

This is probably more of a reflection on the callousness of the game's publisher rather than on the game itself. Although the game explores familiar territory, it is a fine game. *Xenocide* is, in fact, so much a colorful and well-crafted arcade game that one lacks only cigarette burns and a slot for quarters on one's computer to complete the illusion. The familiar territory mentioned above is as old as such games as *Scramble* and *Vanguard*, with bits of *Moonsweeper* and *Gauntlet* thrown in for good measure. There are three different viewpoints (first-person, side, and over-head) in four different levels on each of three alien-infested moons — twelve game sequences in all, after which the human colony on "Argenia" is considered saved.

Computer Gaming World Back Issues

Whether you are into the history of computer gaming, building a definitive library of computer game information or wanting to read the most thoughtful reviews in the industry, CGW back issues are THE RESOURCE

#35 - COMPUTERS IN FLIGHT ISSUE: **The State of the Industry, CES Report; Gunship; Gemstone Healer Hints; 50 Mission Crush Stories; Space M+A+X; Star Trek: Prom. Prophecy; Starflight;** Interview with Dough Crockford; Blue Powder, Grey Smoke; Patton vs. Rommel; Strategic Conquest Plus; and more!

#36 - BASEBALL FEVER ISSUE: Baseball Game Survey; Epyx Company Report; War in the South Pacific; Hollywood Hijinx Hints; **Might & Magic;** Sailing programs; History of Bruce Artwick's Flight Simulator; **Interview with Earl Weaver;** Play-by-Mail Games; Ogre; and more!

#37 - WORLD WAR II ISSUE: **Survey of WWII Computer Wargames; The Future of Computer Wargaming (1988-92);** Killed Until Dead; Reals of Darkness; Stalingrad Campaign; WWII Tactical Wargames Compared; Full Count Baseball; Electronic Arts Company Report; Wrath of Denethor; Portal; Warship Scenarios, and more!

#38 - FANTASY/ADVENTURE ISSUE: Bard's Tale II; S.D.I.; Bureaucracy Tips; Sub Battle Simulator; King's Quest III; **Computer role-playing Games (an Editorial by Scorpia);** Battlecruiser; Accolades' Comics; Activation Company Report; Sinbad & Throne of Falcon; Interview with Jon Freeman and Ann Westfall; Where in the USA is Carmen Sandiego; and more!

#39 - GAME DESIGN ISSUE: Game Development at Broderbund; Phantasia III; Euclid vs. Patton (Field Algorithms); Dragon Side II Review; Industry Report from C.E.S.; PHM Pegasus; Goodbye "G" Rated Computer Games; Theatre Europe; B-24 Notes; Designer Play Tips on Defender of the Crown; Infocom Company Report; Uninvited reviewed; The Sentry; Zen & the Art of Game Design; and more!

#40 - WARGAMING ISSUE: SSG's Russia (The Great War...); **Ultima V and Wizardry IV (Comparative Overview);** SimCan's Rommel at Gazala; Lurking Horror Tips; E.O.S.; Guderian; Rebel Charge at Chickamauga; The Best Educational Games of 1987; **The Origins of Company Names;** Street Sports Baseball; California Games; The Eternal Dagger; Goodbye "G" Rated Computer Games (Part 2); and more!

#41 - SHOPPING GUIDE: Wizardry IV; Make Your Own Murder Party; Microprose Company Report; Hot Titles for Christmas; Stationfall Tips; Ancient Art of War At Sea; Joysticks and Mice; Borodino 1812; Shadowgate; Deep Space; Leisure Suit Larry; Nord and Bert; and more!

#42 - FOOTBALL ISSUE: Plundered Hearts Playing Tips; Computer Football Game Survey; **1987 CGW Game of Year Awards** (at DragonCon); Project Stealth Fioghter; Beyond Zork; Spy Adventure Series; Warship Strategy; Battles in Normandy; Firepower; and more!

#43 - **This issue is sold out!**

#44 - FLIGHT ISSUE: Alternate Reality, The Dungeon; Survey of Helicopter Simulations; Apollo 18; **Falcon;** Arkanoid; Chuck Yeager's Advanced Flight Trainer; Guild of Thieves; 2400 A.D.; 'test Drive; The Faery Tale Adventure; and more!

#45 - SCIENCE FICTION: Space Quest Tips; Space Arcade Games; Computer Games in 1988; **The Future of Computer Games (Isaac Asimov, Harry Harrison, Douglas Adams, Jerry Pournelle, and others);** Halls of Montezuma; Wasteland Sneak Preview; Breach; SSI Company Report; and more!

#46 - SPORTS SURVEY: Spring Sports Survey; Dungeon Master; World Games; Police Quest; Fog of War Roundtable Discussion; Ferrari Formula One; Sherlock; Skate or Die!; Strike Fleet; Demon Stalkers and Gauntlet; Sons of Liberty; Deathlord; Knight Orc; and more!

#47 - MIST, MAGIC & MYSTERY: Ultima V; Wasteland; CRP Editory by Scorpia; Trust & Betrayal; Panzer Strike; The Future of CRP Games;

Game Design Insights; Echelon; The Train; CRP Game Hints; Maniac Mansion; Soko-Ban **Tetris;** Ports of Call; and more!

#48 - COMBAT! - The Hunt For Red October; Bard's Tale III; Wasteland Hints; Long Lance; Return to Atlantis; Project Stealth Fighter; Universal Military Simulator Modifications; Wooden Ships & Iron Men; Twilight Ransom; Gaming on Compuserve and GENie; Video Gaming World (New Department); Mech Brigade Scenario; and more!

#49 - GAME DESIGN ISSUE: **Tom Clancy Talks to CGW About Red Storm Rising; Lord British Talks About the Ultima Series;** Advanced Dungeons & Dragons; Jinxer Tips; Space Quest II; Infocomics; Computer Gaming Books; Rampage; Decisive Battles of the ACW; Dark Castle Hints; Romance for the Three Kingdoms; Fire Brigade; and more!

#50 - 50th ISSUE CELEBRATION: **The History of CGW; Questron II; Jet and F/A-18 Interceptor; The History of Computer Game Design;** Obliterator; Stellar Crusade; Strike Fleet Tactics; Three Stooges; Seven Spirits of Ra; Tobruk Clash of Armour; Star Saga I; and more!

#51 - POLITICS '88: Politics of War; Campaign '88; Wings of Fury; The President is Missing; Global Commander; PT-109; Neuromancer; William Gibson Interview; Rommel; Dr. Dumont's Wild P.A.R.T.I.; and more!

#52 - SPORTS SPECIAL: Zak McCracken; Pete Rose Pennant Fever; Pete Rose Interview; Michael Jordan Interview; Larry Bird & Michael Jordan Go One-On-One; Red Storm Rising; Star Trek: First Contact; Fool's Errand;

#53 - CHRISTMAS BUYING GUIDE: Buyer's Guide; Paladin; Wizard Wars; First Expedition; Red Storm Rising Tactics; Battlehawks 1942; Demon's Winter; Fantastic Voyages II; and more!

#54 - ENTERTAINING THE TROOPS: Steel Thunder; Stealth Mission; King's Quest IV; Interview with Roberta Williams; Manhunter New York; Starglider II; Typoon of Steel; Sentinel Worlds I; Future Magic; Decisive Battles ACW II; Dragonlance; Empire Designer Play Tips; and more!

#55 - DANGEROUS FUTURES: Zork Zero; Alien Mind; Ocean Ranger; Battletech; Reach For The Stars (3rd Ed.); Leisure Suit Larry II; Visions of Aftermath; Times of Lore; Genghis Khan; F-19 Stealth Fighter; Top Ad Contest; and more!

#56 - GAME DESIGN ISSUE: Winter CES Report; The Colony; Game Developer's Conference; Corruption; Battlechess; TV Sports Football; Modern Wars; Wizardry V; Police Quest 2; F-19 Designer's Notes; Adventure Game Construction Kit Survey; and more

#57 - CROSSBOWS, CUIRASSIERS & CRUISEERS: Decisive Battles of the ACW Vol. III; In Harm's Way; Twilight Zone Hints; Battles of Napoleon; Tower Toppler; Road Raider; Heavy Metal; Might & Magic II; Sorcerer Lord; The Legend of Blacksilver; Strike Fleet Strategy Notes; Neuromancer; Caveman Ugh-lympics; Grand Prix Circuit; and more!

#58 - SPORTS ISSUE: Desert Rats; Jetfighter; F-14 Tomcat; Annals of Rome; Scorpion's Mail; Techno-Cop; The Magic Candle; Sports Survey; Captain Blood; Wayne Gretzky Hockey; Gold Rush; Scavenger Hunt Results; and more!

#59 - NEW CHALLENGES IN ADVENTURE GAMES: War In Middle Earth; SIM CITY; First Over Germany; Top Ad Winners; Double Dragon, Renegade, and Bad Dudes; Sword of Sodan; Prophecy; Guardians of Infinity Hints; 688 Attack Sub; Deja Vu II; Under The Ice; Scavengers of the Mutant World; Ancient Battles; and more!

#60 - FROM COMICS TO COMBAT (Game Design Issue): Abrams Battle Tank; Battle of Eylau Scenario; Batman: The Caped Crusader; Hidden Agenda; Falcon; the Game Developers' Conference; and more!

#61 - CINEMA AND COMPUTERS: C.E.S. Report on Trends in Computer

How To Order

Individual Back Issues = \$3.50
Order 3-5 back issues = \$3.00 each
Order 6+ back issues = \$2.50 each
Please add 15% for shipping

In the center of this magazine there is a detachable order envelope. Simply use the blank lines on the order form to specify issue numbers. As some issue numbers are in limited supply, please list one or more alternate selections (this will expedite your order in the event one of your requested issues is sold out).

Games; TRACON; Gamer's Guide to Joysticks; Indiana Jones and the Last Crusade; MacArthur's War; Sniper! WWII Telegaming; SSI's Overrun!; Spinnaker's Murder Mystery; Is VGA Worth It?; Ballistix; Lords of the Rising Sun; and more!

#62 - FOREIGN COMPUTER GAMES: C.E.S. Report; Dr. Doom's Revenge; Shogun; Tandy 16-color Test Lab; Populous; Archipelagos; Slipheed; Northern Fleet; Dragon Wars; Space Quest III; Hostage: Rescue Mission; Why is Harpoon So Late; and more!

#63 - BROADSWORDS AND BEASTS: Curse of the Azure Bonds; The Omnicron Conspiracy; Hillsfar; Test Lab of IBM Sound Boards; Chessmaster 2100 vs. Sargon 4; Grand Fleet; Fire King; Journey; Star Saga Two; Mean 18 Tournament Golf; Arthur hints; Name the Game Contest; and more!

#64 - SPECIAL FOOTBALL ISSUE: Game of the Year Awards; Vulcan; Project Firestart; Universe III; Special Football Section; Speedball; QIX; Omni-Play Horse Racing; Risk!; The Kristal; Manhunter 2: San Francisco; and more!

#65 - CHRISTMAS BUYING GUIDE: Indiana Jones and the Last Crusade; Don't Go Alone; F-15 Strike Eagle Update; Omni-Play Basketball; King's Quest Companion; Cribbage King / Gin King; Revolution '76; Decisive Battles of the ACW: Vol. II; Star Fleet II; Sword of Aragon; Omega; Bandit Kings of Ancient China; Omega Tournament; and more!

#66 - STARFLIGHT 2; Dragon Wars; MechWarrior; M-1 Tank Platoon; New Flight Simulator Products; Midway; David Wolf, Secret Agent; A-10 Tank Killer; Murder Club; Prince of Persia; UFO; and more!

#67 - **This issue is sold out!**

#68 - THE COLONEL'S BEQUEST; Swords of Twilight; Harpoon; Joan of Arc; Main Battle Tank: Central Germany; Hints on Leisure Suit Larry III; Tank; C.E.S. Report; DeathTrack; Gold of the Americas; White Death; Action Stations; and more!

#69 - ULTIMA VI PREVIEW; Harpoon Strategy; F-16 Combat Pilot; Windwalker; Star Trek V: The Final Frontier; Where in Time is Carmen Sandiego?; The Colonel's Bequest Hints; More New Games From C.E.S.; Risk!, Monopoly, Scrabble and Clue; Kinghts of Legend Hints; and more!

#70 - LOOM; It Came From The Desert; Champions of Krynn; Harpoon Strategy; A Gamer's Guide To IBM Graphics; The Third Courier; Breach 2; Omega Tournament Results; Battle of Austerlitz; Blue Angels; Worlds at War; and more!

#71 - DRAGONSTRIKE; Survival Techniques for M-1 Tank Platoon; Statistics-Based Text Baseball Games; The Transinium Challenge Hints; Computer Sports Games, What's New?; 2088: The Cryllan Mission; Indianapolis 500: The Simulation; Scorpius Stings Playtesters; Batman; Sid Meier's Railroad Tycoon Preview; and more!

#72 - **This issue is sold out!**

#73 - SEARCH FOR THE KING: Circuits Edge; Report From CES (Part 1); Railroad Tycoon Strategy (Part 1); Second Front Strategy; Chamber of the Sci-Mutant Priestess; Wolfpack; Conflict; SSI's Waterloo; Interview with George Alec Effinger; and more!

#74 - THE LORD OF THE RINGS; Report from CES (Part 2); Sands of Fire; Keys to Maramon; Malta Storm; 1990 Game of the Year Awards; Earthrise Hints; Computer Game Designers Talk About Game Design; Future Wars; Centurion; Bad Blood; Railroad Tycoon Strategy (Part 2); and more!

#75 - RED BARON PREVIEW; Storm Across Europe; Evan Brooks Rates Pre-20th Century Strategy Games; Their Finest Hour Strategy Tips; Wil-

Indexes and Older Back Issues are Available

CGW Indexes

CGW Article Indexes for the years 1987, 1988, 1989, and 1990 are now available. Please send a large self-addressed stamped envelope and \$1.00 per index (specify which years) to: **Computer Gaming World, Index Dept.**, P.O. Box 730, Yorba Linda, CA 92686

Older Back Issues

For a list of older CGW back issues and their prices, please send a large self-addressed envelope to: **Computer Gaming World, Archive Dept.**, P.O. Box 730, Yorba Linda, CA 92686
Please allow four weeks for delivery.

Note: to avoid unnecessary delays, do not include a request for both indexes and older back issues in the same letter. Please send separate requests.

liam Tell; Nuclear War; Empire Strategies; Projectyle; Search for the King Hints; and more!

#76 - CHRISTMAS BUYING GUIDE; MegaTraveller 1: The Zhodani Conspiracy; Spellcasting 101; Star Control Tactics (Part 1); Flight of the Intruder; King's Bounty; BattleTech II: The Crescent Hawk's Revenge; Casino Games Roundup; Silent Service II; Street Rod; Unreal; Cartridge Game Units Comparison; and more!

#77 - SECRET WEAPONS OF THE LUFTWAFFE PREVIEW; Command HQ; Wing Commander; DragonStrike; Industry Update; Star Control Tactics (Part 2); Bad Blood; Guns or Butter?; Sound Board Survey; Stormovik Su-25; Punisher; RAF Strategy in Their Finest Hour; Strike Aces; Wings; Spot; Ys Books I & II; Final Fantasy; D.R.A.G.O.N Force; and more!

#78 - POWERMONGER PREVIEW; SimEarth; Ishido; Spherical; Blue Max; Computer Games' Future Tech (Special Report); Countdown; Nobunaga's Ambition II; Stratego; Checkmate; Citadel; Buck Rogers: Countdown to Doomsday; and more!

#79 - RENEGADE LEGION: INTERCEPTOR; Shanghai II; BattleTech: The Crescent Hawks' Revenge (Review & Hints); Two Views of Tunnels & Trolls; Bane of the Cosmic Forge; On-Line Games; Rise of the Dragon; Command HQ Replay (Part 1); Gemstone III; Castles; Command HQ Designer's Notes; Knights of the Sky; Quest for Glory II; Legend of Faergail; TV Sports Football; Stunt Driver; and more!

#80 - THE SAVAGE EMPIRE; Links; CES Report (Part 1); Imperium; Command HQ Replay (Part 2); Full Metal Planet; Dragon Lord; Space 1889; Spellcasting 101; King's Quest V; Magic Fly; Pharaoh's Tomb; and more!

#81 - MEGAFORTRESS; PowerMonger Review; The Lord of the Rings; More Command HQ Designer Notes; Stealth Affair; CES Report (Part 2); Test Drive III; SimEarth Setup Hints; Red Baron Review; Hard Nova; Thunderstrike; Computer Game Artist Portfolio; Quest for Glory Designer Notes; Warlords; and more!

#82 - MIGHT & MAGIC III; Covert Action Review; Spirit of Excalibur; More Their Finest Hour Tips; Setting Up Multiple Ultima VI and Savage Empire Saved Games; PRODIGY's Baseball Manager; Das Boot; Just Another War in Space; Battle Chess II; FireTeam 2200; Elvira; Dungeon Master II; Real Blackjack; The Immortal; and more!

#83 - TIMEQUEST; B.A.T.; Eye of the Beholder; Flight Simulator 4.0; Falcon 3.0; Battles of Napoleon Scenario; WWI Air Combat Games Survey; Modern-to-Modern F-16 Combat Pilot; Lemmings; Moonbase; Overlord; Galleons of Glory; Educational Games Survey; Road & Car; and more!

#84 - MAGIC CANDLE II; Continuum; DarkSpyre; Nuclear Submarine Tactics; Virtual Reality; Red Baron Tactics; Lexi-Cross; Awesome Tips; Willy Beamish Preview; Wing Commander Secret Missions; Robots in SimEarth; CD-ROM news; and more!

#85 - CHUCK YEAGER'S AIR COMBAT; Summer CES; On-Line AD&D; Star-King; Pick 'N Pile; Harpoon Strategy; Medieval Lords; Centurion Strategy; Banzai; Theme Park Mystery; Second Front Strategy; Life & Death II: The Brain; Comdex; and more!

#86 - WILLY BEAMISH; Baseball Articles; Third Reich; Summer CES; Flight Sim Column; Top Ad Results; Cybergenic Ranger; Medieval Lords; Gold of the Aztecs; Brigade Commander; Stellar Conquest; World Class Soccer; Perfect General; M1 Tank Tactics; Street Rod 2; Hoverforce; Mario Andretti's Racing Challenge; NHL Hockey; McGee Trilogy; Basketball Games; Yeager Air Combat Campaign; Castles; and more!

The first sequence has one piloting a hovercraft over a moon's surface, collecting ammunition canisters, avoiding or destroying obstacles and, finally, docking at the entrance to Level Two. This is the first-person sequence, with events viewed through the front windshield of the hovercraft; a nice "atmospheric" element is that collisions with giant alien bugs leave splattered blood on the windshield, obscuring one's vision.

The next two sequences offer *Scramble*-style side views as one first flies and then swims through caverns measureless to man, collecting bombs for the final assault, opening doors with keys, and blasting baddies. The best thing about these scenes is that they are big, with lots to do and a variety of menaces to face. The worst thing about them is that they are as old hat as an Easter bonnet, enlivened by only a single innovation: special weapons and defenses are acquired by running into glowing balls, with each collision cycling a highlight through a menu of "Options" such as "Flesh Freeze" (which freezes all enemies on the screen) and "Mega-Shield" (which strengthens one's shields). One has to collide with the right number of balls to highlight the Option one wants, and then activate it before colliding again. Of course, video game players have even seen these features before.

Last, but not least, the player has to navigate the aliens' underground laboratory, planting bombs in nuclear receptacles and then teleporting out before the explosion destroys the lab, the aliens, and the moon itself. This is the top-down segment of the game and easily the most entertaining. Here, one's laser beams ricochet off the walls, one's weapons include land mines and a flame thrower and one's enemies are legion. A partial map of

one moon's laboratory is included with the game; for the others, players are on their own.

There are further complications, of course, adding strategic possibilities to the game and making the action that much more frenzied. There are time limits as well as limits of other sorts — only one option can be active at a time, for instance. There is even a rudimentary Save/Restore feature, though it allows only a single Save position, which gets updated automatically after each level is cleared and wiped each time a new game is started.

In typical arcade game fashion, there is plenty that makes no sense. Why are there convenient refueling stations scattered around the alien environment which the player can use with impunity? Why doesn't destroying a planet's three moons damage the planet? These questions have no answers. One may as well ask why Elmer Fudd can (sometimes) walk on air.

The graphics and sound recall nothing so much as the glory days of the Atari 800 and the Colecovision. Whether this is a good or a bad thing depends largely on one's taste for nostalgia. All in all, *Xenocide* is a strong, hardcore arcade game for meat-and-potatoes gamers and a treat for gamers who get misty-eyed when they remember their first time on the coin-op game *Defender*.

Taking Cides

Whatever one thinks of the game, however, the story that goes along with it is morally reprehensible. Undoubtedly, there will be gamers who enjoy it — but that's what worries this reviewer. Mass murder, whether xeno- or geno-, is no laughing matter. Its presentation in *Xenocide* is gleeful, thoughtless and irresponsible.

The aliens are described as reptilian and, like the reptile aliens of the TV series "V," they like to dine on human flesh. They are invading; peaceful negotiations have been spurned and now the only hope for human survival is war. That's good enough for this reviewer — whoever wrote the manual should have stopped there.

He didn't. It is not war that the instruction manual calls for, but xenocide. It is not enough to halt the *invasion* — every single one of the aliens must be killed. No thought is given to the possibility of divided factions or rebels among the aliens. (Even "V," congeries of clichés that it was, gave lip service to that possibility.) The game's draconian policy would not even spare the proverbial single righteous Sodomite.

There never has been and never will be an intelligent race, whether human or alien, deserving of utter annihilation. Any call for such an extreme act is inherently suspect; an insistent, zealous call such as this game presents doubly so.

At its worst, the game's documentation sounds like fascist propaganda. It is as though a position paper had accompanied *Space Invaders* warning that if the aliens were allowed to land they would start marrying our daughters — ugly and gratuitous.

No one forced Micro Revelations to call the game *Xenocide* or to provide anything but a throwaway one-paragraph back-story to set up the action. They chose to come up with the marketing angle they did and, without imputing sinister motives, one has to wonder why.

Encouraging players to take pleasure in indiscriminate killing can have no good end. One need not call for censorship, claim lasting harm to players or even direct people away from this game — *Xenocide* is quite enjoyable as a game and deserves to be played — but one can certainly register disapproval of the game's fiction and do oneself a favor by ignoring pages two and three of the manual and leaving of them unread. **caw**



PAPER MAYHEM

"The Informative Play-By-Mail Magazine"

Having a hard time getting enough players together for your favorite role playing or boardgame? Eliminate this problem by joining the world of play-by-mail gaming.

Subscribe to PAPER MAYHEM and discover the world of play-by-mail (PBM) gaming. Virtually every facet of PBM gaming is covered by PAPER MAYHEM. Fantasy, science fiction, historical and sports. Each bimonthly issue brings you the latest on PBM games.

PAPER MAYHEM has been publishing news about PBM games and companies since 1983. We have improved and expanded to keep up with this ever popular activity of PBM gaming.

So why delay and miss out on all the fun? Read PAPER MAYHEM and take advantage of PBM gaming.

SEND SUBSCRIPTIONS TO: PAPER MAYHEM
(Dept CG)
1518 Adams St.,
Ottawa, IL 61350-4770

U.S. SUBSCRIPTIONS: 1 year \$24.00 2 years \$42.00 Sample \$5.00
FOREIGN SUBSCRIPTIONS: 1 year to Canada \$31.00, 1 year to Europe \$51.00, 1 year to Australia \$57.00.
All subscriptions to PAPER MAYHEM are to be paid in US funds and drawn from US banks. Foreign subscriptions are asked to use International Money Orders in US funds.

YOU'VE GOT 100 YEARS TO GO AND NO TIME TO LOSE.



Based on the box office smash, Back To the Future Part III takes you to 1885 for more shoot 'em up arcade action than fireworks in a campfire. Marty McFly must save Doc Brown and Clara from "Mad Dog" Buford and his band of black hats without becoming history before his time.

3-D graphics bring the Wild West to life with over-head views, side views and first person perspective. Use your quick-draw skills to score points in the Shooting Gallery. Sling pie trays at bad guy Buford and his thugs. And take control of a speeding trap-laden locomotive to help get the DeLorean up to speed and back to 1985.

The tombstone maker's getting an itchy chisel finger, so unless you want your future written in stone, you better move fast. Get Back To The Future Part III today!



KONAMI

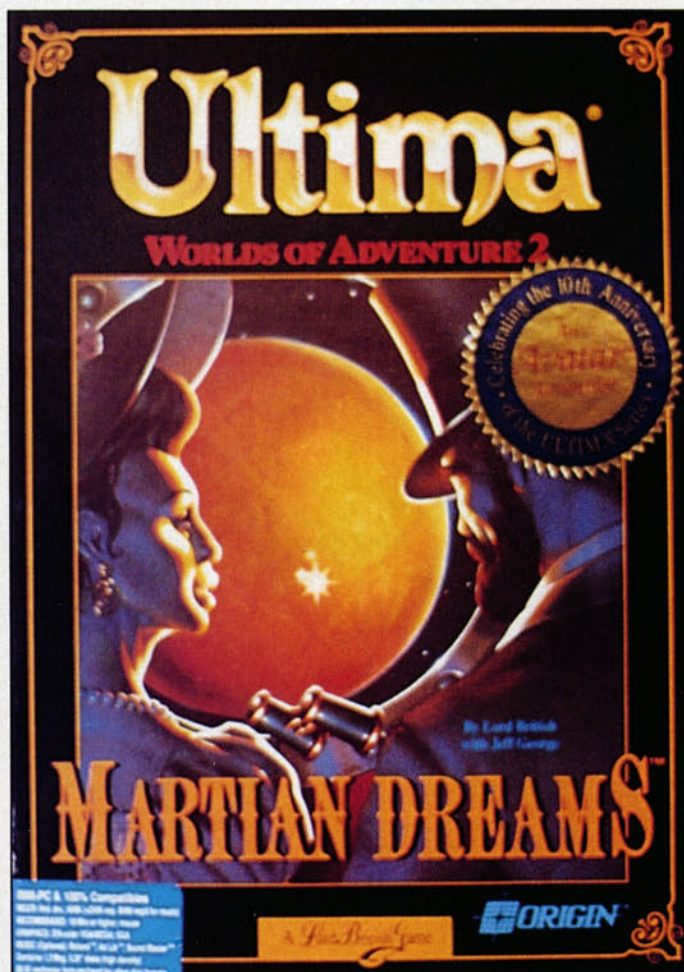
Available on MS-DOS, Amiga[®] and Commodore[®] 64/128.

The Angry Red Planet

A Review of Origin's *Martian Dreams*

by Roger Stewart

TITLE:	Martian Dreams
SYSTEM:	IBM w/ EGA/VGA
COPY PROTECT:	None
DESIGNERS:	Warren Spector and Jeff George
PUBLISHER:	Origin Systems Austin, TX



Martian Dreams, the second game in the Ultima Worlds of Adventure series, is decidedly larger in scope than its predecessor, *The Savage Empire*. *Dreams* is an epic adventure of rescue and resurrection that has all the depth and complexity of the Ultima series. In addition to its entertainment value, the game's creators even manage to slip in a healthy dose of history. (Watch out, Carmen Sandiego!) Using the versatile interface developed by Richard Garriott for *Ultima VI*, *Martian Dreams* manages to be accessible to even a relative newcomer while sacrificing nothing in quality of play.

Set the Wayback Machine...

The year is 1893. The place is Chicago, near the shores of Lake Michigan. Out on the water floats a full-sized replica of the Santa Maria. We are at the World's Columbian Exposition, celebrating the 400th anniversary of Christopher Columbus' discovery of America.

To look around, though, one might not at first realize that this is America. The huge, white Neoclassical buildings that have given the fair its nickname, the "White City," might well belong to Athens or Rome. Down side streets off the Midway, a visitor may catch glimpses of China, Morocco, Turkey and other distant lands. Those of adventurous spirit and prurient tastes (is there a gleam in gentle reader's eye?) may choose to explore the infamous Street of Cairo, where exotic Egyptian women demonstrate the "genuine native muscle dance."

What sights the eye may behold! An elephant made of walnuts, the "Moving Sidewalk," the Golden Door of Louis Sullivan's Transportation Building, balloon rides, trained animals, and... machines! Though the novelist Thomas Love Peacock referred to the Victorians as the "gas-enlightened race," we are far enough along that electricity is coming into use. Indeed, electricity is everywhere at the Exposition, running the machines, great and loud! And the greatest, most eye-popping machine of all is the wheel built by G.W.G. Ferris of Pittsburgh, PA. This, the mother of all Ferris Wheels, is 250 feet in diameter, and each of its 36 cars can hold 40 passengers.

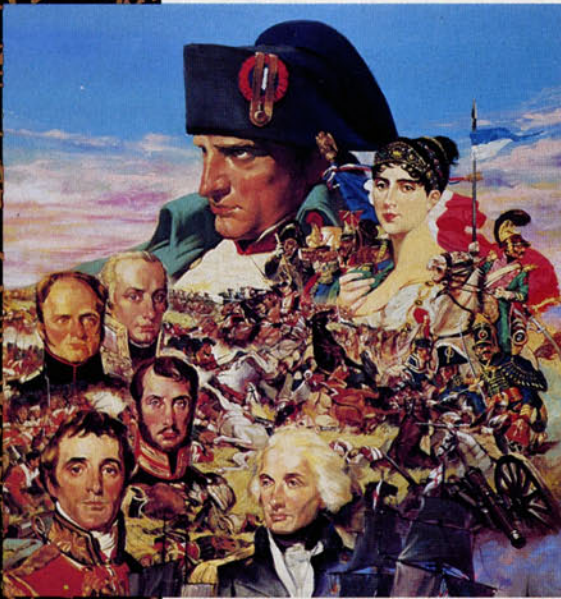
A Secret History

The creators of *Origin's Martian Dreams* tell us, however, that the Columbian Exposition of 1893 held a marvel even greater than the fabulous Ferris Wheel. The space cannon, forgotten to history until now, was capable of firing into the aether between planets a capsule the size of a railroad car. The cannon derived its tremendous power from Phlogistonite, an explosive substance discovered by the astronomer Percival Lowell. In the game's opening sequence, we see the space cannon discharged ahead of schedule by what appears to be the hand of a saboteur.

As fate would have it, an astounding number of the Victorian era's leading figures were aboard when the unscheduled firing occurred. Newspaperman William Randolph Hearst, filmmaker Georges Melies, inventor Thomas Edison, novelists Mark Twain and H.G. Wells, frontier woman Calamity Jane, physicist Marie Curie and horticulturist George Washington Carver were just a few of the luminaries among the group who made the trip to the Red Planet. Percival Lowell himself headed the expedition.

When the game's opening sequence has passed, the wise player will select Run Introduction from the menu. Taking up after the events recounted in *The Savage Empire*, Dr. Johann Spector tells us how he and the Avatar were contacted by the eccentric genius, Nikola Tesla². History records (see the Encyclopedia Britannica) that Tesla believed he was receiving signals from another planet at his laboratory in Colorado. Realizing the signals to be a distress call from the survivors of the 1893 expedition — now marooned on Mars — Tesla assembles a team of would-be rescuers that includes himself, newspaperwoman Nellie Bly³, psychoanalyst Sigmund Freud, and a specialist in oxygen remedies who calls himself Dr. C.L. Blood⁴. The team is rounded out by Spector and the Avatar, who have been summoned from

EXPLORE THE PAGES OF HISTORY



L'EMPEREUR™

In this epic, KOEI carries you back to the turbulent time of the late 18th Century. Live the life of Napoleon as he rises to power, starting out as a mere commander and eventually gaining respect as an Emperor. Organize your troops and lead them into battles against the super powers of the era. Napoleon was a hero of great ambition and distinction, can you live up to his reputation?

New for PC Version: Ad-Lib Sound Board Support, Mouse Support

NES Version: 3 megabit cartridge, MMC-5 microchip 128K RAM, Battery back-up

(Release Dates: 9/91 PC/Comp., 11/91 NES)

NES screen shot shown



Use artillery and cavalry forces to crush your foes

PC screen shot shown



Extend your influence throughout Europe



Romance® II of The Three Kingdoms II

China is in a state of chaos! In a race against time, struggle to unify the country before it's overtaken by greedy warmonsters! Develop alliances with other rulers and together attack stronger foes! Guide your people to enrich the land and expand your territory by driving out the evil forces. Make your mark on the pages of history by unifying China before it's too late!

New for PC Version: Ad-Lib Sound Board Support

NES Version: 4 megabit cartridge, MMC-5 microchip 256K RAM, Battery back-up

(Release Dates: 9/91 PC/Comp., 11/91 Amiga, 8/91 NES)

NES screen shot shown



New pull-down menus

PC screen shot shown



Choose your ruler wisely

More Strategic Classics from KOEI



Licensed by Nintendo® for Play on the



KOEI

We Supply The Past, You Make The History

KOEI CORPORATION
Circle Reader Service #44

One Bay Plaza, Suite 540 1350 Bayshore Highway, Burlingame, CA 94010 (415) 348-0500

Romance of the Three Kingdoms II is a registered trademark. L'Empereur is a trademark of KOEI Corporation. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc.

KOEI games are available in retail outlets nationwide! Your local retailer is the quickest and most convenient way to find the KOEI products you want. If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST) to charge on Visa/MC. Continental U.S. shipping only.

the future. (Spector is, of course, obviously a fictional creation who bears no resemblance to any real person, living or dead.)

Under the Moons of Mars

As the game begins, the 1895 rescue team has landed (at coordinates 28 South, 146 East) on the surface of Mars in Tesla's capsule. All has gone according to plan, save for one small detail: the cabin door has been jammed shut by the impact. The Avatar must borrow a prybar from Tesla's cowboy bodyguard, Garrett, and use it to open the hatch. Tesla will ask an irritating question at this point, necessitating that the Avatar perform the action twice to be successful.

Before disembarking, the intrepid explorers would do well to provision themselves with tools, camping gear, weapons, ammunition and navigational aids (all of which were thoughtfully stowed in the ship's hold). Dr. Blood will begin preparing his oxygenated air cartridges to provide relief in case the Avatar succumbs to the planet's harsh conditions. Assuming Tesla's calculations to be correct, the party will head east to find the 1893 capsule. They will carry lots of warm clothing because the nights on Mars can be deadly cold.

Members of the expedition should have their weapons ready at all times when crossing the Martian plains. The native "plantimals" are, more often than not, distinctly unfriendly. The Avatar seems to be the only member of the expedition sufficiently trained in the use of weapons to be able to control the Belgian combine that was stowed aboard the ship. Dr. Spector, while never especially handy in a fight, has a distinct preference for elephant guns. (Dr. Freud may well shake his head at this.) Everyone else seems to do best with a pistol in each hand. Some clothing, such as helmets, gloves and boots, will serve as protection against attacks. While much of the opening game consists of learning to survive, the explorers will eventually find ways to bypass some of the planet's inhospitable surface.

Eastern exploration will eventually lead the team to the site of the 1893 landing, where Lt. Dibbs stands guard over the original space capsule. Years of relative isolation have loosened Dibbs' lips so that he is a veritable fountain of information as he rattles on and on about one subject after another. In addition to his value as a source of information, the loquacious Dibbs is a good man to have around in a fight. He should be added to the rescue team as they search the 1893 capsule for more supplies.

Among other things, the explorers will learn from Dibbs that those enterprising Americans, Calamity Jane and Buffalo Bill, have set up a trading post somewhat to the north and further east. For humans, the most valuable medium of exchange on Mars is "oxium," which can be found, among other places, in the abandoned dwellings of Martian cities and on scalable plateaus. Oxium is a gelatinous blue substance that, when chewed, releases oxygen into the bloodstream. Without it, no one can long survive in the thin Martian air.

Jane and Bill have berries for sale at the trading post. These aren't food, however. The purple, green, and brown berries confer upon the user various kinds of telekinetic and extrasensory powers. (Blue berries have their uses too, but skip the red berries that grow in various parts of the planet). The traders also have a

supplier of oxium named Cooter McGee. Cooter has disappeared, so the intrepid explorers strike out to the east, once again, in search of Cooter's cave in the mazelike canyons of the Noctis Labyrinthus. The telekinetic powers conferred by the berries will prove useful in freeing Cooter from his prison. In return, Cooter will tell the explorers how to find a map to the motherlode of oxium.

The map will also lead to even greater things: the power stations that run the machines of the ancient Martians. Those big levers the rescue party has encountered sticking out of the ground are just waiting for the power stations to be activated. The canals, too, are waiting — to be filled once again with water melted from polar ice! But first, someone must be found who knows how to repair the conveyor belt that carries coal to the furnaces.

Green Dreams

This reviewer would do the reader a disservice were he to reveal much beyond this point. The story opens out in ways that are both unexpected and marvelous. Potential Martian dreamers will not want to have these surprises ruined by journalistic indiscretions. Suffice it to say that what appears in the beginning to be a straightforward rescue mission turns out to have far greater scope and significance. Winning the game is much more than a matter of rounding up a few stray Victorians and building a space cannon.

Along the way, the player will learn much about the ancient Martian race. Furthermore, the appropriateness of having the author of *The Interpretation of Dreams* on the rescue team will become clear. And while it may not always be strictly necessary, the player should always talk to the Victorian figures to learn more about their lives. The game provides a wealth of historical and biographical background.

The story of *Martian Dreams* was originally conceived by Warren Spector.

It was further developed with input from Lord British (Richard Garriott) who set the restriction that the outcome of the game could not contradict history as we know it. The project was eventually handed over to director Jeff George, who shaped the story into his own vision. The surface and features of Mars are the work of Origin's master world builder, Phil Brogden, while the whimsically clever plantimals are the work of artist Jeff Dee. Kudos go to everyone involved in the development of this outstanding game project.

Be warned that one may have to make a boot disk to free up memory (instructions for doing so are even included with the documentation). The game requires 570K of free RAM to run with VGA graphics and 575K for EGA. (If the mouse isn't compatible, one can toggle between windows using the Tab key). There is no CGA version of the game. In fact, Origin is moving in the direction of requiring VGA and 2MB of memory as a minimum configuration for running the games. Like H.G. Wells' Martians when they gazed upon the Earth, the intellects at Origin Systems are "vast, cool and unsympathetic" toward older and lesser computers.

A final hint: unlike terrestrial mirrors, Martian mirrors do not reflect the surface of things. Instead, they reveal the inner reality



of anyone who stands before them. It never hurts to know who your friends are.

Footnotes

1. Perhaps it was this "accidental" discharge of the space cannon that caused the fire that is known to have destroyed part of the Exposition in the summer of 1893 and may have destroyed the cannon itself.

2. Westinghouse used Tesla's alternating-current method to light the Columbian Exposition. Tesla believed electrical power could be broadcast from towers, much like the strange constructions found on Mars.

3. Elizabeth Cochran(e), an early feminist and reporter for Joseph Pulitzer's New York World, took her pen name, Nellie Bly, from a popular song of the day.

4. Blood was an actual, though little-known, historical figure whose "remedies," which included "oxygenated air," were reviled by his orthodox colleagues in the medical profession.

A Brief Bibliography of Science Fiction Set in the Victorian Era

The scholarly people at **Origin Systems** have included in the documentation an extensive bibliography of sources that were used in researching the world of *Martian Dreams*. The interested player may turn to those sources to learn more about Nikola Tesla, Nellie Bly, the Columbian Exposition, and every other subject touched upon in the game. For those who would find their

enjoyment of the game enhanced by reading fiction that touches upon the era or the setting of *Martian Dreams*, the following suggestions are offered:

The War of the Worlds, H.G. Wells (1898). In this classic invasion-from-space novel, Victorian England is helpless before the might of the Martian war machines.

The First Men in the Moon, H.G. Wells (1901). Roles reversed; the Selenites find their world threatened by potentially dangerous visitors from Earth.

The Lost World, A. Conan Doyle (1912). A group of upstanding British gentlemen do battle with dinosaurs and cavemen in this ripping yarn set in the Amazon basin.

A Princess of Mars, Edgar Rice Burroughs (1917). The greatest of all Martian dreamers, Burroughs never let petty scientific facts stand in the way of the rich pageant of his imagination. This book was the first of a twelve-volume series about John Carter of Mars.

From The Earth To The Moon, Jules Verne (1865). This book described a trip from the earth to the moon which Verne conceived of being exactly 97 hours and 20 minutes in duration. In 1870, the book was republished with a sequel, *And A Trip Around It*.

The Difference Engine, William Gibson and Bruce Sterling (1991). This contemporary novel asks the question, "What if Victorian England had had computers," and provides the answer: steam-driven cyberpunk! **caw**

Looking for a device to give sound realism to your PC software? Look no further! Surround yourself with dynamic sound. F18's thundering across the desert skies, tanks rumbling to victory and space aliens screeching with horror as their craft explodes into a million fragmented pieces. After the realism of VGA comes the excitement and intensity of sound! Sound to fill your ears and thrill your senses. **SOUND STAR™** is the ultimate 20th century sound device to add new dimensions to all your PC software.

SOUND STAR

THE PC SOUND ENHANCER

"TO BOLDLY ENHANCE SOFTWARE THAT NO SOUND DEVICE HAS ENHANCED BEFORE"

• GAMES • EDUCATION • MUSIC • HEARING IMPAIRED • BUSINESS PRESENTATIONS •

100% Software Compatible

only \$ **49.95**

Plus \$4.95 shipping & handling

1-800-235-3837

VISA • M/C • DISCOVER • AMEX

Mon. - Fri. 9:00am to 7:00pm PST Fax: (707) 425-6033

APC
AMERICAN
PACIFIC
CONCEPTS

1955 W. Texas St.
Suite 7170
Fairfield, CA 94533

Circle Reader Service #20

SOFTWARE CLOSEOUTS

IBM, AMIGA, APPLE, COMMODORE 64/128, ATARI ST, MAC & MORE

TITLE	IBM	APPLE	C64	AMIGA	ST	TITLE	IBM	APPLE	C64
STRATEGIC SIMULATIONS INC. (SSI):						AVALON HILL:			
Heroes of the Lance	\$19	—	\$19	\$19	\$19	Beast War	—	\$10	—
Dragons of Flame	—	—	\$17	\$17	—	Black Thunder	—	—	\$12
1st Over Germany	\$19	—	\$19	—	—	Darkhorn	—	\$10	\$10
Demon's Winter	\$14	\$14	\$14	—	—	Dr. Ruth's Game of Good Sex	—	\$10	\$10
Phantasia III	\$14	\$14	\$14	\$14	—	Dreadnoughts	—	\$10	\$10
President Elect	\$10	\$10	\$10	—	\$10	Gryphon	—	—	\$12
Red Lightning	\$19	—	—	\$19	\$19	Guderian	—	\$10	\$10
Roadwar 2000	\$15	—	\$15	—	—	Gulf Strike	—	—	\$12
Roadwar Europa	\$15	—	—	\$14	—	Jupiter Mission 1999	—	—	\$12
Star Command	\$19	—	—	\$19	\$15	Legionnaire	—	—	\$12
Stellar Crusade	—	—	—	\$19	\$15	Macbeth	—	—	\$12
Wargame Construction	\$25	—	\$15	—	\$15	Maxwell Manor	—	—	\$12
Waterloo	\$22	—	—	\$20	—	Mission on Thunderhead	—	\$10	\$10
Hillstar	—	—	\$20	\$20	\$20	NBA Basketball	\$10	—	—
STRATEGIC STUDIES GROUP (SSG):						Panzer Jagd	—	—	\$12
American Civil War 1, 2 or 3	—	\$17	\$17	—	—	Panzer East	—	—	\$12
Fire King	\$17	—	\$17	—	—	Parthian Kings	—	\$12	\$12
Gold of the Americas	\$17	—	—	\$17	—	Police Blotter	—	\$12	—
Halls of Montezuma	\$19	\$17	\$17	—	—	Quest of the Space Beagle	—	—	\$12
MacArthur's War	—	\$17	\$17	—	—	Ripper!	—	—	\$10
Panzer Battles	—	\$17	\$17	—	—	Computer Stocks & Bonds	—	—	\$10
Reach for the Stars III	\$17	\$17	\$17	—	—	Super Sunday	\$10	\$10	\$10
Rommel in North Africa	—	\$17	\$17	—	—	TAC	—	\$12	\$12
Russia: The Great War	—	\$17	—	—	—	Telengard	\$12	—	—
ACTIVISION & GAMESTAR:						Tournament Golf	—	\$19	\$19
Aliens	—	\$13	\$13	—	—	Tsushima	—	\$10	\$10
Apache Strike	\$13	—	\$13	—	—	Under Fire	\$12	\$12	—
Championship Baseball	\$13	—	\$13	—	\$13	Wooden Ships & Iron Men	—	—	\$12
Championship Football	\$13	\$13	\$13	—	\$13	SPECIAL INFOCOM BUNDLE FOR APPLE II SERIES			
Championship Golf	\$15	—	—	—	—	8 games for \$40			
Grave Yardage	\$15	—	—	—	—	Wishbringer, Zork Zero, Leather Goddesses of Phobos,			
Mindshadow	—	\$13	\$13	\$13	\$13	Shogun, Mines of Titan, Beyond Zork, Planetfall, &			
Take Down	\$15	—	\$15	—	—	Arthur: Quest for Excalibur			
Star Rank Boxing II	\$15	—	—	—	—	SPECIAL ACTIVISION BUNDLE FOR APPLE IIgs			
INFOCOM:						2 productivity packages for \$10			
Mines of Titan	\$15	\$5	—	—	—	List Plus Database & Teleworks Plus Communications			
Leather Goddesses	\$15	\$5	\$5	—	—	PRODUCTIVITY BUNDLE FOR MACINTOSH			
VISA/MC ORDERS CALL TOLL-FREE						4 productivity packages for \$20			
1-800-676-6616						City to City Travel Guide to the U.S., Open-It, Lookup,			
Credit Card Orders Only !!! (\$25 minimum)						& Business Class Organizer Package.			

COMPSULT
P.O. BOX 5160
SAN LUIS OBISPO
CA 93403-5160

TO ORDER: Send check or money order including shipping charges of \$4 for U.S.A., \$8 for Canada, \$12 all others. Californians must include 7.25% sales tax. To receive our complete catalog of over 2,000 items for all computer types, send \$2 in cash or stamps to the above address. The catalog is FREE with any order. To check for an item not listed here, call (805) 544-6616.

Circle Reader Service #28

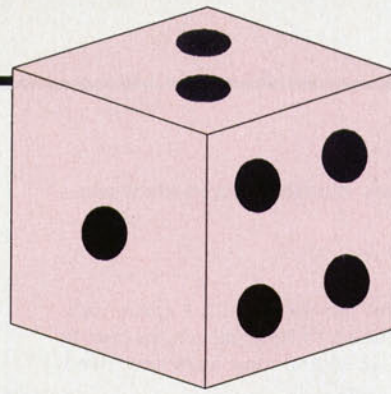
Donald Trump's flashy, splashy Trump Castle was the premier hotel casino in Atlantic City, New Jersey until Taj Mahal Hotel Casino, another of Trump's pleasure palaces, opened. *Trump Castle II* is to Capstone's *Ultimate Gambling Simulation* what the "Taj" was to the "Castle" — a highly improved version of the original. What *Trump Castle II* offers is a versatile computer-simulated collection of the "Big Six" games of chance one would expect to find in either casino: Baccarat, Blackjack, Craps, Roulette, Video Poker and Slots. Ostensibly, the computer versions follow the same rules found in the actual gaming halls.

What the package actually deals out in this product with five loaded 360K 5.25" disks is one giant slick advertisement for Trump Castle that happens to have games as well. Included in the package are a Trump Castle \$20 discount coupon for a stay at the hotel and a *Trump Castle Gaming Guide* that doubles as the "key" for the elaborate and annoying copy protection scheme.

Players navigate the game starting from the lobby of the hotel. A point-and-click interface escorts players to any of the six gaming spots (i.e. slots, roulette, etc) or into the west and east hallways (which offer digitized photos of the various parts of the hotel). The photos allow one to vicariously journey into a hotel suite, peek at the pool and the health club or go to the bar, the restaurant and the nightclub. In each location, there are a number of places to point, click and watch a character say something via comic strip-type balloons that pop up on the screen. These comments are always inane and often sexist. After one tour of the hotel facilities, the casino is the only place most players will ever want to go again.

Note also that the digitized photos are not visible in CGA mode. Even in EGA graphics mode, they appear as surreal, almost psychedelic, images. A gamer will need a full 640K of RAM in order to view the digitized photos. Also, without the optional Ad Lib or Sound Blaster cards, no special sound effects or voices are heard. Further, in order to get the program to work in VGA mode, which does offer the best images, most gamers will have to begin with a vanilla computer (i.e. booted with a DOS disk from drive A). Otherwise, the EGA mode is the default.

Each casino game allows up to four



Betting With the Shooter

Capstone's Trump Castle II

by Michael S. Lasky



IBM & Compatibles
CGA/EGA/VGA

TRUMP CASTLE II

CASINO • RESORT • BY THE BAY

THE ULTIMATE
Capstone Gambling
SIMULATION

The All New Official TRUMP CASTLE Computer Simulation!

Featuring:

- Multi-Player Capabilities
- Digitized Photos and Sound
- Trump Castle Discount Coupon (Good Until 4/30/92)

FREE TRUMP CASTLE Gaming Guide

Capstone ENTERTAINMENT SOFTWARE

players, and various table minimum/maximum bets can be made using either function keys or mouse clicks. Graphic representation of the actual games varies. The digitized table games, such as Blackjack and Craps, are uncannily true to form. Slots and Video Poker are less so.

As for the odds, one can only say that, "If Trump Castle in Atlantic City operated like this game, they would have only one-time visitors." The slots games offer poor to lousy payoffs, which vary depending on the amount bet. Video Poker is much the same: the player wins one and loses one, never really gaining much or losing much. This reviewer played one round for half an hour and came out with *exactly* the same amount of money that he started with.

Also, if anyone playing in CGA mode who happens to go bankrupt will find that they are *automatically* given another \$1,000. This no-loser-approach certainly takes the fun out of multi-player competition. At least in the higher graphics mode play, the player must return to the lobby, go to the cashier, click three times, while saying "There is no play like Trump Castle" and then is rewarded with another \$1,000.

Card games such as 21 start with a digitized set of dealers shuffling and dealing the cards. They look real enough, but the sound! The sound of the shuffling is a cross between a dungeon in *Castle Dracula* and someone installing snow chains on tires.

Blackjack is the best game in this package but is not without flaws. The dealer offers insurance when the house card shown is an ace. Only those players who insure their hands win if the

dealer actually has 21. If the house has 21, the dealer must show it and the round is over. *TC2* allows players to continue *even* when the dealer has 21 and there is no way to win.

Roulette is the game to play in order to make money. In almost every round played by this writer, the winning number was from the first row (1-34). 34 red came up three times in a row, as did 7 red. When betting anew, the player must remember to clear the field because the cursor defaults to the zero. This reviewer inadvertently placed bets on zero a number of times before realizing what was happening.

Player controls for betting, dealing and decision-making are all built around function keys and Alt-letter combinations. A mouse, however, makes for smoother and quicker action.

If it is possible to get beyond the gimmicky and brazen advertisements in the lobby, *Trump Castle II* offers a modicum of casino fun without any risk of losing one's shirt. Indeed, the multi-player function, together with the save game feature, enhances this package. For players contemplating a trip to a real casino, this is an innocuous way to learn one's way around the gaming floor. For experienced gamblers, *Trump Castle II* will probably not offer the same stimulation that real play does.

Exiting *Trump Castle*, players descend the moving escalator where the bus awaits. As one is driven off, a panoramic view of the castle reminds the gamer that the "trump card" of this game is that this casino is like any other: it exists to make money and that, to get yours, it pays to advertise. **CAW**

HARDWARE SOFTWARE

Elite 386-33 \$2399.00

Complete system, with 4MB RAM, 64K cache, 1.2 MB 5.25 drive, 1.44 MB 3.5 drive, 104MB hard drive, 16 bit 1024x768 VGA card w/512K, 14" Super VGA Monitor, Mouse, 2S, 1P, GP, 101 keyboard, surge protector.

MicroProse

Gunship 2000	\$38.95
Lightspeed 2.0	33.95
RailRoad Tycoon	33.95
Troika	22.95
Covert Action	33.95
Elite Plus	28.95
F15 Scenario Disk	17.95
Time Quest	33.95

Access

Cartel	\$36.95
Links	36.95
Links - Bay Hill	17.95
Links - Firestone	17.95
Links - Pinehurst	17.95

Shipping charges on software are \$1 for UPS Ground, and \$5 for UPS 2nd Day, continental USA.

SSG Titles

Decisive Battles CW Series	\$23.75
Battlefront Series	23.75
MacArthurs' War	23.75
Operation Overlord	29.50
Reach for the Stars	23.75
Warlords	29.50

Others

Andretti Racing Challenge	\$33.50
A&SD, Microsoft	28.75
Battle Command	33.50
Falcon 3.0	41.95
F14 Tomcat	31.75
Hard Nova	35.50
Jetfighter II	39.95
Red Baron	36.95
Secret Weapons - Luftwaffe	39.95
SimEarth	39.95
Windows Entertainment Pak	28.95
4D Boxing	36.95
Armada 2525	34.50
Castles	36.95
Conflict: Middle East	39.95
Fireteam 2200	31.95
Lemmings	31.95
Lexi-Cross	26.95
Medieval Lords	39.95
Nam 1965-1975	41.95
Rules of Engagement	39.95

Prices Subject to Change

JCL SERVICES, INC.

VOICE: 714-680-3420
PRODIGY: JTHK00A

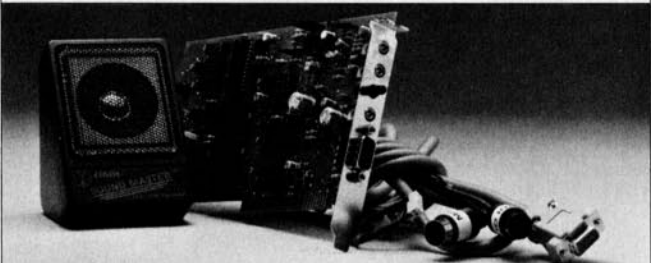
1609 MARIPOSA
FULLERTON, CA 92633

COMPUERVE: 71361, 1005
FAX: 714-680-3317

Circle Reader Service #42

SOUND MASTER[®] II

THE MOST COMPATIBLE SOUND CARD IN THE WORLD



- A high quality alternative to "Sound Blaster". Better sound, less noise, more features.
- 100% AdLib[™] Compatible.
- Covox Voice Master[®] (voice commands), Speech Thing[®], and MIDI Maestro[™] compatible. Internal PC speaker supported.
- All digitized speech and sound formats supported, including synthesized speech, PCM, ADPCM, & CVSD.
- "Direct-to-disk" DMA digitizer, variable sample rates to 25K/sec for recording, 44K/sec for playback.
- Full duplex MIDI interface. Cables and software included.
- FM Music, MIDI, and Digitizer can function together.
- Audio amplifier with volume control. Low noise, low power electronics. Speaker included.
- Proudly Made in the U.S.A.

Your Best Choice For Multi-Media Sound.

ONLY \$229.95 (plus \$5 Shipping & Handling)

ORDER HOTLINE: (503) 342-1271 M-F 8 AM to 5 PM PST.
VISA/MC/AMEX phone or FAX orders accepted. NO CODs. 30 Day Money Back Guarantee if not completely satisfied. One year warranty on hardware.

CALL OR WRITE FOR FREE PRODUCT CATALOG



COVOX INC. 675 Conger Street • Eugene, OR 97402
Phone (503) 342-1271 • FAX 503-342-1283

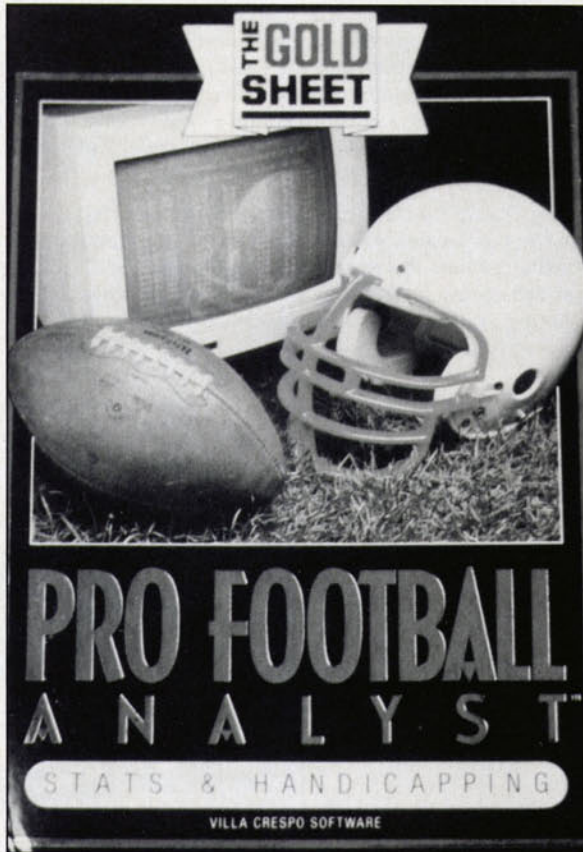


Circle Reader Service #30

The Midas Touch

The Gold Sheet Pro Football Analyst

by Bill Brown and Wyatt Lee



TITLE:	The Gold Sheet: Pro Football Analyst
SYSTEM:	IBM
PRICE:	\$59.95
COPY PROTECT:	Non-Repro Look-Up
DESIGNERS:	MicroBrothers
PUBLISHER:	Villa Crespo Software Highland Park, IL

When one works late hours, one occasionally uses the talk shows on late night radio as a constant companion on the long trek homeward. This is true for this gamer and often means that he ends up playing radio roulette on the homeward route. On occasion, he has picked up a Las Vegas radio station with several programs on sports betting. Not being a sports bettor himself, one would think that he would hit the tuner and move on. Instead, he has repeatedly listened with fascination to the detailed number-crunching and statistical analyses that handicappers use to "set lines" and determine their plays.

As a casual sports fan, he would probably never have thought about comparing "points per hundred yards" with "total yardage" and a thousand other formulae that the professional handicappers use to prepare for upcoming games. He also was amazed to find out how good some of those radio handicappers were. Yet, no matter how good the professionals are, everyone thinks he has a better system. This writer kept thinking, "There's no reason to have that statistic in there" and "That's stupid!" Yet, he had never bothered to create a database and had no intention of chasing down the numbers necessary to test his own system. That is, until *The Gold Sheet: Pro Football Analyst* came along. With *The Gold Sheet*, he could test his handicapping skill *without* risking his wallet.

A Gambler's Perspective (from Bill Brown)

Bill Brown is the editor and publisher of The Western Gambler, a Las Vegas-based publication. He is a noted author and recognized expert in the use of computers in gambling.

The typical gambler spends hundreds of hours searching through stacks of papers and piles of books — sorting, compiling and analyzing — looking for the magic formula to "beat" professional football. Many have long since given up the quest because the time spent never produced the rewards they were looking for. Now, the introduction of computers to sports handicapping allows bettors to access valuable databases and obtain statistics useful to the goal.

The Gold Sheet: Pro Football Analyst provides two full seasons of statistics, as well as an optional *Statdisk* (data on every team since 1983), the opportunity to download statistical updates from **Villa Crespo's** own BBS on a weekly basis (this is a free service for the first year and \$24.95 per year thereafter) or the tried and true possibility of receiving updates every three weeks in hard copy by U.S. Mail (for the same \$24.95). Naturally, the database would be of little value to anyone without a method to access and manipulate its records. What this product does that no other software which has come to our attention has ever done before is to allow the user to create his own handicapping formula by manipulating 28 different offensive and defensive statistics. By assigning a percentage to any or all of these statistics, one creates a formula. The program massages the data and tells the player how he/she would have done over the course of: a) all historical data, b) last season, c) season to date or d) a rolling average of the latest four weeks of data.

Players who wish to concentrate on a particular team can use the "Trend Analysis" feature to set parameters for predicting the performance of that specific team. One can determine whether

all opponents are important or simply those in conference, out of conference, in division or on Monday night. It is possible to factor in stadium type, game situation (after winning, after losing, after a Monday night game), favorite status and win-loss record against the spread or straight up. One can even concentrate on a specific match-up, isolating on the win-loss history of categories which are specific to that game, including the win-loss record in the type of stadium and type of turf.

Once one is through creating or massaging his formulae, the program runs the data through the formulae and presents the customized predictions in several ways: straight up, against the spread, a ranking as to the prediction's usefulness in office pool selections, over/under calculation and detailed predictions for a single-game matchup. These can be displayed on-screen or printed out for future reference.

This reviewer found that once he learned how to create a formula and apply it to past and present games, he just couldn't walk away from the computer without trying to finesse the formula just a little bit more. Fortunately, it can take less than a minute to adjust one's formula and test it on the data available. As a gambler, programmer and editor and columnist for gambling publications, this reviewer contends that the flexibility and power of *The Gold Sheet Pro Football Analyst* is unmatched by any other football software on the market. Its only drawback is its addictiveness.

The Gamer's Perspective (Wyatt Lee)

Even people who don't like to bet on sporting events can get a

lot of value out of *The Gold Sheet: Pro Football Analyst*. Those who risk nothing to try to win free connect time in the sports pools on **Genie** or the **USA Today Sports Network** may want to let the program pick their choices each week; those who want to make sure they have the right statistical fit for their style in a computerized football league may want to use *The Gold Sheet* to crunch numbers before selecting their team and those who simply want to amaze their friends by prognosticating either the entire weekend's games or one particular game may want to print out the predictions of *The Gold Sheet*.

Some would suggest that *The Gold Sheet* was not designed as a "game," yet this reviewer just can't stop playing it. The program comes with four expert formulae saved to disk. Users (dare they be called "gamers?") can save plenty more of their customized formulae to disk, as well. What this means is that one can keep trying to beat the experts. One can even have friends design their systems and have the program run their custom formulae through the database. It is yet another way to determine who knows the most about football (and doesn't even require gamers to wait until the season starts to begin challenging each other's unique formulae).

To be sure, *The Gold Sheet: Pro Football Analyst* is not a game, but this writer certainly felt like a Las Vegas radio personality when he finished analyzing last weekend's games. 61% accuracy may not be that good on **Genie**, but it sure beats the 38% scored by one of the on-disk "experts." Anyone serious about sports and addicted to statistics will certainly want to be aware of *The Gold Sheet*. **caw**



The Godfather™

WE'RE GOING TO MAKE YOU AN
OFFER YOU CAN'T REFUSE!

TM and © 1991 Paramount Pictures. All rights reserved. The GODFATHER is a trademark of Paramount Pictures. U.S. Gold Authorized User.



The greatest hero for the Hyborean Age was a fierce barbarian born of the harsh northlands,

CONAN THE CIMMERIAN

You have heard the tales of Conan's adventures. Only now will you have the opportunity to live the life of this fierce barbarian from the land of Hyborea.

Our odyssey begins with murder most foul. When Conan's village is massacred by the ravaging hordes of Thoth Amon, high priest of the vile cult of Set, Conan vows to avenge the death of his family and friends.

In your search for vengeance, you as Conan, will explore Hyborea to seek out its hidden secrets and learn of its powers. Visit over 200 locations – taverns and inns, crypts and dungeons, temples and tombs, lavish homes and poor hovels – to learn the mysteries of Hyborea's sorceries to help Conan overcome its many natural and supernatural perils.

Only with luck, courage and constant struggle will Conan have the chance to force a reckoning with the powerful Thoth Amon.



AVAILABLE FOR THE IBM AND AMIGA THIS SUMMER.
SUGGESTED RETAIL – \$49.99

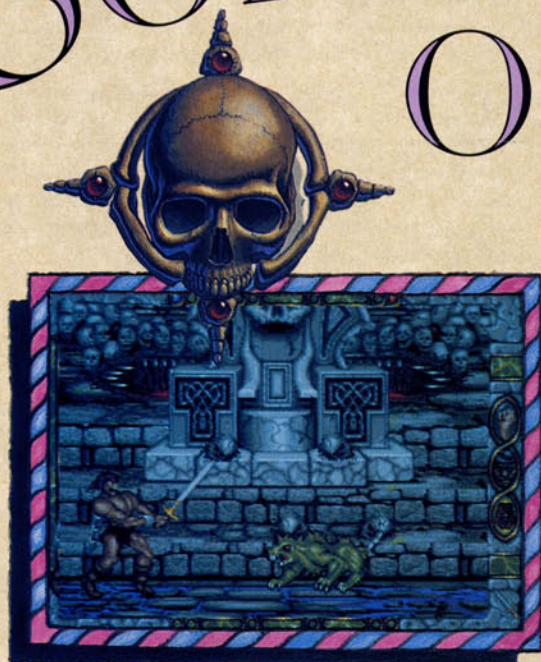
TM and © 1991 Conan Properties Inc.

Cover illustration © 1990 Boris Vallejo.

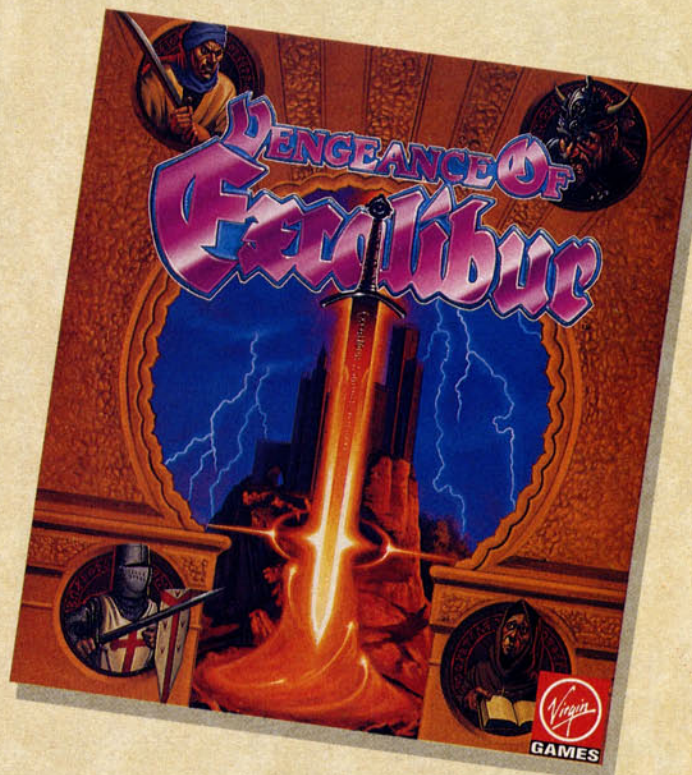
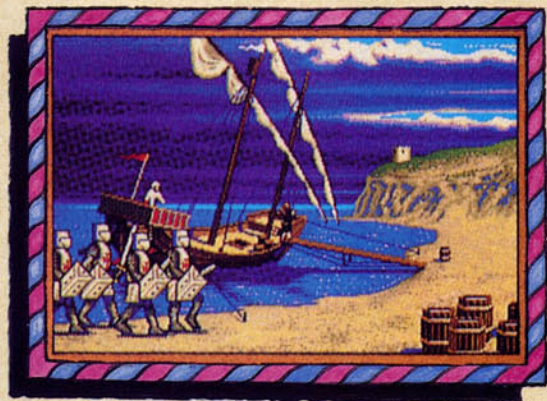
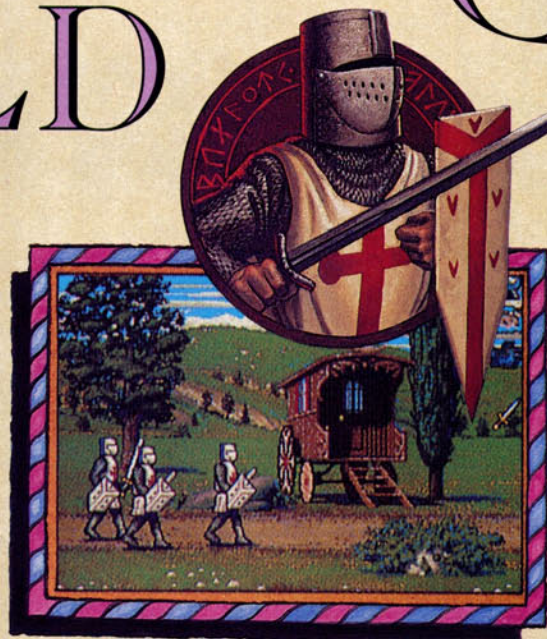
© 1991 Virgin Games, Inc. All rights reserved.

Virgin® is a registered trademark of Virgin Enterprises, Ltd.
Virgin Games, Inc. 18061 Fitch Ave., Irvine, California 92714

SOME OF



THING LD



In Spirit of Excalibur, the Knights of the Round Table fought to defend medieval Britain from the evil sorceress, Morgan Le Fay. Morgan, dabbling in dark arts beyond even her ability to control, had summoned a great Lord of Demons, the Shadowmaster.

With Morgan's death, the Shadowmaster was freed to work his evil will against the unprepared folk of Britain. Striking in the night, he imprisoned the King with a spell, stole the greatest treasures of the realm and kidnapped Nineve, the court enchantress. With the loss of the sword Excalibur and the newly recovered Holy Grail, Britain begins to sicken and die. The Shadowmaster must be stopped!

Command knights and whatever followers they are able to recruit to track the Shadowmaster through hazardous, beautiful and mysterious medieval Spain. Explore the hundreds of villages and cities, fortresses and castles, dungeons and palaces and all the secret places where the Shadowmaster may dwell.

Seek what aid you can as you acquire and learn the use of the sorceries of Moorish Spain, for only with the aid of enchantments and the loyalty of strong allies will you stand a chance of ridding the world of the demonic Shadowmaster once and for all.

AVAILABLE FOR THE IBM, AMIGA, ATARI ST AND MAC THIS SUMMER.
SUGGESTED RETAIL - \$49.99

Developed by Synergistic Software.
© 1991 Virgin Games, Inc.

Virgin® is a registered trademark of Virgin Enterprises, Ltd.
Vengeance of Excalibur is a trademark of Virgin Games, Inc.
Virgin Games, Inc. 18061 Fitch Ave., Irvine, California 92714





SOME NE

ALSO TAKING OVER A
SEGA
GENESIS
NEAR YOU
THIS FALL

ARE YOU TOUGH ENOUGH TO TAKE ON THE 21st CENTURY AND SAVE MANKIND FROM HIS UNTIMELY DESTRUCTION BY A GENETICALLY ENGINEERED WAR MACHINE?!

Talk about your work-related stress! As a ZODIAC special agent, your job is to crack the complex security systems of the Universal Cybernetics Corporation and track down the mutant robot they have designed as the ultimate killing machine.

You'll arm yourself with a whole arsenal of weapons – everything from hologram projectors to special vision enhancement visors to thermal infra-red image intensifiers. If all else fails – you'll have to rely on your own psychic powers!

FEATURES INCLUDE:

- 16-level 3-dimensional environment complete with fast, smooth scrolling
- Realistic action control of six characters: 2 male, 2 female and 2 droid
- 360 degree vision
- Environmental sound effects

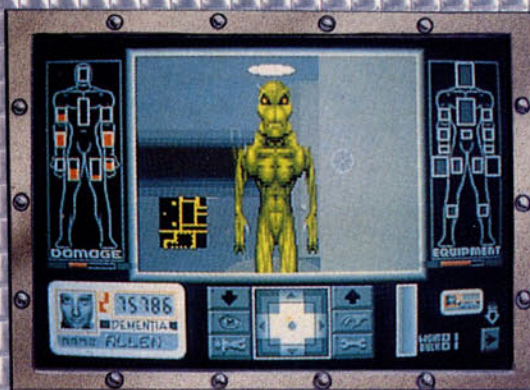
"Tension and unease, with danger lurking around every corner.... This Number One European Hit will keep you on your toes and coming back for more."



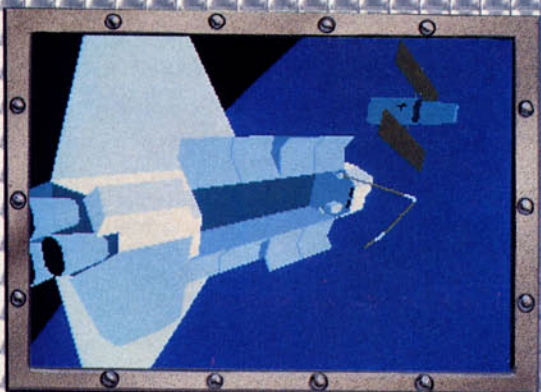
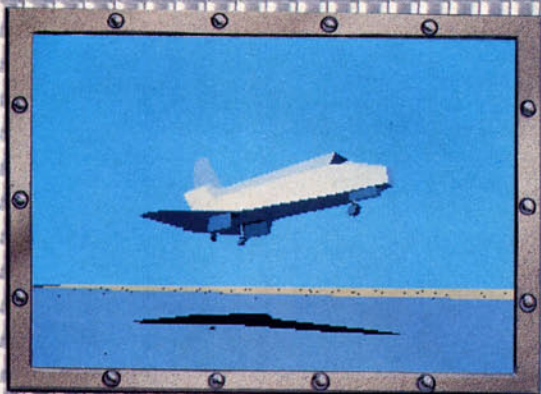
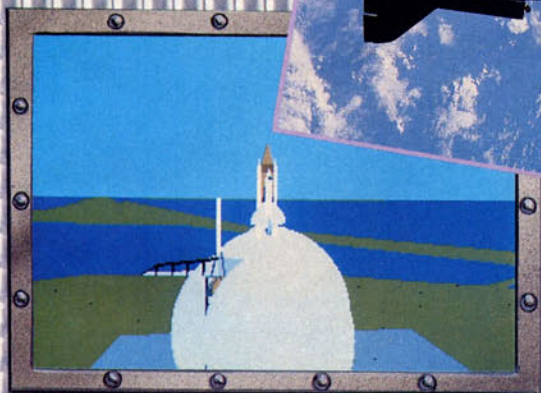
AVAILABLE FOR
THE IBM, AMIGA AND ATARI ST THIS SUMMER.
SUGGESTED RETAIL - \$49.99

TM and © 1991 Virgin Games, Inc. and Core Design.
All rights reserved.

Corporation & Virgin® are registered trademarks of
Virgin Enterprises, Ltd.
Virgin Games, Inc. 18061 Fitch Ave., Irvine, California 92714



THING EW



The space flight simulator to end all simulators, **SHUTTLE** is the most accurate and comprehensive simulation of NASA's Space Shuttle ever produced for the home computer.

With the aid of Mission Control, you will master such challenges as deploying and repairing satellites, launching spy satellites, maneuvering your craft in zero gravity, attaining the correct re-entry trajectory, and pulling off complicated landings.

Advanced polygon and elliptical graphics, along with actual land and star maps were used to create the breathtaking 3D panoramas of the Orbiter and its environment, which can be viewed from any angle at any time.

Other features include:

- Authentic control panel display
- Detailed comprehensive training and reference manual
- Numerous training, scientific and "Star Wars" (SDI) Missions
- Multiple help levels from "novice" to "veteran"
- Various launch and landing sites
- Orchestral quality music
- Fold-out Shuttle flight deck poster

AVAILABLE FOR
THE IBM, AMIGA AND ATARI ST LATE SUMMER.
SUGGESTED RETAIL - \$59.99

AdLib™ and Roland™ sound boards supported on IBM
Shuttle™ and Virgin® are registered trademarks of
Virgin Enterprises, Ltd.

Virgin Games, Inc. 18061 Fitch Ave., Irvine, California 92714



Saving the World Through Mass Destruction

Psygnosis' Armour-Geddon

by Derek Godat

Until recent months, Liverpool-based **Psygnosis Software** has remained

a "quiet" company to most American consumers. Despite many successes, the software house has never been widely acclaimed outside of Europe. Psygnosis' trademark style, a fusion of exotic art, atmospheric techno-rock and thumb-numbing action, has met with mixed results on these shores. The fast action, joystick-jerking crowd devour the games, spit out the bones and then clamor for more. On the other hand, armchair pilots and deck-punching war-gamers have been disappointed with the hot graphics, hot sound, "instant gratification" formula used by Psygnosis. In a classic case of form versus substance, hard-core strategists would virtually all agree that all flash and no depth had made Psygnosis a "dull" publisher.

Whatever the case, Psygnosis is taking long strides to please gamers of all "creeds" and "colors." Their '91 lineup has expanded to include not only Psygnosis' signature shoot-'em-ups, but wargames, role-playing adventures, puzzlers and even *Armour-Geddon*, a first entry into the bloody and brutal "pure" simulation arena.

Same Sighted, Sank Sim

It goes without saying; the simulation side of gaming has been extraordinarily ripe for some time now. Any disk-flipping Joe with his eyes in the usual place can see the hordes of new sims battling for shelf space these days. As a game-playing public, we've seen sailboat simulators, UFO simulators, even dragon-flying simulators! If it's even *remotely* marketable, it's been "simmed."

So what can *Armour-Geddon* possibly offer that a dozen other sims cannot?

It certainly isn't plot. Sadly, for all the flashy technology that a game can flaunt, storylines still date back to the early Atari days of hack and blast. Luckily, there's no wizard-slaying or girlfriend-rescuing to be found here. In *Armour-Geddon*, as in a hundred other titles, terrorists have gotten their claws on some hot new weaponry. As is typical of their lot, these bloodthirsty baddies intend to deep-fry the Earth. While decent citizens crisp on the planet's surface, the terrorists will bunk out in subterranean shelters, waiting for the smoke to clear.

Mission: (Even More) Impossible

As always, the player starts out at the targeting end of some industrial-strength doomsday weapons. Resources are limited, time is nearly up, and all the smart money is betting on the terrorists.

TITLE:	Armour-Geddon
SYSTEMS:	Amiga, IBM, Atari ST
PRICE:	\$49.99
# PLAYERS:	One or Two (serial link)
COPY PROTECT:	None
DESIGNERS:	Paul Hunter, Ed Scio
PUBLISHER:	Psygnosis Brookline, MA



If military might and some flawless strategy don't surface soon, it will be time to ration out the radiation suits and lead umbrellas to the planet's doomed masses.

Fortunately for mankind, last-minute salvation may be an option. The usual government scientists working round the clock at the usual top secret bunker discover the existence of another formidable weapon; the neutron bomb. If lobbed at the terrorist weaponry in time, this bomb will eliminate the threat altogether.

Recipe for a Suicide

Of course, it won't be as easy a task as that. To make things dicey, the neutron bomb has been disassembled and scattered across a monstrous piece of real estate. Naturally, enemy forces infest this landscape; trigger-happy skimmers prowl the skies and unfriendly cannons litter the plains. While combing every inch of the 6400-square-kilometer game map for sections of the bomb, the player will have to dodge or destroy legions of hostile war machines, juggling precious fuel and supplies all the while.

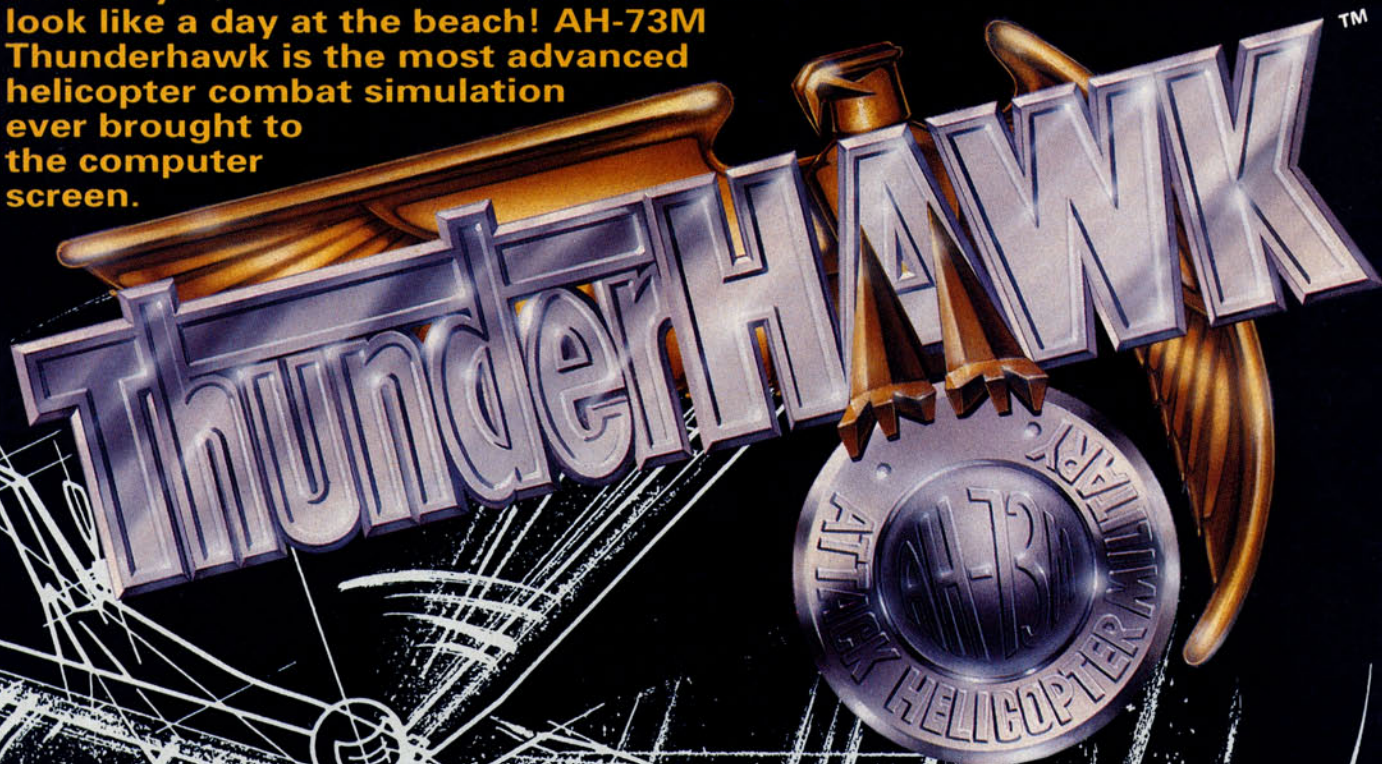
Armour-Geddon is decidedly tough. It is not the sort of game that will give up after a few nights, or even weeks. Neither is it a series of unrelated skirmishes. It is, in fact, a *full tour of duty*.

Storyline and genre aside, what Psygnosis has done with the game is pure innovation. No longer is the sim fan restricted to piloting one type of military vehicle. *Armour-Geddon's* weapons include six unique simulated vehicles of war: three aircraft (jet fighter, helicopter and bat-like stealth bomber) and three ground weapons (light tank, heavy tank and hovercraft). These are treated as "generic" vehicles not based on any real-world models, but each can be customized to the player's specifications.

Armour-Geddon is divided into two sequences: the headquarters section and the actual piloting of vehicles.

THE ULTIMATE FLYING MACHINE...

Congratulations – it's 1995 and you've been selected for the hottest seat in helicopter history: the cockpit of the Pentagon's new AH-73M Thunderhawk™. So zip up your flight suit, adjust your sunglasses, and control your nerves 'cause this one makes Nam look like a day at the beach! AH-73M Thunderhawk is the most advanced helicopter combat simulation ever brought to the computer screen.



Thunderhawk™ soars above the rest with these features:

- A helicopter armed with the latest in weaponry, electronic countermeasures, functioning displays and computer-aided targeting systems.
- Realistic missions involving actual military conflicts and contingency plans.
- A true interactive "world" outside your cockpit, with other locations and characters that respond to your actions.
- Campaign scenarios with a multitude of missions.



Available soon for IBM and Amiga.
Thunderhawk is a trademark of Virgin Games, Inc.
Virgin is a registered trademark of Virgin Enterprises, Ltd.
©1991 Virgin Games and Core Design. All rights reserved.
Virgin Games, Inc. 18061 Fitch Ave.
Irvine, CA 92714 1(800)VRG-INO7

From the player's HQ, a number of options allow one to spy on the enemy, develop an arsenal and keep an eye on the sprawling game map. All facets of the headquarters section are accessible through a friendly point-and-click interface.

The Research & Development screen gives the player full control over the industrial aspects of war. From a limited pool, scientists can be assigned to develop weaponry or combat vehicles. The more scientists working on a particular piece of hardware, the faster it will be ready for construction. Once their task is complete, scientists automatically return to the pool and can begin work on other projects. Once developed by the scientists, engineers take up the task of manufacturing equipment for the field. Unlike scientists, engineers do not return to the pool on their own. If left with a particular project, an engineer will simply crank out vast quantities of surplus gear.

The number of gadgets and devices available for construction necessitates some tough decisions. From plain "vanilla" cannon shells to teleportation pods and cloaking devices, all sorts of techno-goodies and armaments must be prioritized. For example, if the player pours engineering might into the building of helicopters, he may find himself without night-sights to fly them by!

With the right choices, the gamer will have just enough to continue the fight. One wrong move, however, and precious time and resources will be wasted making useless scrap. *Armour-Geddon* does allow weapons to be recycled, but this will not turn back the clock. One can afford to lose a battle, but never a minute.

A Neutron in a Haystack

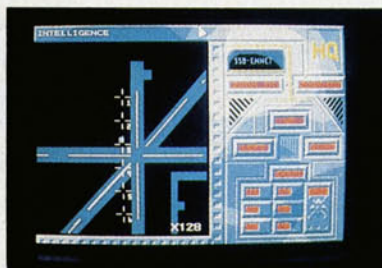
From the HQ, an Intelligence screen allows players a look at the area map. Zoom controls give an accurate portrait of enemy installations through a number of different possible magnifications. Looking at the game map for the first time, this reviewer knew exactly what he was up against. The sheer bulk of square kilometers is enough to intimidate anyone new to the simulation genre and enough to excite any sim fan looking for a game with real depth.

With a knowing gesture, the developers have included mobile beacons that guide any vehicle to any one of seven different locations. These beacons can be placed anywhere along the map and are an invaluable aid in the struggle to avoid becoming hopelessly lost.

In preparation for combat, an Equipment screen lets one customize and equip up to six vehicles for war. Providing that the R&D teams have been busy, tanks and fighters can be loaded with ammunition, lasers, extra fuel and other necessities. Again, tough decisions are in order, as each craft can carry a maximum payload of only *three* items.

From this point, the player is ready to leave the safety of the HQ and enter the ongoing fray. Unlike most games, the enemy does not sit idly while the player scratches up a battle plan. From the start, terrorist squadrons are in the air, hunting for the gamer's headquarters. The sounds of their strafing serves as a constant reminder that time is running out.

Upon emerging into the war zone upon a gigantic lift, the player will find one of two cockpits staring back at him. To combat confusion in the heat of battle, *Armour-Geddon* uses a single cockpit display and head's-up display (HUD) for all aircraft.



Another, quite similar, cockpit and HUD graces all tanks and hovercraft. By avoiding the specifics of realistic models, Psygnosis has made the business of armored warfare much more easily understood. For this, *Armour-Geddon* may catch flak from devout sim "jocks" who cannot suspend their disbelief unless they know *exactly* what sort of aircraft or tank they're sitting in. This reviewer (coming from the action gamer's perspective, of course) does not share that opinion, however, and found that

the simplified control system makes *Armour-Geddon* a very approachable game.

The battlefield side of *Armour-Geddon* is pretty typical stuff. Filled-polygon graphics are the current sim standard and, as far as polygons are concerned, *Armour-Geddon* has no new tricks to teach. One would think that Psygnosis, the force behind *Shadow of the Beast* and *Blood Money*, would find some unique way to make a jagged polygon world easier to swallow. Think again. It's not a lack of talent at Psygnosis, per se, but rather a shortcoming of the entire simulation genre.

Speed, it seems, is the crucible from which simulations either rocket into glory or tumble into anonymity. *Armour-Geddon* passes the "speed test" with flying colors. In fact, at times, the game moves so quickly that the player can only hang on and hope for the best!

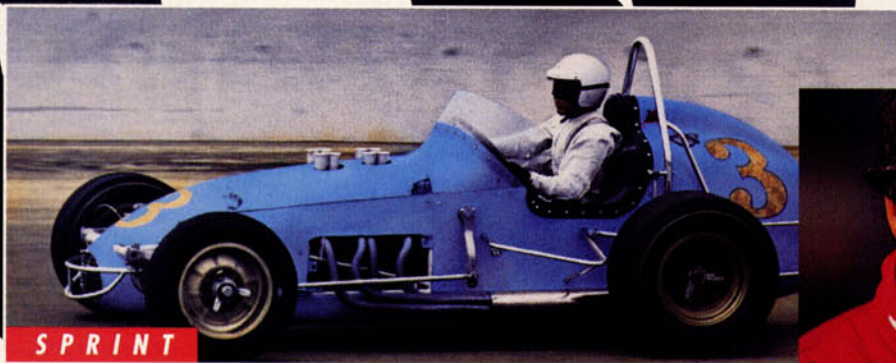
Fast Forward

Adjustable camera angles are an option, though there is no "VCR playback" function. In other words, there is no way to save bone-breaking crashes and flawless strikes to disk for future "ooohs" and "aaahhs." More graphic candy comes in the form of a weapons camera and a satellite view. The weapons camera is great fun, letting the gamer watch from afar as homing missiles sniff out enemy afterburners. The satellite view is a more serious tool. It gives an adjustable look at the surrounding terrain and any unfriendlies which might be lurking out of sight.

In stark contrast to the point-and-click HQ sequence, the battle sequences rely *extensively* upon keyboard commands. Until a low-priced flight yoke can sit next to every computer user's desk, intricate keystrokes will be a necessary evil. *Armour-Geddon* eases the burden somewhat by including a fold-out chart of the keyboard. It's not an actual overlay, but does point out the hot keys (in four languages, no less). Until the keystrokes have been safely committed to the player's memory, it is best to have this sheet within frantic grabbing reach.

Documentation for *Armour-Geddon* is especially well done. It is neither the typical napkin-sized European documents nor the encyclopedic bibles that haunt jargon-heavy simulations. With the aid of the 24-page booklet, this reviewer was able to start wrecking vehicles within minutes. Beginners should count themselves lucky for finding such easy-going, non-technical documentation. Hardened experts can read the manual backwards if they find it written too clearly.

All things considered, *Armour-Geddon* does much to recommend itself to anyone looking for a well-balanced sim. For the jaded master, Psygnosis has added enough twists and innovations to the classical simulation to warrant a hard look. The six-vehicle team and research and development aspects are definitely new, "90s" improvements on this sort of game. For the raw beginner, *Armour-Geddon* offers much under one roof and does it all with a slick, yet friendly, interface. Not bad for Psygnosis' first dwelling in the Sim city (groan). **CW**



SPRINT



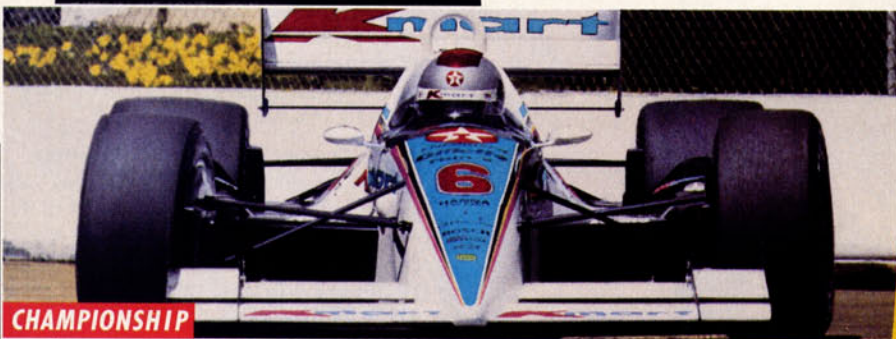
MARIO ANDRETTI'S RACING CHALLENGE™



STOCK



PROTOTYPE



CHAMPIONSHIP

Follow in the high speed tracks of Mario Andretti. Start your career in the dirt at Ascot Park driving Sprints. Race your way through the 6 professional driving circuits. Wind up at Laguna Seca where you'll compete with the best Indy® drivers in the world.



Make your mark on some of Andretti's favorite tracks.



Win big and use your earnings to move to more challenging cars and faster tracks.



Experience the hi-rev excitement of daring passes, serious spin outs or devastating crashes.



ELECTRONIC ARTS®



To order visit your local retailer or call (800) 245-4525 anytime.

By Distinctive Software, Inc. Available for IBM and compatibles for \$49.95. Actual screens from the IBM version. IBM is a registered trademark of International Business Machines Corp. Indy is a registered trademark of Indianapolis Motor Speedway Corporation. Ad Lib is a registered trademark of Ad Lib Inc. Sound Blaster is a trademark of Creative Labs. Roland™ MT-32 is a trademark of Roland Corp.

Circle Reader Service #34

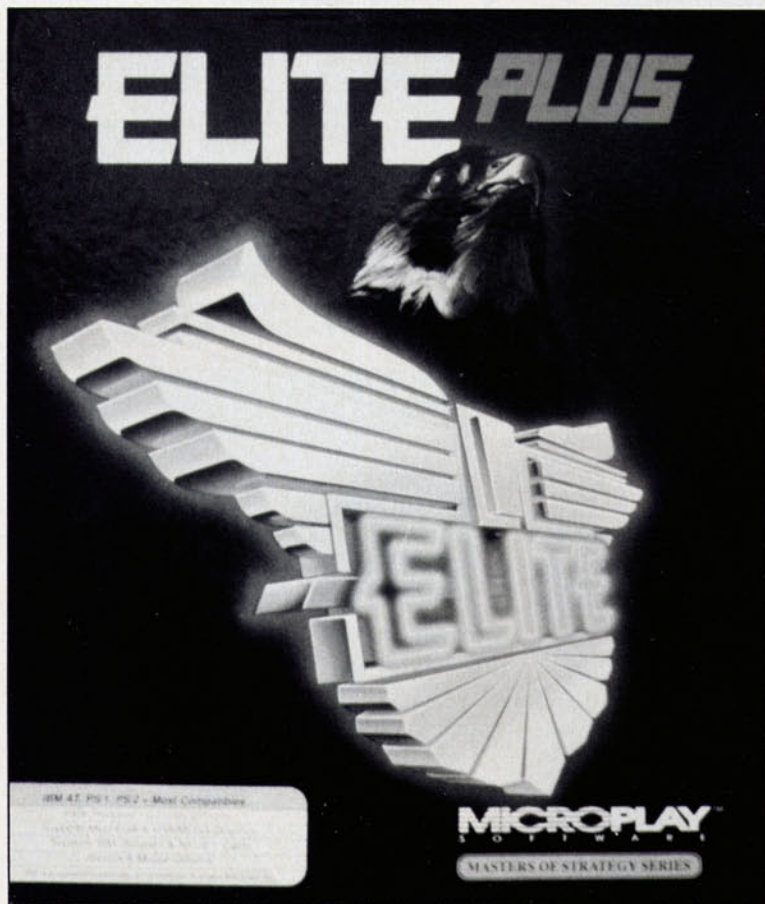
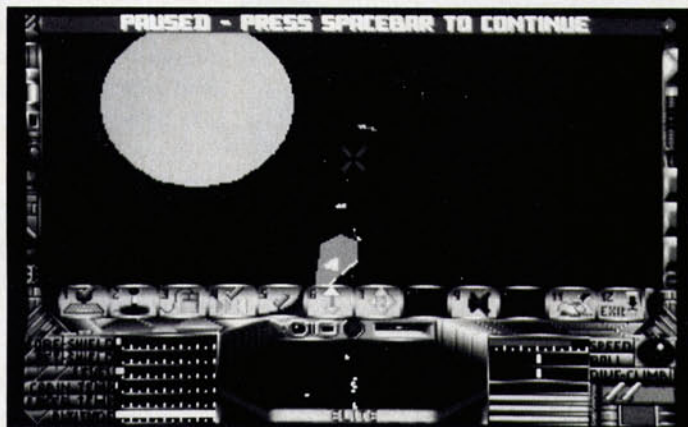
256 color VGA Graphics/Ad Lib®, Sound Blaster™ and Roland™ MT-32 sound support.

Elite-ist or DElite?

Microplay's Elite Plus

by Stanley Trevena

TITLE:	Elite Plus
SYSTEM:	IBM
PRICE:	\$49.95
DESIGNER:	Chris Sawyer
COPY PROTECT:	Documentation Look-Up
PUBLISHER:	Microplay
	Hunt Valley, MD



The original *Elite* had a devoted group of followers. Back in 1986, a game of *Elite*'s size and complexity gave the average gamer a huge universe to wander around in and explore. So, following the logic of sequels and remakes, it would only make sense that *Elite* could fly once again with a little dash of 1990s color and sound, right? Then, if extra missions are added, the game is even more likely to succeed. Of course, like any other "can't miss" formula, there is plenty of room for miscalculation.

Be One of the Few, the Proud, the "Elite"

Elite Plus bills itself as a game with "a brilliant combination of outer space exploration, intergalactic trading and political intrigue." The goal of the game is to graduate from the initial starting position, in which the player starts out with a stripped-down model of the Cobra Mark III trading and combat craft, to a position with the best-equipped craft and the highest status level, "Elite."

To imply that the player starts at the lowest possible level would be the understatement of the millennium. With a ranking of "Harmless," a ship equipped only with a few missiles, a pulse laser and a meager 100 credits (the universal form of currency), there is nowhere for the player to go but up. Fortunately, there are several ways to get credits in *Elite Plus*. Commerce, bounty hunting, piracy and asteroid mining are but a few. However, even though bounty hunting and piracy seem to offer the most colorful careers, new pilots are cautioned to build up both their ships and pocketbooks before getting too ambitious in these fields of high risk/reward ratios.

Instead, the wise pilot begins as something of an intergalactic "bean counter." With eight galaxies and several thousand possible planets to explore, the first task is to record trading prices and availability of goods for each planet. In this way, pilots can explore a few neighboring planets and discover that there is a definite economic system based on supply and demand to be serviced. If the novice pilot can find a few planets to set up a trade route and start running goods between, said entrepreneur should be able to increase profit margins and enhance the bottom line. As the credit balance grows, one can move on to more expensive items with larger profit margins. This is the safest and best way to start the game. Getting too trigger-happy too early will only result in an early death.

Unfortunately, the initial starting position may try the patience and enthusiasm of even the most long-suffering gamer. Indeed, the lack of initial resources and low profit margins at the outset may ultimately cause many to return to the place of the game's purchase rather than to explore the game's universe.

While this writer found that it is wise to make a

"The finest graphics
and absolutely the finest
scrolling and animation
of the year."

★★★★
Four Stars,
InCider
Magazine

BLAST IT!

XENOCIDE

By Brian Greenstone

256 COLORS - FAST ACTION
12 PLAY FIELDS
3 VIEW MODES
PUZZLE STRATEGY!

"A masterpiece
arcade offering...
graphics, sound and
animation are simply
top drawer."
Nibble Magazine

Vicious Xenomorphs occupy the three moons orbiting your home planet. Your mission: destroy the moons and everything on them!

Super-fast action awaits you on three very different moons, each with four nasty levels. But quick reflexes alone won't save you — each level is a tricky puzzle where strategy and tactics will win the day.

Three different modes of play view (3-D, Profile and Overhead), high-res graphics and superb sound make this game a winner. So lock and load, it's time to commit Xenocide!

IBM PC, XT, AT, 386, Tandy 1000 Series and 100% Compatible clones (Suggested Retail \$44.95)

- 256 color VGA support
- Original music scores for AdLib, Sound Blaster, Tandy, Roland, CMS and Covox sound boards.

Apple IIGS with 512K RAM (Suggested Retail \$49.95)

**See your computer
software retailer or
distributor or contact:**



MICRO REVELATIONS, INC.

P.O. Box 70430 Reno, Nevada 89570 (800)442-6002

XENOCIDE IS A REGISTERED TRADEMARK OF MICRO REVELATIONS, INC.
IBM IS A REGISTERED TRADEMARK OF INTERNATIONAL BUSINESS MACHINES.
TANDY IS A REGISTERED TRADEMARK OF TANDY CORPORATION.
ADLIB IS A REGISTERED TRADEMARK OF ADLIB, INC.
ROLAND IS A REGISTERED TRADEMARK OF ROLAND CORPORATION U.S.
SOUND BLASTER IS A REGISTERED TRADEMARK OF CREATIVE LABS, INC.

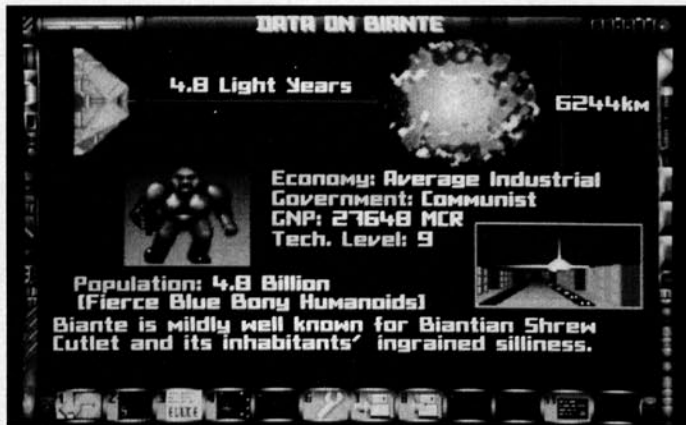
Circle Reader Service #48

Level 1: Pilot your hovercraft in 3-D view over the moon's surface. Search for the entrance to level two while avoiding the moist SPLAT! of giant bugs against your windshield. Splattered bug juices can block your view and cause you to crash into the moon mountains.

Level 2: Wear a jet-pack to fight and finesse your way through a subterranean cavern in profile view. An endless array of creatures and features awaits you. Use a variety of weapons and shields to find the five bombs you need to destroy the moon.

Level 3: A scuba dive through hell. You'll need all your fighting skills to ward off the denizens of the deep, and a sharp mind to search out hidden keys required to open doors to passages leading to the level below. Find the keys and get ready for the hard part — finding your way through the correct doors!

Level 4: The labyrinth bio-lab. Blast your way through hordes of xenomorphs in overhead view. Figure out the path to the central core, plant your bombs and then fight your way to the teleporter before the moon and it's 'morphs are blown to space dust in a flash of sound and fury on your screen!



cargo bay extension one of the very first purchases (in order to increase carrying capacity), the fact that the designers decided to make the player manually dock the ship at every space station, pay a 50 credit fee to have a pilot dock the ship or purchase a docking computer for over 1500 credits may determine one's initial purpose. For those who are "do it yourself" types, here is a suggestion for handling the manual docking sequence. The stations' landing bays face the planet surface and are spinning. So the best strategy for docking is to head straight for the planet's surface, turn up before getting too low in altitude, center the docking bay on the screen, maneuver closer to the space station, cut speed, synchronize rotation and glide in without hitting or getting out of synch. This may be both interesting and challenging the first time through, but it gets old very fast and the player is forced to save the game after each successful docking. Hence, many will opt for a docking computer early on in order to rid themselves of this bothersome repetitious nuisance.

Join the Elite, See the Universe

Fortunately, hyperjump travel is simple. Pressing (F4) brings up a short-range navigation chart, and a shaded red circle indicates the current fuel range. The player moves the pointer to any planet on the screen and presses (F11) to get information on that planet. A planet profile contains vital information on the government, world type, GNP, tech level, population and dominant life-form, as well as a sentence describing the world in question. The GNP allows players to size up the financial state of the world, while government and world type will usually be good indicators of the potential for import and export goods. After selecting a suitable planetary destination, the player engages the hyperdrive (F6) and is deposited in that system.

The universe, naturally, is as wide open as the wild, wild west of American frontier legend. So, once the player builds up the Cobra's weapons and equipment, the battles can begin. Aside from the docking computer mentioned above, the player's early investments should include a beam laser, ECM system, missiles and fuel scoops. Fuel scoops can not only be used to gather fuel from around suns, but also for picking up debris and cargo from destroyed ships. Lasers can be fitted to the front, rear and sides of the Cobra. Front and rear lasers are a must for survival.

There are 18 ship types in the galaxy, each having unique flight and weapons capabilities. The ships are blocky solid filled polygon shapes and hard to identify at a distance. The easiest way to identify a ship is to prime a missile (F7). That way, when the target is acquired, the ship type will be displayed. Pressing (F8) at this point will launch a missile at the target. ECM operates via a function key in much the same way. When a missile is launched at the Cobra, a message alerts the pilot. Then,

pressing (F6) will eliminate all active missiles. Note, however, that the player must press the ECM key again for each successive missile which is launched. This detracts from the combat by requiring the player to keep one hand constantly on the keyboard when ECM should continue functioning until it is actually switched off. It takes plenty of keyboard presses to succeed in combat, so those who like games where everything can be input via joystick are bound to be disappointed.

Another aspect of the game that will not sit well with most gamers is the "roll and dive" method used for steering the Cobra. To acquire a target, the player rolls the ship until the enemy is above or below the sights. Then, the pilot must climb or dive to line up the shot. Many of the ships maneuver wildly in front of the Elite pilot and require quick joystick jockeying in order to line them up for a kill. For the hard-to-hit targets, the player is better off to let them get behind and then blast them with the rear lasers. Some of the most evasive ships will fly right into the rear sights to get blasted into hyperspace.

Another hole in the game logic concerns the safety zones around the space stations. The space around a station is protected and ships cannot fire on one another. However, there is no real penalty for the player if he sits inside of this safety zone and picks off other ships. They will make attack runs at the player with their guns silent. This practice really pays off around Feudal or Anarchist worlds. Not only will the pilot collect a bounty for knocking off fugitives, but by using fuel scoops the pirate cargo can be scooped up and fenced at the local base. The only real penalty is a temporary fugitive legal status.

Elite Plus claims to have six missions in the new version of the game (as opposed to the three in the original). This will be news to most gamers, however, since even the *first* mission comes very late in the game. Apparently, the first mission is triggered when the player has made 32 hyperspace jumps *after* getting to the second galaxy. The purchase price of an intergalactic hyperdrive is close to 5000 credits! If one was even to make a bee-line across the first galaxy, building up credits along the way, it could take 15-20 jumps. Then, the second mission kicks in 56 jumps after mission one. These missions are too few and too late for most gamers. With all the alien races and worlds in the game, it is a real let-down that the only interaction with them rests in a spreadsheet-like trading screen or combat.

Plebeian or Patrician?

All in all, *Elite Plus* is more work than fun and most gamers will tire of play *long* before they near the end of the game. This reviewer found advancement to be slow, combat repetitive, trading tedious and rewards few. Plus, the graphics and sound are simply not up to par with other offerings on the market today.

In today's market, it takes more than a little color and sound to make a game a hit. A sure-fire formula that worked five years ago may fall flat on its disk today. A game that is marketed as "256-color" is targeted squarely at the high-end user with a fast machine, large hard disk, sound board and VGA graphics. Users with such machines demand fast action, smooth flight characteristics, efficient career tracking and satisfying character interaction. Frankly, *Elite Plus* lacks the "right stuff" to make it with the discriminating gamers of today.

Players of the original game may find it enjoyable to take a trip down memory lane with this new version of their old favorite, but most gamers probably won't have the time or space for this program in their software collection. Like the heated debate that surrounds the colorization of classic films, some classics are best left in their original form and not artificially modernized. **C&W**

THE BATTLE OF GALACTIC EMPIRES



ARMADA 2525
pits you against up to
five opponents in an
interstellar battle of
strategy.

Controlling one race
on a single planet,
players expand their
power base by
battling enemies in

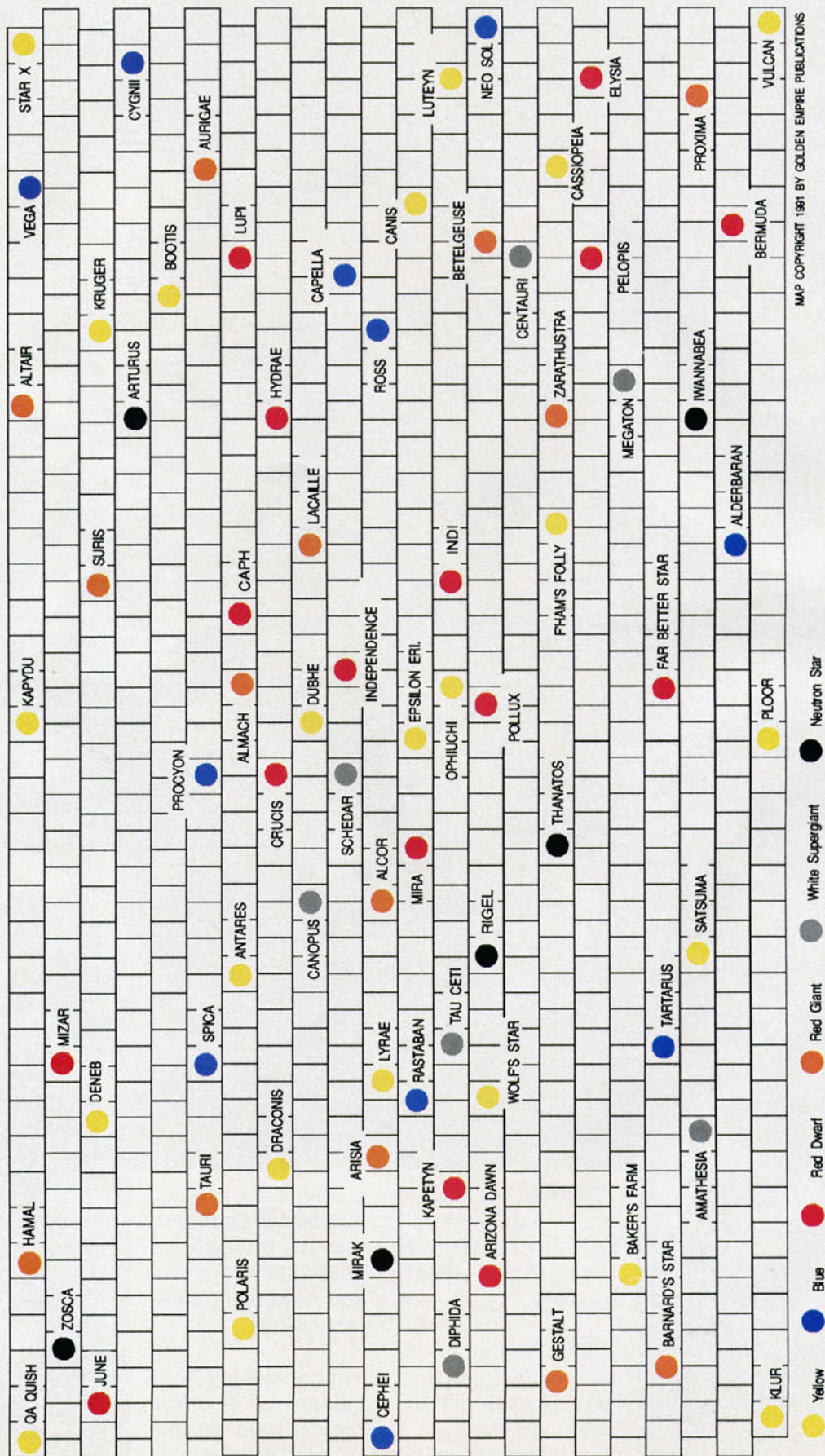
space, establishing
colonies, conquering
planets, increasing
production capacity,
and developing new
technology.

Your challenge is to
balance all of these
factors together in a
winning strategy.

MS DOS - June, '91
requires EGA, MCGA, or VGA
Supports AdLib and mouse

interstel
corporation

PO Box 57825
Webster, TX 77598 98
(713) 946-7676



Your Ships Have Come In

Armada 2525

by Alan Emrich

Space... the gaming frontier. For those who like their strategy games grand, nothing compares to the vastness of galactic empires connected across light years by hyperspace technology. The number of computer games on the subject may not seem as vast as the heavens, but such venerable titles as **SSG's** *Reach for the Stars* (RFTS), **SSI's** *Imperium Galactum*, **Delta Tau's** *Spaceward, Ho!* and **jSoft's** *Second Conflict* (not to mention **Changeling's** forthcoming *Pax Imperia*) all share the largest visions of galactic domination. Each of these games is one of planetary exploration and conquest; scientific research and technological breakthroughs; weapons and ship production and of course strategic space battles.

Add to their ranks, now, *Interstel's* *Armada: 2525*. Perhaps closer in kindred spirit to *Reach for the Stars* than any of the other aforementioned titles, *Armada: 2525* has its strengths and weaknesses compared to all of these games. Whether building, researching, colonizing or conquering, the key word to keep in mind to describe this game is: *simplicity*. Designer R. T. ("Bob") Smith of Liverpool, England, has clearly learned the values of simplicity and diversity in his years as a board, computer and miniatures wargamer. By keeping a set of simple symbolology and using mathematical formulas that one can easily remember, players are only burdened with the challenge of *playing well*, rather than the challenge of *understanding how to play*.

Time Warps for No Man

Each turn of *Armada: 2525* consists of a Production Segment (which also includes research and discoveries), followed by four Movement and Combat Phases. For comparison, *Reach for the Stars* has a Movement and Combat Phase each turn, and a Production Segment every other turn; *Imperium Galactum* has Production followed by a pair of Movement and Combat Phases. Thus, there is the feeling of either more maneuver or less production, depending on how one looks at it, in *Armada: 2525*.

Galactic Economics

Money, as always, makes the universe go 'round. In *RFTS*, the formula was basically double a planet's population plus a blending of the industry times its social level. In *Imperium Galactum*, the economics were a bit more detailed, with "Industrial Output," "Military Output," mines, agriculture, traders, etc. all serving as part of the complex economic infrastructure of the game. In *Ar-*



Armada 2525 Designer's Notes

with thanks to R.T. ("Bob") Smith

Here is a quick "how to" guide to get players started enjoying *Armada 2525* quickly. Some initial strategies for colonizing, research and production are offered. More importantly, the difference in playing a two-player game are described for those who seek a challenge of a more human nature.

At the start of the game, one needs to spread out quickly. Choose terran or large habitable planets to land upon in order to maximize population growth. If there is a shortage of nearby good planets, begin research into planetology immediately. Try not to settle onto too many poor planets.

Planets, Planets Everywhere...

Colonies that are near each other are easier to defend, so try to keep the empire from being too far-flung. If a player must settle an isolated planet, wait until a fleet is built to defend it. Indefensible planets constitute an open invitation to other players to attack them.

Try to have a clear plan of colonization, and be careful to build Colony Bases at the correct time! If one settles a rich planet, fill it up quickly and build a full complement of factories. However, before developing that single planet, make sure that there are several other planets going with healthy population growth rates.

After about turn ten, less pleasant planets will have to be settled. When planet populations become too high, their growth rates quickly fall to next to nothing. Therefore, a player should siphon off some surplus population in order to enable those left behind to begin to grow in number again. Once the population is developing over several planets, the game will have reached a point where players may have the technology to improve their planets' habitability ratings. Thus, large and huge planets are very useful, however low their initial habitability ratings might be.

Once level four in any science is reached, try to plant a colony on a neutron star and develop it as quickly as possible. The "supertech" ships built there are much more effective than those built elsewhere. Remember, it takes at least five Research Centres on a neutron star to develop this special "neutron" technology.

Initial Production Strategies

There are four basic strategies for one's opening builds. One can build six Corvettes and try for a quick conquest. This can be devastating if an opponent is not expecting it, but is rather risky. Building twenty Research Centres is also somewhat speculative, but guarantees rapid technological advancement. A fairly safe option is building fifteen factories since the extra production is always useful. Finally, one can build twelve transporters which will enable the shipment of population to better planets and give a player a better initial population growth rate around the galaxy. In practice, any combination of the last three of these strategies works well.

One should build plenty of factories early on, since the earlier they are built, the more benefit will be derived from them over the course of the game. However, building too many factories too early on one's home planet limits the number of people that can be moved off to colonize other stars! One must also balance the need for factories with the need for security (e.g., warships and missiles).

If a player has plenty of transports, he can ship missiles from the home planet to those further forward, thus speeding up their development. It is best to have plenty of missiles on important planets, even if they are being defended with a fleet (sooner or later, that fleet will be needed elsewhere). On some planets, it may be best to settle first with a small population and ship lots of missiles in. If one is allowed to complete the defensive build-up, then one can safely ship more people there.

Space Arms Race

Don't be tempted to rely entirely on missiles for defence, even though they provide better value initially than ships. The balance between attack and defence tends to ebb and flow throughout the game as technology develops. Make sure to maintain an adequate fleet. When in a defensive posture, build ships with high attack values to shoot down as many enemy ships as possible. When in an offensive posture, build ships with good defenses and ground attack values. Once invented, make sure that the fleet contains several carriers!

However powerful one's fleet might be, a player can still only attack enemy planets within ten squares of his own colonies. Since these are likely to be heavily defended, an effective tactic is to plant a colony with one population point as far into enemy territory as possible. This forward base will allow one to strike at the (usually) less well defended interior planets of an enemy's empire. The enemy's home planet is usually a good target.

When attacking enemy planets, try to time the attack to arrive on the fourth movement phase. This way, even if the attack should fail, so long as at least one warship with a ground attack ability survives, the planet will be besieged and have its production halved.

Test Tube Tactics

Throughout the game, make sure to spend enough on research. As technology levels increase, so do the number of research points required to reach the next higher level. Thus, in order to keep advancement going apace, keep building Research Centres.

In general, it is best to research into all sciences while giving priority to one or two. During the early stages of the game, some sciences might have to be neglected completely since spreading out the research too thin will only delay breakthroughs everywhere. Remember, many desired inventions require advancements in more than one science.

Which science to give priority depends on one's situation, but there are three good candidates to start the game with. If one has few good planets nearby, or discovers a rich planet, planetology is a natural priority (otherwise, leave planetology for later). Weapons research is a safe choice, but needs to be backed by commitments in construction, force fields and hyperspace. Making psycho science a priority will pay off in the medium term. Useful inventions from psycho sciences don't really start until hitting level three, but investing heavily and early before other players develop countermeasures can yield useful advantages.

The other sciences provide less useful benefits in the early stages, but will need to be researched later on.

The Two-Player Game

The usual number of players is six, but it is worthwhile playing with only two players (particularly if they are both human). Instead of the cagey six-player game, the two-player game is *total war*. If one chooses positions opposite each other across the short side of the map, then the game can be decided in two to three hours (or even less if playing the computer). Alternatively, starting in diagonally opposite corners will give a long game with plenty of time to experiment with technology.

Games with three, four or five players will give players more room for development than the six-player game and will tend to take longer. However, this gives more room for long-term development strategies and gives players the chance of making a comeback after earlier misfortunes. Games with three human contestants can last a very long time, thus allowing opportunities to experiment with new tactics using high-level inventions.

In a two-player game, aggression pays. Try to fight battles over enemy territory. If one loses, he loses only his fleet. If the enemy loses, he loses a planet. By forcing the enemy to use his fleet to defend his own planets, one keeps those enemy ships away from friendly stars. This aggressive strategy means one can economize on missiles and build more ships. However, the defender does have an advantage in that he is building ships where the action is, while one's own ships spend a turn moving up to "the front." This often means that the defender will win more battles than he loses. The key, therefore, is to sustain the attack. As one fleet is beaten back, another should be on its way. This forces an opponent to burn resources building missiles, and sooner or later a weak spot will be discovered.

By the same token, try not to avoid a passive defense. If the opponent is flinging a never-ending stream of ships at a player, chances are his planets are lightly defended or have no missiles at all! A raid with small forces can pay huge dividends. Clippers are well suited to surprise attacks, due to their speed.

If playing from diagonally opposite corners, then getting into the center quickly is paramount. It is vital to deny this rich area of planets to the opponent, even if one is unable to colonize it. Make sure to plant forward bases quickly to enable scouts to reach into the center and beyond. **C&W**

Armada: 2525 — Players' Aids

by Alan Emrich and Tom E. Hughes, Jr.

Interstell's intriguing new galactic conquest game *Armada: 2525* is full of everything an enthusiast of the genre could want. Comparing favorably to SSG's venerable classic *Reach for the Stars*, *Armada: 2525* certainly excels in one particular regard: the field of research and development. For players who love to "discover" the sciences and technologies that will give their empires an edge over their opponents, *Armada: 2525* has what it takes.

While all the information about the availability of a certain new unit or technological discovery is available after a player researches it, it is not really recorded anywhere. It is up to players to remember that they have a psionic advantage or that a *Titan* class ship is a more powerful Dreadnought. (How much more powerful, though?)

This article presents some useful tables with all the information about all the "pieces" and discoveries one can make during a game of *Armada: 2525*. Additionally, there is information about other important formulae used in the game (presented in table format). It should serve as a player's aid and handy information sheet.

To Battle!

Certain notes about combat are in order, first. When combat occurs, units compare their attack and defense factors. If both numbers are equal, each shot has a 10% chance to kill its target. Otherwise, divide the attack strength by the defense strength and multiply by that 10% to get the chance to kill. For each level of technological superiority one's battle computer has above those of an opponent, an extra 10% chance is added to the successful kill percentage. Conversely, each level of technological superiority cuts the percentage chance of one's opponent hitting by a reciprocal 10%. In addition, a superior level of battle computer technology also affords one an earlier option to retreat from disadvantageous situations. Note that Force Shields and Total Energy Shields have no combined effect.

Hi, Tech!

Advancement in tech levels is handled through the use of a running total for each science. Each turn, the number of Research Centers allocated to a given science are multiplied by a number between 0.5 and 1.5 before being added to the total. When the aggregate total

reaches the number necessary to achieve the next level in that science, the total is reset to zero and begins anew towards progress on the next level. Thus, over time, a single Research Center could reach level 6 technology, but it would take a long time!

The number of points necessary to reach the tech levels are as follows: 1 = 8; 2 = 16; 3 = 32; 4 = 64; 5 = 128; 6 = 256.

Additionally, on the first turn when new Research Centers are added, only the square root of the number of new Centers actually adds to the running total on that turn (fractions round down). Their full value is added to the running total normally each turn thereafter.

Once the necessary technology levels have been reached, an item has a 50% chance of "being discovered" each turn, except that discovery is automatic if all levels are above the minimum required.

The items on the Unit Description Table below are divided by their primary technology type. The tech levels are presented in the order in which they appear in the game — namely Weapons Tech, Construction Tech, Hyperspace Physics, Force Field Physics, Biotechnology, Planetology, Information Science and Psycho Science. Ship's values are presented in the following format: Attack-Defense-Planetary Bombardment-Movement. **caw**

(Continued from page 101)

defend, hide, penetrate or go kamikaze. After a short time, players will be given the option to either retreat, fight or make an "all-out attack." Planetary bombardment portends another arcade-like sequence reminiscent of *Space Invaders*. Players don't wiggle any joysticks in these battles, they just look like arcade games and, fortunately, can be skipped entirely by hitting the ESC key and just getting the end of the battle round results.

Technology really shows in battles. The advent of monster ships in combat, or the discovery of hyperspace missiles, neutronium beams and sun beam technology each has a major impact on space combat. Likewise, heavy missiles and planetary shields affect space-to-ground actions.

Politics and Peace

One cannot directly court a computer player in *Armada: 2525* (as in *Imperium Galactum*), but one can alter their personalities. Computer players each have three ratings: one for strategy (industrialists, technologists, ecologists, militarists or expansionists); one for tactics (cautious, prudent, reckless or manic); and one for political stance (peaceful, isolationist, defensive, aggressive and xenophobic). These traits may be set by the human player(s) and even randomly "scrambled" as desired from time to time during the game! A "War Table" is a pop-up feature which shows each player's stance towards another, which ranges from peace to war and even feud (very nasty)!

Sub Space

Where *Armada: 2525* could have really used some help is in its save-game feature. It is simple enough to save a game, but it can only be done after production sequences by hitting the ESC key. Thus, the save-game feature is useless for players who play by e-mail through transferring saved game files. With no modem support either, the only way to play with multi-player humans, therefore, it to "hot-seat it" in front of a single computer. The AI is challenging enough to warrant repeated solitaire play, but better connectivity would have added a lot to the value of the package and, for \$50, those "value added" features can make or break a purchase decision. Also missing were more "toggleable" features: random events, varying star formulae, etc. With one planet per system, a player is often flung into contested sectors of space to scrap over what planets look promising early in the game.

Raising Shields

What *Armada: 2525* is, therefore, is another worthy addition to the strategic space genre. Offering its own unique twists, *Armada* is not the end-all substitute for *Reach for the Stars* (one must speculate if only SSG could produce that). *Armada: 2525*, however, does deserve a prominent place on the shelf of those who are enthusiasts of strategic space conquest games. Those gamers will be thrilled to have another quality game available on the subject, especially one with *Armada's* refreshing simplicity, diversity and ease of play. **caw**

Viking SOFTWARE, inc.



VALUE, INTEGRITY, KNOWLEDGE

ADVENT. / ROLE PLAY

PAST

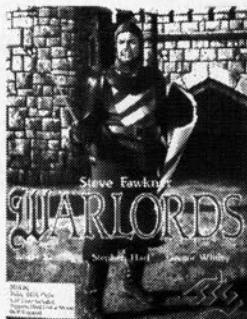
	IBM	AMI
Bane of Cosmic Forge	39	39
Champions Krynn	34	34
Curse Azure Bonds	34	34
Death Knights Krynn	34	34
Dungeon Master	-	28
Dungeon Master 2	-	28
Eye of Beholder	34	39
Gateway Savage Frontier	34	34
Heroes Quest	39	39
Heroes Quest 2	39	39
Kings Bounty	19	34
Kings Quest 1-3	34	34
Kings Quest 4	39	39
Kings Quest 5 VGA	45	-
Kings Quest 5 EGA	39	-
Lord of the Rings	36	-
Magic Candle 2	39	-
Martian Dreams	39	-
Might & Magic 1 & 2	34	39
Might & Magic 3	39	-
Pirates	15	15
Pools of Darkness	39	-
Pool of Radiance	34	34
Secret Monkey Isle	29	39
Secret Silver Blades	34	34
Shadow Sorcerer	34	-
Space 1889	33	-
Spirit of Excaliber	34	34
Ultima 4	37	-
Ultima 5	39	39
Ultima 6	42	-

PRESENT

Count Down	39	-
Covert Action	34	-
Elvira	37	-
Heart of China	37	-
Savage Empire	39	-
Spell Casting 101	39	-
Lemmings	32	32

FUTURE

Buck Rogers	33	33
Breach 2	21	34
Captive...Excellent!	-	34
Elite +	29	-
Megatraveller 1	39	39
Megatraveller 2	39	-
Planets Edge	39	-
Rise of Dragon VGA	39	-
Rules of Engagement	39	39
Space Quest 4	39	-
StarFlight 1	19	-
StarFlight 2	19	-
The Terminator	19	-
Time Quest	32	-
Twilight 2000	32	-
Wing Commander	45	-
Wing Co. Secr. Miss.	21	-
Wing Co. Miss. #2	21	-
Wing Commander 2	47	-



WARLORDS

Up to 8 players battle dragons, elves, dwarves and assorted other races as they strive to conquer a magical continent. May already be the game of the year! EGA, VGA. Not Tandy compatible. Now available on 3-1/2" disk!

IBM \$32



CIVIL WAR VOL. 1, 2 & 3

These excellent games emphasize the human aspect of land warfare. The individual brigades are controlled by subordinate leader's artificial intelligence. Two complete construction sets allow the gamer to alter any or all aspects of the game including the graphics and weather. Highly recommended!

IBM \$25

HARDWARE

	IBM	AMI
Ad Lib	99	-
Ad Lib (Micro Ch)	145	-
Soundblaster	158	-
Gravis (Joystick)	39	34
CH-Flightstick	49	-
Soundblstr (Micro)	239	-
Soundmaster II	159	-

STRATEGY

PRE WW II

	IBM	AMI
Am. Civil War	39	-
Bandit Kings China (KOEI)	39	39
Battles of Napoleon (SSI)	34	-
Centurian Def. Rome	16	34
Civil War Vol. 1 (SSG)	28	-
Civil War Vol. 2 (SSG)	28	-
Civil War Vol. 3 (SSG)	28	-
Dec/Gettysburg (final)(TIGL)	34	-
Genghis Khan (KOEI)	39	39
Gettysburg (SSI)	40	-
Gold of Americas (SSG)	28	28
Grand Fleet (SIMCAN)	39	-
Medieval Lords (SSI)	39	-
Nobunaga's Amb. 2 (KOEI)	39	-
Prelude to Jutland (GQ)	29	-
Red Baron VGA (DYNAMIX)	37	-
Romance 2	42	-
Romance 3 Kingdoms 2 (KOEI)	42	-
Revolution '76 (BRITT)	34	-
Warlords/Enhanced (SSG)	32	32
Wings	-	29

WORLD WAR II

Action Stations V. 3.0	32	32
Action N. Atlantic (GQ)	29	-
Air Raid Pearl Harbor (GQ)	29	-
Ger. Raider Atlantis (GQ)	29	-
Banzai (GQ)	29	-
B. Tank Barbarossa (S.C.)	39	-
Battlehawks '42 (LUCAS)	22	-
Bismarck (GQ)	29	-
Carriers At War	34	-
Fire Brigade (PANTHER)	34	34
Halls Montezuma (SSG)	27	34
In Harms Way (SIM CAN)	39	39
Kriegsmarine (SIM CAN)	39	39
Long Lance (SIM CAN)	39	39
Malta Storm (SIM CAN)	39	39
Midway (GQ)	29	-
MBT Kursk (SIM CAN)	39	39
Pacific Storm (SIM CAN)	39	39
Panzer Battles (SSG)	27	-
River Plate (GQ)	29	-
Rommel N. Africa (SSG)	28	-
Second Front (SSG)	40	40
Secret Weapons Luft.	44	-
Silent Service 2 (MICROPR)	34	-
Storm Across Europe (SSI)	39	-
Their Finest Hour (LUCAS)	39	19
Typhoon of Steel (SSI)	39	39
USS Houston (GQ)	29	-
Western Front	39	-

SCI-FI

Fireteam 2200	34	-
Armada 2525 (INTERSTEL)	34	34
Armouredgedon (PSYGNOSIS)	-	34
Imperium (E.A.)	28	28
Overlord (VRGN)	33	33
Reach for the Stars (SSG)	28	28
Rules of Engagement	39	39

COMING SOON!

Secret Weapons Luft. (IBM)	AUGUST
Flight of Intruder (AMIGA)	OCTOBER
MEGATRAVELLER 3	NOVEMBER
Avenger A-10 (IBM)	OCTOBER
Civilization (IBM)	OCTOBER
Silent Service II (AMIGA)	FALL
Star Trek (IBM)	OCTOBER
L'Empereur	SEPTEMBER
Romance 3 Kingdom II	OCTOBER
Lord of Rings (AMIGA)	NOVEMBER

MODERN

	IBM	AMI
Chuck Yeager Air Combat	39	-
A-10E Tank Killer (DYNA)	34	34
Brigade Commander (TTR)	-	31
Conflict Middle East (SSI)	39	39
F-14 Tomcat (ACTIVISION)	28	-
F-15 II	34	34
F-15 II Desert Storm Disk	21	-
F-19 Stealth Fight (MICROPR)	39	39
Flight/Intruder (S.HOLOBYT)	39	-
Flight Sim 4.0 (S.HOLOBYT)	39	-
5th Eskrada (SIM CAN)	39	39
Gunship 2000 (MICROPR)	36	-
Gunboat (ACCOLADE)	-	34
Harpoon v.1.2 (360)	39	39
Harpoon #2 N. Atlantic (360)	21	21
Harpoon #3 Med.(360)	21	21
Harpoon Scen. Edit. (360)	28	28
Jet Fighter #2 (VELOCITY)	42	-
M-1 Tank Platoon (MICROPR)	39	39
MBT Centr. Germany (S C)	39	39
MBT North Germany (S C)	39	39
Mega fortress (360)	39	-
Nuclear War (NEUWORLD)	34	34
Red Storm Risin. (MICROPR)	34	36
7th Fleet (SIM CAN)	39	39
Tank/M1A1 (SPEC HOLO)	36	-
Team Yankee (EUROPEAN)	39	39

GENERAL

Command HQ (MICROPL)	34	-
PowerMonger (E.A.)	-	34
RailRoad Tycoon	34	34
Sim City (MAXIS)	34	34
Sim Earth	45	-
UMS 2/Desert Storm	21	21

SPORTS

Andretti's Racing Challenge	34	-
Blackjack	34	-
Hockey League Sim.	28	28
Indy 500	21	34
Jack Nicklaus Unltd.	39	39
Links	39	-
Links Disks (1, 2 or 3)	19	-
PGA Tour Golf	34	34
Test Drive 3	39	-
Road & Car #1	16	-
Tony LaRussa	34	-
TV Sports Basketball	19	19
TV Sports Football	19	-
Video Poker I	34	-
Wayne Gretsky	-	34
Wayne Gretsky 2	36	-
Weaver Baseball 2.0	34	-

SAME DAY SHIPPING depending on availability. Hours: Mon-Fri 9am-10pm Eastern (6am-7pm Pacific), Sat 10am-5pm Eastern. UPS \$3.50 (AK & HI = \$9) COD \$7.25. Second day air: \$2.50 extra. US MAIL OVERSEAS roughly \$10 for each game. UPS OVERSEAS: 3 day shipping time! \$36 for first game & \$6 each additional game. Prices are subject to change so please call first!

PHONE (404) 840-7906.....24 HR. FAX Line: (404) 840-7925
TOLL FREE: 1-800-875-7906.....or 800-852-6187

SUMMER SPECIAL Buy 2 GAMES get FREE GROUND SHIPPING!

1-(800) 875-7906

2890 LAKE COLONY DRIVE, SUITE 12, NORCROSS, GA 30071

Please Note NEW PHONE NUMBER! Please Have Credit Card Ready!

Ship Comparison Table

Ship Type	Cost	Att	Def	Planet Attack	Move	Notes
Scout	4	0	1	0	5	
E-Boat	4	1	0	0	2	
Transport	5	0	0	0	3	transport
Corvette	9	1	1	1	3	
Clipper	12	1	1	1	5	
Destroyer	18	3	2	1	3	
Cruiser	20	2	3	2	3	
Space Spore	22	0	7	1	2	one-use bioweapon
Assault Ship	25	0	3	2	3	transport, 1 fighter
Doodlebug	30	20	1	0	2	
Dreadnought	35	5	5	3	3	
Escort Carrier	40	0	2	0	3	3 fighters
Rapier	40	4	4	2	7	
Seeder	40	0	4	1	3	reusable bioweapon
Doomwinger	50	2	6	6	7	
Death Star	55	2	10	10	3	
Titan	60	7	6	3	5	
Carrier	70	0	3	0	3	6 fighters
Nemesis	100	8	12	15	3	transport
SuperTitan	100	9	8	5	7	

Other Unit Types of Note

Fighter	N/A	1	1	N/A	N/A	
Missile	4	1	1	N/A	N/A	transportable
Heavy Missile	8	3	2	N/A	N/A	not transportable
Sun Beam	80	50	2	N/A	N/A	limit 1 per planet
Artificial Planet	200	0	40	0	2	

Fast Attack Ships

Rapier	40	4	4	2	7
Doomwinger	50	2	6	6	7
SuperTitan	100	9	8	5	7

Medium-Speed Ships

Scout	4	0	1	0	5
Clipper	12	1	1	1	5
Titan	60	7	6	3	5

Planetary Defense Ships

E-Boat	4	1	0	0	2
Doodlebug	30	20	1	0	2

Population Growth Formula

Growth Rate = $2 + (\% \text{ of planet empty} / 3) \times$ "Habitability Multiplier". The Habitability Multipliers are given below (note that no growth can occur on planets with a Habitability Rating less than three):

Planet's Habitability Rating	Habitability Multiplier
0-2	0
3	15%
4	30%
5	50%
6	62%
7	74%
8	87%
9	100%

Scanning Ranges

Tech Level	Max Range	Distinguish Large Ships
At Start	2	0
Initial DDS	4	2
Improved	6	0*
Long Range	9	3
Very Long Range	12	6
Ultra Long Range	18	9
Sensory Net	6	0

* = Presumed to be a bug.

Maximum Level of Terraforming

Tech Level	Planet Type				
	TER	HAB	HOS	DED	IRR
Minor TF	8	6	4	1	0
Substantial TF	9	7	5	3	2
Major TF	9	8	7	4	3
Complete TF	9	9	8	6	5

Tables Used to Determine Initial Set-Up:

Key: Y = Yellow, RG = Red Giant, RD = Red Dwarf, B = Blue, WS = White Supergiant and N = Neutron star.

Percent Chance That a Star Has a Planet

Star	Y	RG	RD	B	WS	N
Percent	95	70	90	90	90	50

Percent Chance of Planet Type

Planet	Y	RG	RD	B	WS	N
TER	60	5	30	15	10	0
HAB	15	25	30	15	10	0
HOS	15	40	20	15	10	20
DED	9	25	19	35	20	50
IRR	1	5	1	20	50	30

Percent Chance of Planet Size

	TER	HAB	HOS	DED	IRR
Tiny	5	10	20	30	40
Small	10	10	20	30	40
Medium	45	30	20	30	20
Large	35	40	20	10	—
Huge	5	10	20	—	—

Initial Habitability

Planet	TER	HAB	HOS	DED	IRR
Factor	7 or 8	3 or 4	2 or 3	1	0

Percent Chance of Being Rich/Poor

Size	Y	RG	RD	B	WS	N
Tiny	20/5	20/7	10/10	60/2	60/2	20/5
Small	10/10	10/15	5/20	30/5	30/5	10/10
Medium	2/20	2/30	1/40	7/10	7/10	2/20
Large	0/25	0/37	0/50	0/12	0/12	0/25
Huge	0/30	0/45	0/60	0/15	0/15	0/30

Unit Description Table

Technology	Name	Cost	Notes (AT-DF-PB-MV)
At Start Builds			
At Start	Factory	4	Each factory on a planet contributes one build point, provided that the population is at least as great as the number of factories.
At Start	Work Unit	2	Work Units can be built, stored and exchanged for build points at a later date. However, each Work Unit is only worth one build point.
At Start	Missile	4	Work Units may also be transported between planets.
At Start	Research Center	3	Missiles are used to defend planets from attack by enemy ships. Each Missile has an attack and defense of 1.
At Start	Colony Base	3	Research Centers provide research points which are invested in science and technology.
At Start	Scout	4	Colony Bases are used to start new colonies. A Colony Base must be landed with the first colonists.
At Start	Corvette	9	Colony Bases can be used to start colonies on TER, HAB and HOS type planets.
At Start	Transporter	5	0-1-0-5. Fast, unarmed ship used to gather information.
At Start	E-Boat	4	1-1-1-3. Small warship with ground attack ability.
At Start	Extend Planet	10	0-0-0-3. Unarmed, unarmored transport.
			1-0-0-2. Cheap but slow warship with no ground attack ability.
			This clears more space on the planet's surface so that more inhabitants can live on it. The amount by which the planet is extended depends on its original size. A planet may only be extended once per turn.
Weapons Tech:			
<i>W.C.H.F.B.P.P.s (Technology Types)</i>			
1-0-0-0-0-0-0	Destroyer	18	3-2-1-3. "Air superiority" warship.
1-0-0-1-0-0-0	Cruiser	20	2-3-2-3. General purpose warship with good ground attack ability.
1-1-1-1-0-0-0	Assault Ship	25	0-3-2-3. Armored transport with ground attack ability and one fighter.
2-0-0-1-0-0-0	Dreadnought	35	5-5-3-3. Powerful all-around warship.
2-0-0-1-0-0-0	Heavy Missile	8	Used for planetary defense. More powerful than the standard type but not transportable. Each heavy missile has an attack of 3 and a defense of 2.
3-0-2-1-0-0-0	Titan	60	7-6-3-5. Faster, more powerful Dreadnought.
3-2-2-3-0-0-0	Deathstar	55	2-10-10-3. Very tough ground attack ship.
4-0-0-0-0-0-0	Doodlebug	30	2-0-1-0-2. Disposable home defense warship. Its high attack value means that it may kill expensive enemy ships.
4-0-0-2-0-0-0	Neutron Beam	**	Fitted to all ships built at neutron stars of 22 attack and defense strength. It is a beam of small neutronium particles that can penetrate any shield. Counts any target ship's defenses as only one. No extra ground attack ability, but negates the effect of planetary shields.
4-4-0-0-4-0-0	Planetary Self Destruct	30	Bomb placed in planet's core. May be activated at any time by the building player even if the planet is no longer owned. Only deactivated if another such device is built there by another player.
4-3-2-4-0-0-0	Nemesis	100	8-12-15-3. Superior Deathstar with transport ability.
4-1-4-4-0-0-0	Supertitan	100	9-8-5-7. Very fast and very powerful.
6-2-0-0-0-0-0	Sun Beam Construction	80	Powerful weapon that may be built on a planet to protect it. Quickly destroys an attacking enemy fleet. Each sun beam has an attack of 50 and a defense of 2. (May not be built at neutron stars as they have no sun.)
Construction Tech:			
1-2-0-0-0-0-0	Escort Carrier	40	0-2-0-3. Fighter base ship. Fighter losses are replaced between battles. Three fighters.
0-3-0-0-0-0-0	Robotic Factory	5	These act like normal factories, but as many as twice the number as the population are allowed on one planet.
1-3-1-0-0-0-0	Carrier	70	0-3-0-3. Fighter base ship. Fighter losses are replaced between battles. Six fighters.
0-3-0-3-0-0-0	Force Shields	70	Encloses planet in a protective Force Shield that halves the effect of any attack on missiles on the planet's surface. Building several on one planet does not increase their effect, but guards against one being knocked out. Limit of seven per planet.
3-5-2-2-0-2-0	Neutronium Bomb	60**	Made from the interior of neutron stars. The bomb must be transported to an enemy planet by an assault ship, Nemesis or transport. If dropped, the planet will be destroyed. May only be built at neutron stars.
0-6-0-0-0-3-0	Artificial Planet	200	0-4-0-2. An artificial planet may be moved like a ship until it is fixed in position around a star that has no existing planet. It is then treated as a normal small planet, and a colony may be placed on it.
Hyperspace Physics:			
0-0-1-0-0-0-0	Clipper	12	1-1-1-5. A fast Corvette.
2-0-4-2-0-0-0	Rapier	40	4-4-2-7. Very fast, medium-sized general purpose ship.
3-1-4-3-0-0-0	Doomwinger	50	2-6-6-7. Very fast ground attack ship.
2-0-5-0-0-0-0	Hyperspace Missiles	*	Will be fitted to all newly built ships. These are fired at long range against random ships in the enemy fleet and have a 50% increase in hit probability versus ships without Hyperspace Shields.
0-0-5-5-0-0-0	Hyperspace Shield	*	Will be fitted to all newly built ships. Stops the extra attack effectiveness of Hyperspace Missiles.
0-2-6-0-0-0-0	Teleportation	75	Allows instantaneous movement between planets with Teleport Points for any ships and their cargoes.
Force Field Physics:			
0-0-0-3-0-0-3	Partial Mental Shield	*	Provides some protection from mental attacks and power.
0-0-0-4-0-0-0	Neutronium Shields	**	Fitted to all ships built at neutron stars. Doubles defense strength.
0-0-0-5-0-0-4	Full Mental Shield	*	Provides more complete defense against all mental powers.
0-3-0-6-0-0-0	Total Energy Shield	100	Protective shield around a planet. Renders attacks by enemy energy weapons almost completely ineffective. (It destroys 90% of incoming missiles). Limit of one per planet.
Biotechnology:			
0-0-0-2-0-0-0	Death Virus	*	Dropped by Seeder on enemy planets to kill population. Effect depends on power of Death Virus possessed by each side.
0-0-0-1-2-0-0	Seeder	40	0-4-1-3. Reusable device for making Death Virus attacks. Must survive one round against enemy missiles. Biological weapon.
0-0-0-0-3-0-0	Improved Death Virus	*	Gives better results.
0-0-0-0-3-0-0	Giant Space Spore	22	0-7-1-2. Must survive one round with enemy missiles, then makes attack and is destroyed. Biological weapon.
0-0-0-3-2-0-0	Biosphere Wrecking	*	Reduces habitability of target planet when biological attacks are made.
0-0-0-4-0-0-0	Ultimate Death Virus	*	There is no antidote to this form.
0-0-0-6-0-0-0	Inorganic Bacteria	*	These non-carbon based life forms, dropped by a Seeder or Spore attack, will gradually eat away the missiles, factories and other installations on a planet over several turns. This invention also protects from attack by them!
Planetology:			
0-0-0-0-1-0-0	Enclosed Base	10	An Enclosed Colony Base is used to start a colony on a DED planet.
0-0-0-0-1-0-0	Minor Terraforming	20	Terraforming a planet improves its habitability rating, which in turn improves the population growth rate. The extent to which a planet may be terraformed depends on the planet type and the player's terraforming technology.
0-0-0-0-2-0-0	Substantial Terraforming	*	Improves the habitability of a planet.
0-0-0-1-0-2-0	Protected Base	20	Protected Colony Bases are used to start colonies on IRR planets.
0-0-0-1-3-0-0	Major Terraforming	*	Improves the habitability of a planet.
0-0-0-2-4-0-0	Complete Terraforming	*	Improves the habitability of a planet.
0-0-0-5-6-0-0	Gaia	*	You have achieved complete harmony between the life forms of your planets. The production of colonists of any planet of 5 or greater habitability is doubled.
Information Science:			
0-0-0-0-0-1-0	Deep Space Scanning	*	Allows enemy ships to be detected deeper in space by a Deep Space Scanner. Use the "View Ships" option on the menu.
0-0-0-0-0-2-0	Improved DDS	*	Allows deep space scanning (DDS) further into space.
0-0-0-0-0-2-0	Battle Computers	*	Improves combat effectiveness of all your ships.
0-0-0-0-0-3-0	Long Range DDS	*	Allows deep space scanning further into space.
0-0-0-0-2-3-0	Planet Scanning	*	Enables planet types to be ascertained by deep space scanners.
0-0-0-0-0-4-0	Improved Battle Computers	*	Further improves the combat effectiveness of all your ships.
0-2-0-0-0-4-0	Very Long Range DDS	*	Allows deep space scanning (DDS) further into space.
0-0-0-0-0-5-0	Research Computers	*	Powerful computers that improve the effectiveness of your Research Centers by 25%.
0-0-0-0-2-5-0	Colony Scanning	*	Enables enemy colonies to be seen by Deep Space Scanners.
0-1-0-2-0-5-0	Stealth	*	Will be fitted to all newly built ships. Prevents them from being detected by enemy scanners.
0-3-0-0-0-5-0	Ultra Long Range DDS	*	Allows deep space scanning (DDS) further into space.
0-0-0-0-0-6-0	Unlimited Communication	*	Allows ships to be moved to any star, even if further than ten spaces from a colony.
Psycho Science:			
0-0-0-0-0-0-2	Local Despair	*	Mental attack to cause individual ship commanders to withdraw from battle.
0-0-0-0-0-0-2	Kamikaze Pilots	*	Ships with Banzai orders attempt to ram the enemy. This doubles the ship's chance of being shot, but allows ram attacks at triple normal strength.
0-0-0-0-0-0-3	Plea for Mercy	*	Mental plea that will prevent the enemy from killing the population on captured planets.
0-0-0-0-0-0-4	Mass Despair	*	Mental attack to cause enemy ships to withdraw from battle.
0-0-0-0-0-0-4	Willing Slaves	*	Mental inducement that makes captured population work more willingly for you.
0-0-0-0-0-2-4	Sensory Net	*	Allows sensing of enemy ships far out into space.
0-0-0-0-0-0-5	Global Despair	*	Mental attack that may cause a planet to surrender before its defenses are breached.
0-0-0-0-0-0-6	Total Conversion	*	Mental inducement that converts any captured people permanently to your side. They are then treated the same as your own population.

* = Has no "cost."

** = Special Neutron Star Tech (See rules p.11, last paragraph).

THE TERMINATOR

The cult movie phenomenon batters its way into your home in the most relentless arcade/adventure game of all time! From the nightmare world of the future to the mean streets of Los Angeles, "The Terminator" takes you right to the very edge...then pushes you over!



BETHESDA SOFTWARES™

A DIVISION OF MEDIA TECHNOLOGY LIMITED

C*R*P*G*S

(Continued from page 20)

dungeon. This requires running two parties alternately, one good and one evil. Aside from that novelty, and a change in the monster graphics, there is little to distinguish it from the previous two games.

Wizardry IV: The Return of Werdna
Sir-Tech

Review: #41 (November, 1987)

Wizardry IV is an inverse: instead of being the good guy, you play the evil Werdna, making his slow way up through the dungeon to retrieve the amulet of power. Along the way, you can summon a variety of nasty critters to help you in your fights against wandering bands of adventurers who want to keep you down. In addition, there is a raft of diabolical puzzles to solve as Werdna treks upward to the exit. When he gets there, the second half of the game begins. This one is involved and complicated, with multiple endings, and by no means linear. It was designed primarily for the experienced, hard-core *Wizardry* player and is not for the novice gamer. *Wizardry* fans who want a good workout shouldn't miss this one.

Wizardry V: Heart of the Maelstrom
Sir-Tech

Review: #56 (February, 1989)*

A better game than II or III, although it does away with the neatly sized dungeons, making for a lot of aggravation in mapping. This one is a combined rescue mission/kill Foozle expedition. Combat is not as well balanced as it should be, and there is a lot of silliness in the game. Monster pics are improved over previous *Wizardries*, but the dungeon graphics are still lines. This one began the trend of actually using objects during play, instead of merely having them with you. Most puzzles, however, are simple, once you have the right item (or right instructions, as the case may be). One of the better features is (are?) critters you can talk to as you progress through the dungeon, who will provide information and/or have important items for sale; it's refreshing not to have to kill everything you come across. Overall, a medium effort: better than some, not as good as others.

Wizardry VI: Bane of the Cosmic Forge
Sir-Tech

Review: #79 (February, 1991)*
Tale (tips): #82 (May, 1991)

At last, the series breaks out of the line-drawing mold and starts to get into real graphics. The bleak and colorless walls are finally a thing of the past (and about time, too). While there isn't that much variety, it's still better than outlines. This one is not a sequel to *Maelstrom*, as you have to create a brand-new group, although character creation isn't much different from before, except in some of the classes and races you can have. Much more puzzle-oriented than most

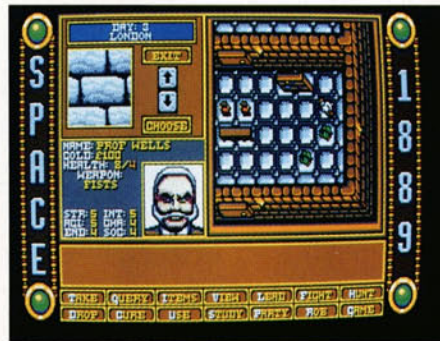
previous *Wizardries*, with a lot of objects (not necessarily magical) to be used in different places and posers to unravel; however, the majority are not difficult. Interesting use of multiple endings, although how to get to them is somewhat obscure, as there are no clues. Combat in the latter part of the game tends toward imbalance. Weak in parts, but better than *Wizardry V*.

Wizard's Crown

SSI

Review: #31 (September-October 1986)

A better-than-average hack'n'slash game, featuring tactical combat and other interesting points. Fighting is extremely detailed with many options, but also somewhat time-consuming. A quick combat mode is available for the speedy dispatch of weaker opponents (done in text mode with the computer running both sides). No levels as such; experience is traded for increases in skills and stats, a very intelligent way of handling things. Good balance of magic/weapon in combat; spells do not become overwhelming. Very tough fight with Foozle at the end. A good game for the bash'em crowd.



Space 1889

Wrath of Denethenor

Sierra On-Line

Review: #37 (May, 1987)

An *Ultima II* look-alike, right down to the graphics, only not as good as the game it copies. Trek around the world to find out how to bring about the downfall of the evil Denethenor of the title. Lots of tedious backtracking, with nothing particularly new or inventive in the game. If you didn't play it, you didn't miss much.

Moldy Oldies

These games are old (*really* old) and it's doubtful you will come across any of them these days. Even if you did, most are likely to be unplayable, since they were written mainly for the old Apple II and TRS-80 lines, although some might run on the IIGS.

This collection of the first CRPGs may surprise you a little. Not all of them were of the endless hack-and-slash variety, and some contain features you might not expect in games that were designed to run on small machines. Many were slow in terms of play speed, and their graphics primitive

by today's standards, but the concepts they introduced have been incorporated into most of the modern CRPGs. So take a look and see what was going on in "the good old days" when Apple was king and 64K RAM was a huge amount of memory (heh).

Aklabeth

California Pacific

This was Lord British's first published game. Bluntly, it wasn't all that terrific. *Ultima* fans may find it hard to believe, but the outdoors were absolute, unrelieved black. The only features were the little five-square symbols that represented towns (and carried over to early *Ultimas*), big X's that looked like scars (and represented dungeons), and way, way down on the right-hand side, a castle. In the castle was a lord who kept sending you out to kill particular monsters, after which he would raise you in rank (you started as a peasant). That was the whole "plot" of the game.

The main point of interest (other than it being Lord B's first) was the dungeoneering. This is where all the graphical efforts went. The dungeons were point-of-view, 3-D perspective, and you could see monsters in the distance, approaching you, becoming more defined as they got closer. What makes this especially noteworthy is that *Aklabeth* was the first CRPG to use this form; other dungeons typically had the overhead, bird's-eye-view look. Otherwise, *Aklabeth* was a pretty standard hack-em-up.

Adventure to Atlantis
Odyssey: The Complete Adventure
Wilderness Campaign
Synergistic Software

This trio of games by Robert Clardy, published sometime between 1979-81, were some of the finest of the early CRPGs. While mainly along the "Kill Foozle" lines, they incorporated an astonishing range of features: true wilderness, with swamps, mountains, jungles, etc., that had hazards of their own to overcome; travel by horse, ship, magic carpet or teleportation; sailing by the wind (which required re-rigging the sails when the wind changed); nonhostile travelers such as merchants to buy from or mercenaries to recruit; temples, ruins, crypts and castles to explore; a bunch of items and magical objects to use; and monsters that inhabited specific areas (so you knew pretty much what you'd be up against in many locations), among others.

Not only that, but success required a lot of people on your side, especially for the final battles. *Wilderness Campaign*, for example, recommended that you have 50-75 warriors — a veritable army — in your party before going to take on Foozle. And you thought you had it good if your present-day groups were six or eight characters strong!

More amazing yet, this type of detail was squeezed into games that were designed for 48K RAM Apples. Sometimes it makes me wonder about the modern CRPGs that require 640K or more, and what's using up all that space (grin).

Beneath Apple Manor The Software Factory N/R

One of the earliest (1978!) CRPG-type games for the Apple. Used ASCII graphics (letters, numbers, and symbols) for the display. A single character fought through successive levels of nastiness beneath Apple Manor to recover the fabled golden apple. Written in Basic, it was terribly slow even by the standards of the day, but it was fun nonetheless. Interesting points: experience was traded for stat increases, gold for "brain scans" that were essentially save-game positions, and your character was able to use both weapons and magic. Even more, each new game created a random dungeon over which you had some control, such as choosing number of rooms per level and the difficulty factor (how tough the critters were). Not bad, for a game that was designed to run in as little as 16K of memory! The big drawback (aside from the slowness) was that the game had to be played in one sitting, as the save game was good only for the current session.

Bronze Dragon *Twisted Spear* Commonwealth Software Review: #32 (November, 1986)*

Hybrid adventure/CRPG in the *Swordthrust* mold, but a little more sophisticated, as you could create a new party right from the start and go adventuring with them. Aside from the main scenario, there were twelve others that you could play. These were somewhat like *Beneath Apple Manor*, in that you had control over their creation and difficulty. This did not change the plots of the scenarios, but did confer some advantages in having an idea of what you were up against. *Twisted Spear* was a follow-up with more scenarios to play, set in the *Twisted Spear* tavern. Most interesting was having NPCs drop in now and then to give clues and information about the various quests. It was another fun series that did not survive the graphics onslaught.

Eamon/Swordthrust Series CE Software

Eamon was one of the first (if not the first) of the adventure/CRPG hybrids, blending standard role-playing features with puzzle-solving. You created a character with physical and mental attributes and sent him out into different scenarios. These scenarios required a combination of fighting (and a little magic) and regular adventure game puzzle-solving to complete.

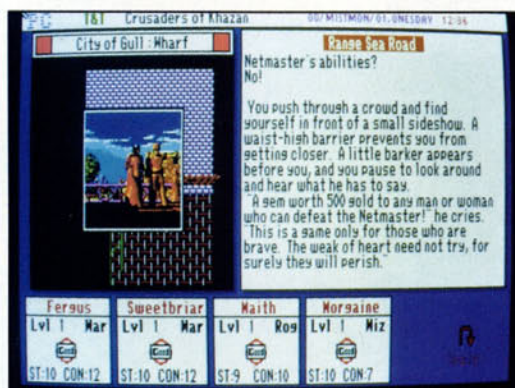
This game was eventually released into the public domain, along with utilities for creating your own adventures. It survives to this day, and both the utilities and new scenarios can often be found on local bulletin boards (by this time, there may be other versions besides Apple floating around, but Apple *Eamon* is still the most prevalent).

Swordthrust was a revised and enhanced version of *Eamon*. Still all-text, it allowed you to pick up other characters in a

scenario who would join you for the duration of the adventure. Interestingly, monsters had a chance to either like you (and go with you), or ignore you (as long as they weren't bothered), as well as rush to rip out your throat. After the original game there were six different scenarios, with #7: *Hall of Alchemie* ending the series (the master diskette was #1), and each being more difficult than the last. The master disk was required to play any of the follow-up adventures, but the scenarios were complete games in themselves. It's a pity that *Swordthrust* did not survive into the graphic era, as it had great potential.

Galactic Adventures SSI Review: #3.4 (July-August, 1983)

This was a sort of follow-up to *Galactic Gladiators*, which was mainly tactical wargaming with a science-fiction flavor. *Adventures* kept the tactical combat and added a bunch of little quests for the party to complete, thereby giving a bit more to do than merely bash. It was actually quite involved, for all that the adventures themselves were



Tunnels & Trolls

simple, with people to hire (they had to be paid and fed), skills to perfect, and various planets to visit. Also, like several other games mentioned in this section, you had control over creating the scenarios themselves. Of course the main part of the game was still the combat, and this one (if you can get it) is likely to appeal more to wargamers than anyone else.

Hellfire Warrior Epyx

This was the true sequel to *Temple of Apshai*. It brought in some improvements, such as the game being able to remember how much gold you carried, and having an actual goal, this time rescuing a sleeping warrior queen, a quest lifted pretty much right out of Wagner's Ring cycle. It played almost the same as the previous game, although this one brought in the use of magic potions to temporarily enhance attributes. The interesting kicker to this was that some of the potions were addictive: if you used them too much, your permanent stats began to decline, forcing you to use the potions more and more (and making

for more and more decline, etc). Overall, this one was better than *Apshai*, but not by too much, since the game considered the queen "just another treasure" and there was no special message for getting her out of the dungeon. Two follow-up scenarios for the Apple were published, *The Keys To Acheron* and *Danger in Drindist*; as with the *Apshai* add-ons, they were only extra adventures with not much new about them.

Telengard *Avalon Hill* Review: 3.3 (May-June, 1983)*

Another of the early "hack'n'slash with no main goal" extravaganzas. Create a character and explore ever deeper into the dungeons below the surface. Very much influenced by *Dungeons & Dragons*, as shown by: a) the attribute range of 3-18; b) the requirement for getting treasure out of the dungeon before it counted towards experience; c) one level at a time advancement, regardless of the amount of experience acquired; and d) the spells available for use. (Do names like "Magic Missile," "Cause Light Wounds," "Phantasmal Force" and "Power Word Kill" sound familiar?) Interesting for its time, the game would be pretty dated today, especially with the advent of SSI's Gold Box series. Back then, however, it was hot stuff, and a fun way of passing the time.

Temple of Apshai Epyx Review: #30 (August, 1986)

This game caused a sensation when it first appeared, being one of the earliest graphic CRPGs. A fully defined character was maneuvered through a series of corridors and rooms in a four-level dungeon. It was a hack-and-slash game, with no particular goal beyond killing monsters and grabbing treasure. The programming was not as polished as it could have been, since the game could never remember how much gold you carried, and always asked on replays what you had (a really powerful incentive to, ahem, pad a trifle). It was also very slow, being another done-in-BASIC game. However, in a day when most CRPGs were text (like *Eamon*) or had graphics but text-only combat, it was a marvel to be able to see the fighting, especially when your character lunged at a critter. The game was later ported over to the Atari 800 line with several improvements in the way of speed and graphics. Two add-on scenarios for the Apple were also released, *Upper Reaches of Apshai* and *Curse of Ra*, but they didn't add much new, being just extra adventures to take your character on.

One of the more interesting aspects of *Apshai* was its use of paragraphs to describe the various rooms of the dungeons (the Apple graphics being rather Spartan). This feature was later taken on by more modern games such as the Gold Box series from SSI and *Wasteland* (to name just a few), but, so far as I can tell, *Apshai* had it first. (These paragraphs, by the way, were a great means of ensuring that you didn't miss any rooms on a particular level!) **CSW**

CHIPS & BITS • IBM & AMIGA GAMES

HINT BOOKS

King's Quest 1	\$10
King's Quest 2	\$10
King's Quest 3	\$10
King's Quest 4	\$10
King's Quest 5	\$10
Knights of Legend	\$10

HINT BOOKS

Run 5 Issue 13	\$ 5
Run 5 Issue 14	\$ 5
Run 5 Issue 15	\$ 5
Run 5 Issue 16	\$ 5
Run 5 Issue 17	\$ 5
Run 5 Issue 18	\$ 5

IBM ROLE PLAYING

2400 AD	\$28
Autoduel	\$26
Bad Blood	\$31
Bard's Tale 1	\$15
Bard's Tale 2	\$19
Bard's Tale 3	\$31
Bard's Tale Cnstrctn St	\$34
Battletech 1	\$31
Battletech 2	\$31
Blade Warrior	\$12
Buck Rogers	\$32
Captain Blood	\$12
Captive	\$30
Castle Master	\$34
Conan	\$32
Corporation	\$32
Cybergenic Ranger	\$32
Darklands	\$39
Darksyde	\$32
Demon's Winter	\$12
Drakkhen	\$37
Dragon Lord	\$33
Dragon Wars	\$31
Dusk of the Gods	\$38
Earthling	\$32
Elvira 1 Mistress Dark	\$34
Elvira 2 Jaws Cerberus	\$37
Escape from Hell	\$17
Faery Tale Adventure	\$25
Fire King	\$ 7
Fountain of Dreams	\$15
Hard Nova	\$32
Hero's Quest 1	\$34
Hero's Quest 2	\$34
Immortal	\$27
Keep the Thief	\$16

IBM ROLEPLAYING

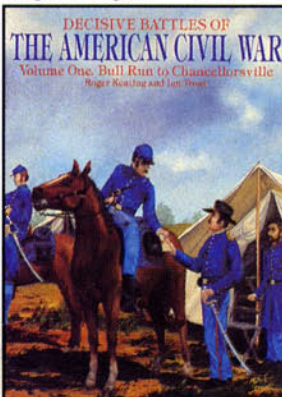
Spirit of Excaliber	\$29
Starflight 1	\$19
Starflight 2	\$19
Star Saga 1	\$34
Star Saga 2	\$34
Sword of the Samurai	\$16

IBM SIMULATION

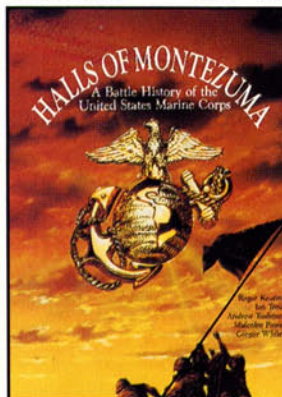
Eye of the Storm	\$32
F117A Nighthawk	\$42
F14 Tomcat	\$28
F15 Strike Eagle	\$ 7
F15 Strike Eagle 2	\$29
F15 SE2 Scenario Disk	\$17

IBM SIMULATION

Life & Death 1	\$24
Life & Death 2	\$32
Lightspeed 1	\$29
Lightspeed 2	\$34
M1 Tank Platoon	\$39
Mechwarrior	\$33
Mega fortress	\$37
Mega fortress Mission 2	\$24
Miami Enforcer	\$39
Mig 29 Fulcrum	\$45
PHM Pegasus	\$ 9
Power Boat Simulator	\$39
PT 109	\$15
Red Baron EGA	\$34
Red Baron VGA	\$36
Red Storm Rising	\$12
Resolution 101	\$24
Rapcon	\$33
Sailing Instructor	\$199
Sailing Simulator	\$39
East Coast Voyages	\$39
West Coast Voyages	\$39
Sands of Fire	\$31
Secret Weapons Ltww	\$45
Shuttle	\$37
Sherman M4	\$34
Silent Service 1	\$ 7
Silent Service 2	\$34
Solo Flight	\$ 7
Startrek 25th Aniversry	\$36
Steel Thunder	\$17
Stellar 7	\$21
Stormovik	\$15
Strike Aces	\$32
Strike Commander	\$45
Stunt Driver	\$32

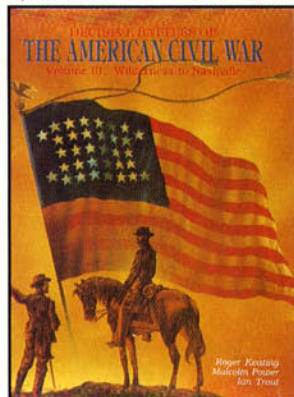


Leisure Suit Larry 1	\$10
Leisure Suit Larry 2	\$10
Leisure Suit Larry 3	\$10
Leisure Suit Larry 5	\$10
Loom	\$10
Lord of the Rings 1	\$10
Lord of the Rings 2	\$10
Magic Candle 1	\$10
Magic Candle 2	\$10
Manhunter NY	\$10
Manhunter SF	\$10
Maniac Mansion	\$10
Martian Memorandum	\$10
Mean Streets	\$10
Might & Magic 1	\$10
Might & Magic 2	\$10
Neuromancer	\$10
Police Quest 1	\$10
Police Quest 2	\$10
Police Quest 3	\$10
Pool of Darkness	\$10
Pool of Radiance	\$10
Power Monger	\$10
Puzzle Gallery	\$10
Quest for Clues 2	\$21
Quest for Clues 3	\$21
Quest for Glory 1	\$10
Quest for Glory 2	\$10
Railroad Tycoon	\$10
Rise of the Dragon	\$10
Run 5 Issue 1	\$ 5
Run 5 Issue 2	\$ 5
Run 5 Issue 3	\$ 5
Run 5 Issue 4	\$ 5
Run 5 Issue 5	\$ 5



Run 5 Issue 6	\$ 5
Run 5 Issue 7	\$ 5
Run 5 Issue 8	\$ 5
Run 5 Issue 9	\$ 5
Run 5 Issue 10	\$ 5
Run 5 Issue 11	\$ 5
Run 5 Issue 12	\$ 5

'AMERICAN CIVIL WAR VOL 1' from SSG is a hex based command perspective war game. It uses SSG's Decisive Battles System which takes into account the fog of war. Six scenarios are included: Antietam, Shiloh, First Bull Run, Second Bull Run, Fredericksburg, & Chancellorsville. **WARPLAN** a scenario builder and **WARPAINT** an icon-terrain editor are included. **\$22**



Space Quest 1	\$10
Space Quest 2	\$10
Space Quest 3	\$10
Space Quest 4	\$10
Starflight 1	\$10
Starflight 2	\$10

'AMERICAN CIVIL WAR VOL 3' from SSG is a hex based command perspective war game. It uses SSG's Decisive Battles System which takes into account the fog of war. Six scenarios are included: Spotsylvania, Wilderness, Atlanta, Cold Harbour, Franklin, & Nashville. Features include **WARPLAN** a scenario builder, and **WARPAINT** an icon-terrain editor. Covered in Run 5 Magazine. **\$22**

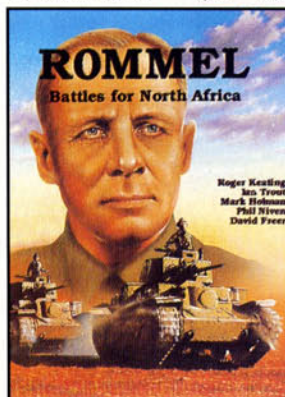
Keys to Maramon	\$12
King's Bounty	\$19
Knights of Legend	\$30
Lord of the Rings 1	\$34
Lord of the Rings 2	\$37
Magic Candle 1	\$15
Magic Candle 2	\$38
Mechwarrior	\$34
Megatraveller 1	\$34
Megatraveller 2	\$34
Midwinter 1	\$29
Midwinter 2	\$29
Might & Magic 1	\$12
Might & Magic 2	\$17
Might & Magic 1 & 2	\$33
Might & Magic 3	\$38
Mines of Titan	\$12
Murder	\$29
Paladin	\$28
Paladin Scrolls Disk	\$18
Phantasie 3	\$12
Pirates	\$12
Planet's Edge	\$38
Prophecy 1	\$12
Question 2	\$12
Scavengers	\$34
Sentinal Worlds	\$18
Sorcerian	\$34
Space 1889	\$29
Space Inc	\$34
Space Rogue	\$30



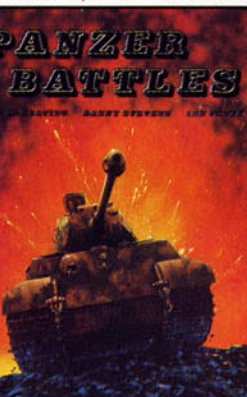
Sword Samrai & Pirates	\$24
Tangled Tales	\$21
Times of Lore	\$28
Tunnels & Trolls	\$12
Twilight 2000	\$34
Ultima Martian Dreams	\$37
Ultima Savage Empire	\$34
Ultima Trilogy	\$35
Ultima 4	\$35
Ultima 5	\$35
Ultima 6	\$39
Ultima 7	\$45
Uncharted Waters	\$42
Vengeance of Excalibur	\$32
Windwalker	\$28
Wasteland	\$15
Wizardry Cosmic Forge	\$37
Wizardry Trilogy	\$32
Wizardry 4	\$19
Wizardry 5	\$32
Wizardry 7	\$37
Xenomorph	\$32

IBM SIMULATION

688 Attack Sub	\$19
A10 Avenger	\$43
A10 Tank Killer	\$26
A10 Tank Killer 1.5	\$37
Abrams Battle Tank	\$12
Ace of Aces	\$15
Air Strike USA	\$19
Appollo18	\$28
ATP	\$37
B24	\$12
Battle Command	\$24
Battlehawks 1942	\$21



Blue Max: Aces WW 1	\$12
Cardinal of the Kremlin	\$31
Carrier Command	\$31
Crash Course	\$12
Das Boot Submarine	\$31
Echelon	\$39
Elite Plus	\$29



Gunboat	\$33
Gunship	\$12
Gunship 2000	\$39
Harrier Combat Sim	\$25
Heatwave	\$25

'ROMMEL NORTH AFRICA' from SSG is a hex based command perspective war game. It uses SSG's Battle Front System which takes into account the fog of war. Eight North African scenarios are included: Syria, Sidi Rezegh, Cauldron, Alem, Al Halfa, Malta, Kasserine, Maknassy, & Tebourga Gap. Features **WARPLAN**, a scenario builder & **WARPAINT**, an icon-terrain editor. **\$22**

Hoverforce	\$31
Hunt for Red October	\$22
Instnt Facilities Locator	\$28
Jet	\$12
Jet Fighter 2.0	\$39
Knights of the Sky	\$29
LHX Attack Chopper	\$26

'PANZER BATTLES' from SSG is a hex based command perspective war game. It uses SSG's Battle Front System which takes into account the fog of war. Six Russian Front scenarios are included: Moscow, Minsk, Kanev, Kharkov, Prokhorovka, & Korsun. The game features **WARPLAN**, a scenario builder & **WARPAINT**, an icon-terrain editor. Covered in Run 5 Magazine. **\$22**

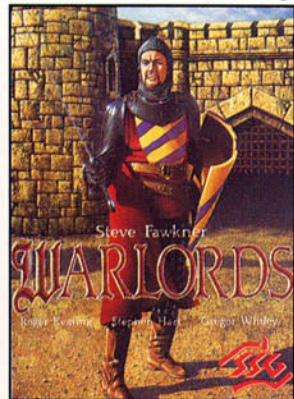
Stunts	\$31
Sublogic Scenery Disks	\$22
Tank	\$33
Team Yankee	\$36
Team Yankee 2	\$32
Test Drive 2	\$29
TD2 California Challing	\$15
TD2 European Challing	\$15
TD2 Muscle Cars	\$15
TD2 Super Cars	\$15
Test Drive 3	\$32
TD3 Road & Car Disk	\$19
Their Finest Hour	\$37
TFH & BH1942	\$38
Thunderhawk	\$32
Tracon 2	\$43
Vette	\$33
Wing Commander 1	\$39
WC1 Mission 1	\$19
WC1 Mission 2	\$19
Wing Commander 2	\$45
WC2 Op Module 1	\$26
WC2 Op Module 2	\$26
WC2 Speech Pack	\$15
Wolfpack	\$32
Yeager's Air Combat	\$38
Yeager's AFT 2.0	\$19

IBM ACTION / ARCADE

Airborne Ranger	\$12
Altered Beast	\$28
Amazing Spiderman	\$25

FOR LESS • CALL 800 - 753 - GAME

IBM ACTION / ARCADE		IBM ACTION / ARCADE	
Arachnophobia	\$28	Miami Vice	\$28
Arkanoid 2	\$24	Monty Python	\$15
Armor Alley	\$27	Nevermind	\$25
Artura	\$ 9	Night Breed	\$15
Back to the Future 2	\$24	Night Hunter	\$25
Barbarian	\$ 9	Night Mission Pinball	\$25



'WARLORDS' from **STRATEGIC STUDIES GROUP** is a huge eight player strategy game of empires and armies, castles and heroes, monsters and dragons. Capture cities to increase production. Use your heroes to form alliances. Improve castles and garrison troops to defend your empire. Lay siege to your enemies' castles to destroy his armies. Ambush his heroes to destroy leadership. **\$29**

Batman	\$28	Night Shift	\$19
Batman The Movie	\$24	North & South	\$27
Battlestorm	\$32	Nova 9	\$26
Bill & Ted's Exclnt Adv	\$21	Obitus	\$37
Billy the Kid	\$28	Obliterator	\$ 9
Blockbuster	\$25	Oil's Well	\$21
Blockout	\$28	Paperboy	\$27
Bruce Lee Lives	\$28	Pick N Pile	\$28
Budokan	\$17	Pinball Construction	\$ 9
Colorado	\$12	Pipe Dream	\$19
Continuum	\$32	Powerdrift	\$25
Crackdown	\$19		
Crossbow	\$29		
Dark Century	\$29		
Day of the Viper	\$32		
Deathtrack	\$12		
D Generation	\$32		
Double Dragon 2	\$15		
Dr Doom's Revenge	\$25		
Dragon's Lair 1	\$38		
Dragon's Lair 2	\$38		
Drgn's Lair Singe Cstl	\$37		
F40 Pursuit	\$31		
Faces Tetris 3	\$25		
Fire Power	\$24		
Freakn Funky Fuzzballs	\$19		
Ghostbusters 2	\$12		
Golden Axe	\$19		
Gold of the Aztecs	\$29		
Grave Yardage	\$12		
Gremlins 2	\$12		
Guy Spy	\$32		
Harmony	\$29		
Indy Jones Lst Crsade	\$19		
Knight Force	\$31		



TIGLON'S 'DECISION AT GETTYSBURG' gives you command of either army at the turning point of the American Civil War. Features include real time play, historical accuracy, hidden or revealed movement and 147 square miles of detailed VGA maps. The simulation allows you to combine units, create new smaller units, transfer men or supplies and send out patrols. **\$29**

Last Ninja	\$17	Rick Dangerous	\$25
Last Ninja 2	\$24	Robocop	\$28
Lemmings	\$32	Rotox	\$24
Loopz	\$24	Savage	\$25
Low Blow	\$24	Shinobi	\$28
Marble Madness	\$15	Sidearms	\$21
Mavel Trilogy	\$39	Silpheed	\$21

IBM ACTION / ARCADE		IBM ACTION / ARCADE	
Space Ace	\$37	Starglider 2	\$29
Space Ace 2	\$37	Stellar 7	\$21
Space Harrier	\$28	Stormlord	\$24
Speedball	\$28	Super Off Road	\$15
Speedball 2	\$32	Targhan	\$28
Starblade	\$24	Teenage Mnt Nnja Trl	\$24
Starglider 2	\$29	Tetris	\$22
Stellar 7	\$21	Terminator	\$34
Stormlord	\$24	Terrorpods	\$24
Super Off Road	\$15	Thexder 1	\$21
Targhan	\$28	Thexder 2	\$21
Teenage Mnt Nnja Trl	\$24	Treasure Trap	\$10
Tetris	\$22	Troika	\$19
Terminator	\$34	Untouchables	\$24
Terrorpods	\$24	Vaxine	\$24
Thexder 1	\$21	Viking Child	\$32
Thexder 2	\$21	Volfied	\$27
Treasure Trap	\$10	Welltris Tetris 2	\$24
Troika	\$19	Wild Streets	\$31
Untouchables	\$24	Wrath of the Demon	\$37
Vaxine	\$24	Xenocide	\$29
Viking Child	\$32	Xiphos	\$34
Volfied	\$27	X Men 1	\$25
Welltris Tetris 2	\$24	X Men 2	\$25
Wild Streets	\$31	Zany Golf	\$15
Wrath of the Demon	\$37	Zombie	\$12
Xenocide	\$29	Zoom	\$22

AMIGA ADVENTURE

Arthur Quest Excalibur \$34
BAT \$34

'RORKE'S DRIFT' from **IMPRESSIONS** is a detailed simulation of the battle between 137 british soldiers & 4000 Zulu warriors that took place Jan 22 1879. You command the British in their attempt to hold out against the onslaught. You control each man, standing, sitting, prone, aiming, firing, reloading, running or walking. With 3D map, animated combat & movement mouse support & 256 color VGA. **\$34**

Blood Relatives	\$34
Chronoquest 1	\$34
Chronoquest 2	\$34
Code Name: Iceman	\$38
Colonel's Bequest	\$38
Conquests of Camelot	\$38
Future Wars	\$34
Indy Jones Adventure	\$35
It Came from Desert 1	\$34
It Came from Desert 2	\$18
King's Quest 1	\$34
King's Quest 2	\$34
King's Quest 3	\$34
King's Quest 4	\$34
Leisure Suit Larry 2 or 3	\$38
Loom	\$41
Manhunter NY or SF	\$33
Neuromancer	\$31
Night Hunter	\$28
Police Quest 1	\$34
Police Quest 2	\$34
Sci Mutant Priestess	\$31
Search for the King	\$41
Space Quest 1	\$34
Space Quest 2	\$34
Space Quest 3	\$37
Startrek 5	\$34
War in Middle Earth	\$34
Where Europe Carmen?	\$34
Where USA Carmen?	\$34
Where World Carmen?	\$31

AMIGA SIMULATION		AMIGA ROLE PLAYING	
688 Attack Sub	\$34	Spirit of Excalibur	\$34
A10 Tank Killer	\$33	Starflight 1	\$34
Battle Command	\$34	Tusker	\$34
Blue Max: Aces WW I	\$34	Ultima 4	\$41
Cycles Grand Prix	\$34	Universe 3	\$34
Days of Thunder	\$34	Xenomorph	\$34

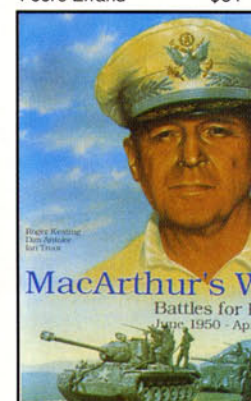


'COHORT' from **IMPRESSIONS** is an unusual wargame using a miniatures style interface to cover combat between roman legions & their enemies. Features animated combat & movement, 7 unit types, infantry, cavalry, & archers, user definable army composition, 4 different maps, scenario builder, stop & give orders real time combat, 256 color VGA, & sound board support. **\$34**

Dragon Strike	\$34
F15 Strike Eagle 2	\$29
F16 Combat Pilot	\$34
F19 Stealth Fighter	\$39
F29 Retaliator	\$34
FA18 Interceptor	\$18
Falcon	\$34
Falcon Mission Disk	\$18
Gunship	\$34
Heatwave	\$28
Hunt for Red October	\$22
M1 Tank Platoon	\$34
Silent Service 1	\$15
Test Drive 2	\$30
CA or Euro Challenge	\$15
Muscle or Super Cars	\$15
Red Storm Rising	\$30
Their Finest Hour	\$39
Wings	\$34
Yeager's AFT 2.0	\$28

AMIGA ROLE PLAYING

Autoduel	\$28
Bard's Tale 1	\$18
Bard's Tale 2	\$42
Battletech	\$34
Bloodwych	\$34
Buck Rogers	\$32
Champions of Krynn	\$32
Curse of Azure Bonds	\$32
Dragon Lord	\$34
Drakkhen	\$39
Dungeon Master	\$28
Eye of the Beholder	\$32
Federation	\$34
Fool's Errand	\$34



'MACARTHUR'S WAR' from **SSG** is a hex based war game of the Korean war from 1950-51. It uses **SSG's** Battlefront System which takes into account the fog of war. Eight scenarios are included, Across the 38th, Bulge, Taejon, Chongchon, Nakton, Imjin, Chosin Reservoir, Unsan, and Chipyong. **WARPLAN** a scenario builder and **WARPAINT** an icon-terrain editor are included. **\$29**

AMIGA SIMULATION		AMIGA ROLE PLAYING	
688 Attack Sub	\$34	Spirit of Excalibur	\$34
A10 Tank Killer	\$33	Starflight 1	\$34
Battle Command	\$34	Tusker	\$34
Blue Max: Aces WW I	\$34	Ultima 4	\$41
Cycles Grand Prix	\$34	Universe 3	\$34
Days of Thunder	\$34	Xenomorph	\$34

'COHORT' from **IMPRESSIONS** is an unusual wargame using a miniatures style interface to cover combat between roman legions & their enemies. Features animated combat & movement, 7 unit types, infantry, cavalry, & archers, user definable army composition, 4 different maps, scenario builder, stop & give orders real time combat, 256 color VGA, & sound board support. **\$34**

AMIGA ACTION / ARCADE

Aquanaut	\$28
Batman	\$34
Battlehawks 1942	\$34
Budokan	\$28
Day of the Viper	\$33
Dragon's Lair 1	\$39
Dragon's Lair 2	\$39
Dragons of Flame	\$28
Harmony	\$34
Heroes of the Lance	\$28



'WHITE DEATH' from **RAW SOFTWARE** is a hex based wargame covering the Eastern Front in WW2. Features sophisticated computer opponent, six scenarios, digitized sound on the amiga, supply, weather effects, bunkers, tank fright, morale, rail movement, commandos, rockets, artillery spotting, barrage, headquarters, garrisons, mouse support, & play by modem. **\$29**

AMIGA STRATEGY	
Breach 2	\$28
Breach 2 Scenario Disk	\$15
Empire	\$33
Genghis Khan	\$40
Imperium	\$28
Lemmings	\$32
Lost Patrol	\$34
Midwinter	\$28
Nobunaga's Ambition	\$41
Nuclear War	\$34
Populous	\$34
Powermonger	\$34
Railroad Tycoon	\$34
Reach for the Stars	\$29
Romance 3 Kingdoms	\$45
SimCity	\$33

AMIGA WARGAMES
Battle Tank Barbarosa \$36
Blitzkrieg 1MB \$38
Fire Brigade \$35
Gettysburg: Turn Point \$37
Halls of Montezuma \$28
Harpoon \$38
Kampfgruppe \$37
Kursk Campaign \$36
Main Battle Tank \$36
Malta Storm \$36
Moscow Campaign \$36
North & South \$31
Operation Overlord \$36
Overrun \$38
Red Lightning \$38
Rommel at Gazala \$36
Second Front \$34
Storm Across Europe \$38
To the Rhine \$36

Batman	\$28
Batman The Movie	\$24
Battlestorm	\$32
Bill & Ted's Exclnt Adv	\$21
Billy the Kid	\$28
Blockbuster	\$25
Blockout	\$28
Bruce Lee Lives	\$28
Budokan	\$17
Colorado	\$12
Continuum	\$32
Crackdown	\$19
Crossbow	\$29
Dark Century	\$29
Day of the Viper	\$32
Deathtrack	\$12
D Generation	\$32
Double Dragon 2	\$15
Dr Doom's Revenge	\$25
Dragon's Lair 1	\$38
Dragon's Lair 2	\$38
Drgn's Lair Singe Cstl	\$37
F40 Pursuit	\$31
Faces Tetris 3	\$25
Fire Power	\$24
Freakn Funky Fuzzballs	\$19
Ghostbusters 2	\$12
Golden Axe	\$19
Gold of the Aztecs	\$29
Grave Yardage	\$12
Gremlins 2	\$12
Guy Spy	\$32
Harmony	\$29
Indy Jones Lst Crsade	\$19
Knight Force	\$31

'WHITE DEATH' from **RAW SOFTWARE** is a hex based wargame covering the Eastern Front in WW2. Features sophisticated computer opponent, six scenarios, digitized sound on the amiga, supply, weather effects, bunkers, tank fright, morale, rail movement, commandos, rockets, artillery spotting, barrage, headquarters, garrisons, mouse support, & play by modem. **\$29**

CHIPS & BITS

PO Box 234
Rochester VT 05767

802 - 767 - 3033
800 - 753 - 4263

Visa & MC accepted, CODs \$4
Personal Checks Held 4 Weeks.
Money Orders Treated as Cash.

Most Items Shipped Same Day.
Shipping times not guaranteed.
UPS Ground \$3.5 / Order
PO Box, APO, FPO \$4 / Order
2 Business Day Air \$5 / Order

Air Mail to Europe \$12 Minimum
Surface to Europe \$6 / Order
Air Mail to Canada \$6 / Order
HI, AK, PR Surface \$6 / Order
HI, AK, PR 2 Day \$10 / Order

No Returns Accepted.
Compatibility is your problem.
All Products Warranted by
Manufacturer Only.

Nothing is cast in stone.
Everything is subject to change.

FULL TIME HELP WANTED
Circle Reader Service #26

On Silvery Disks of Splendor

Sometimes a journalist feels downright Dickensian as he tries to make sense of the fast-moving events and advances he covers. One is almost tempted to start an editorial like this one with "They are our best of hopes; they are our worst of hopes." CD-ROM, CD-I, CDTV, MMPC and DV-I all seem to blend together in this tale of more than two technologies, this revolution in an industry which is barely over a decade old.

Rumors are rampant everywhere. The grapevine tries to pass off its overripe fruit of partially correct information in a horrid vintage of "doom and gloom" gossip. We hear that a major publisher, strong enough to be traded publicly, is in dire financial straits because of their expenditures in optical research; we hear that an important publisher with deep pockets in their parent corporation is getting out of computer games altogether and we hear that several publishers have spent so much money trying to develop CD-based products that they do not really stand a chance to make any money at all on the first generation of products. Such a fate is typical in many industries, but has been almost unheard of in our industry (unless significant tool-building took place in the development process).

Rumors of our industry's imminent collapse are relatively exaggerated. It is true that, like the mild economic recovery expected worldwide over the next 12-18 months, the original wave of CD-based games will probably net less than would have been expected at an earlier date. It is also true that research and development has hurt several bottom lines.

However, it is also true that many software developers and publishers have been smart enough to learn on OPM (other people's money). They have financed their optical storage education on the research and development budgets of **Commodore, Fujitsu, NEC** and **Philips**. Hence, they do not have to make as much money per unit as they would in the floppy disk-based, or even cartridge-based, market.

The frightening reality is that the imminent arrival of CD-based storage technology has upped the ante on art, music and game size (number of locations in

an adventure or role-playing game, number of missions in a campaign for a simulation) that game development budgets are moving past the three-quarter of a million dollar mark. Even at \$60.00 (retail) per unit, an average game now has to clear 40,000 units to *break even*.

Fortunately, alert publishers have caught one major break in this flurry of difficulty. The international market is growing and expanding. **Lucasfilm Games** estimates that nearly 50% of their profits on *The Secret of Monkey Island*, for example, came from their international versions (in 11 different languages). CD technology already has made it easier to do multi-lingual text versions, but it looks like it might be a "mixed bag" for the "talkies" of the next generation.

The prognosis for our industry from this editor's perspective is that we will have a small upturn in revenue over last Christmas season. The trend will continue through the spring sales season of next year, but should explode as the new platforms begin to take hold and move past the initial penetration level by Christmas of 1992. The last time this editor put a date on an industry economic trend, he was a year early. If this projection is a year early, the belated growth may be "too late" for any publisher who has relied on their own capital for R & D rather than OPM. The upshot is that most of the companies gossiped about will probably *still* be here. It's the ones who are seldom mentioned that may be in trouble.

State of the Magazine: This issue continues our current practice of inducting one venerable title per month into the Hall of Fame. This issue, appropriately enough, it is *SimCity*. **Maxis** has been intelligent enough to develop a CD-ROM version of the game with OPM and has actually marketed some of the design developments as support products. Sometimes called a "god game" and sometimes called a software toy (Maxis is trademarking the designation), *SimCity* has captured the hearts and minds of more than a third of a million gamers. Will Wright's brainchild created a genre and has inspired many of us to become more active in our own *real* cities. Congratulations, Will. **caw**

COMPUTER GAMING WORLD

Publisher/Editor-in-Chief

Russell Sipe

Editor

Johnny Wilson

Assistant Editor

Alan Emrich

Editorial Assistant

Caitlin Ackelson

Administrative Assistant

Mike Weksler

Art Director

Dave Bryant

Ad Manager

Jim Messing

Subscriptions

Kathy Garcia

Contributing Editor

(*Adventure Games*)

Scorpio

Contributing Editor (*Wargames*)

Evan Brooks

Ad Director: **Jay Eisenberg**

Computer Gaming World (ISSN 0744-6667) is published monthly by **Golden Empire Publications, Inc.**, 130 Chaparral Ct. Suite 260, Anaheim Hills, CA 92808. Second-Class Postage paid at Anaheim, CA 92803 and additional mailing offices. Permit #672-910

Contents are copyrighted by Golden Empire Publications, 1991.

Postmaster: Send address changes to **Computer Gaming World**, P.O. Box 730, Yorba Linda, CA 92686-8629.

The subscription rate for twelve issues (one year) is \$24.00. Canadian and foreign surface subscriptions add \$11.00. Foreign air subscriptions are \$74.00 per year. All payments must be in U.S. dollars, made by check drawn upon a U.S. bank, Visa, MasterCard, or money order.

Psalms 9:1-2

CompuServe (76703,622)

PC Link: CGWMAG

Quantum Link: In Software Showcase

America On-Line: CGW

Prodigy: EXPT40B

Genie: CGW

Telephone: (714) 283-3000

Fax: (714) 283-3444

For advertising information only, call:

National Ad Representative

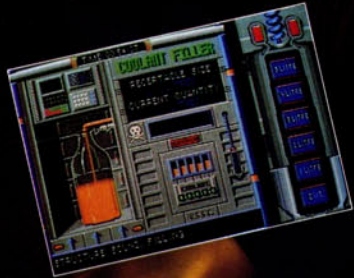
JE Publishers' Representative Company

11150 West Olympic Blvd., Suite 600

Los Angeles, CA 90064

(213) 479-6844

1-800-678-9321



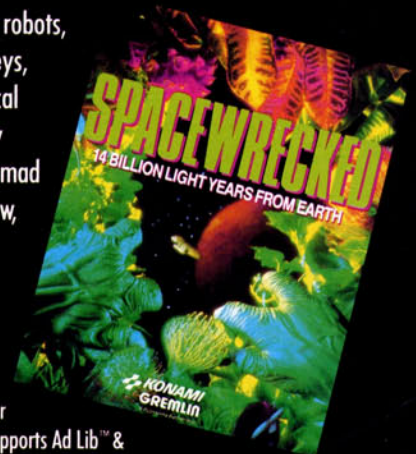
The New Crew Has No Respect.

A routine biological survey mission into the Orion Galaxy became a space nightmare. The biological specimen locks snapped open the instant the fleet's 20 ships time-warped into the eye of the exploding Wolf-Raert nova. The lab's bizarre cargo of 20 alien creatures emptied within minutes, taking control. A desperate SOS was sent out, just as fuel and navigation systems faltered.

The ships drifted along for a decade in hopeless orbit when the SOS finally reached Earth. Most of the human crew had years ago opted for cryogenic freeze. Others still alive, suffer from radiation poisoning.

You must repair and return the ships to earth using what you find aboard . . .

6 programmable robots, weapons, pass keys, maps and chemical coolant. Your only obstacles are the mad crew, the new crew, and time. You are Spacewrecked.



**KONAMI
GREMLIN**
A Publishing Partnership

Spacewrecked™ 14 Billion Light Years from Earth is a trademark of Konami Inc. Konami is a registered trademark of Konami Co., Ltd. Gremlin is a registered trademark of Gremlin Graphics Software Limited. © 1991 Konami Inc. © 1991 Gremlin Graphics Software Limited. All rights reserved. Konami (708) 215-5111.

Available Fall 1991 for MS-DOS & Amiga. Supports Ad Lib™ & Roland™ Sound Boards.

Ultima®

WORLDS OF ADVENTURE 2

A
Lord British
Game

MARTIAN DREAMS™

Lord British presents the next chapter in the best-selling Worlds of Adventure series. Join Sigmund Freud, Thomas Edison, Teddy Roosevelt and a host of other historical characters for a fact- and fantasy-filled odyssey to turn-of-the-century Mars. Hurlled back in time to the steam-powered 1890's, you will take part in an adventure through time and space unlike anything you have experienced before. Martian Dreams is the game that asks, "What if?..."

- *What if* an ancient race of beings had actually built canals on Mars?
- *What if* Jules Verne had been right, and a space cannon powerful enough to send men into space had actually been built?
- *What if* historical figures like Percival Lowell, H.G. Wells, Nikola Tesla, William Randolph Hearst, Rasputin, and others had been stranded on Mars as a result of a freak accident?
- *What if* you had to rescue these stranded notables to restore their future and your own past? This is the epic challenge of Martian Dreams, the latest Avatar Adventure™ from ORIGIN.

Featuring the acclaimed ORIGIN Graphics and Sound System (256-color VGA and original cinematic score), and the award-winning Ultima gaming system. Hard disk required.

ORIGIN™
We create worlds.

Available in retail stores
worldwide or call:
1-800-999-4939
for Visa/MasterCard orders.



Ultima and Lord British are registered trademarks of Richard Garriott and ORIGIN Systems, Inc. The distinctive ORIGIN logo, Avatar, Martian Dreams, Worlds of Adventure, and Avatar Adventure are trademarks of ORIGIN Systems, Inc. © 1991 ORIGIN Systems, Inc. All rights reserved. Photo provided by N.A.S.A.