

\$3.50
**100 Games
Rated!**
May 1989
Number 59

688 Attack Sub • Deja Vu II • Sword of Sodan

COMPUTER GAMING WORLD

Activision's Prophecy



TOUGH CROWD!

New Challenges
In Adventure
Games

Also In This Issue:

- Sim City
- Under The Ice
- First Over Germany
- Guardians of Infinity



Melbourne House's
War In Middle Earth

The Wildest Game Ever!
Multi-Event

TM

FEAR DIE



ELECTRONIC ARTS®

How to Order:
Call 1-800-828-1122 or write to:
Electronic Arts, Inc., 2000
Shattuck Blvd., Suite 200, Berkeley, CA 94704
Fax: 415/841-1122. Please allow 4-6 weeks
for delivery. Payment in US dollars only.
Outside the US, please add \$10.00 per
unit for shipping and handling.
Minimum order: 10 units.
© 1997 Electronic Arts, Inc.

**Mad Max
ON WHEELS.**
Two skaters play up
square off in the
sequels to the death.
to 8 skaters and
to 10 skaters and
to 10 skaters and
to 10 skaters and



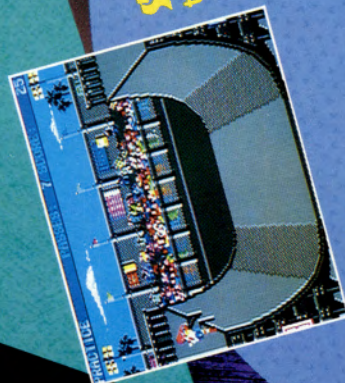
Skate & Destroy.

Karate chop
your way down the
baddest alley in the
neighborhood. One of
two downhill events.



Smokin' Pipe.

Roar down the ramp.
Go for rock 'n' rolls,
hand plants, railslides,
even methods!



Rodney's Skate Shop.

He's rude and raunchy,
but he's got the only
store in town.
Sign in, get a
board, or
just shoot
the bull.



Lester:
rules the jam and stomp.
Ugly but bionic. He
rules the jam and stomp.
Ugly but bionic. He
rules the jam and stomp.



Software by
David Bunch, Michael Kosaka, Stephen Landrum

COMPUTER GAMING WORLD

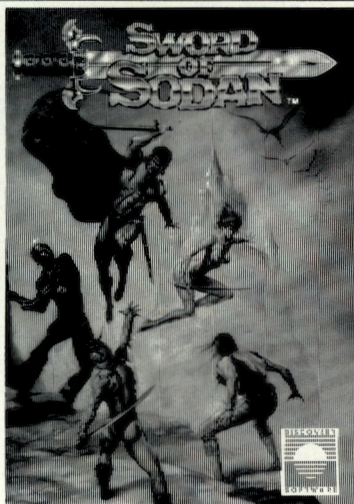
Covering the World
of Computer Games
For Eight Years

May 1989

Number 59



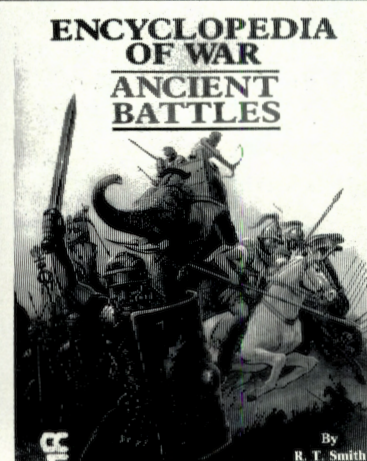
First Over Germany
Page 18



Sword of Sodan
Page 23



Prophecy
Page 28



Ancient Battles
Page 44

Features

War In Middle Earth	10	Deja Vu II: Lost In Las Vegas	36
A Strategy Game for a Change of Hobbit / Chris Lombardi		An Adventure with a Change of Luck / Dave Arneson	
SimCity: The City Simulator	16	Under The Ice	39
A Simulation for a Change of Scenery / Johnny L. Wilson		A Sub Game with a Change of Climate / M. Evan Brooks	
First Over Germany	18	Scavengers of the Mutant World	40
A Familiar System with a Change of Planes / Hosea Battles		Interstel's Adventure with a Change of Genes / Scorpia	
Top Ad Award Winners	20	Ancient Battles	44
CGW Announces The Readers' Choices for Best Ads		CCS' Tactical Game of Ancient Warfare / Lt. H. E. Dille	
Double Dragon, Renegade, and Bad Dudes	21		
Three Street Fighting Games / David M. Wilson			
Sword of Sodan	23		
An Abattoir of Action and Adventure / Kevin C. Rohrer			
Activision's "Prophecy"	28		
Scintillating Sorcery and Swordplay / Dennis Owens			
Hints for "Guardians of Infinity"	31		
Scorpion's Tale Points To A Change In History / Scorpia			
688 Attack Sub	32		
A Naval Game with a Change of Depth / Lt. H. E. Dille			

Departments

Letters	4
Taking a Peek	6
Inside the Industry	15
Conversions Received	52
Back Issues	54
Reader Input Device	55
CGW Hall of Fame	55
Game Ratings	56



Editor-in-Chief: Russell Sipe
Associate Editor: Johnny Wilson
Assistant Editor: Vince DeNardo
Editorial Assistant: Chris Lombardi
Art Director: Vince DeNardo
Ad Manager: Carole Andrews
Business Manager: Gerrie Adams
Subscriptions: Gerrie Adams
Shipping: Jerry Lambright
Adventure Game Editor: Scorpia
Wargame Editor: Evan Brooks
Ad Director: Jay Eisenberg

COMPUTER GAMING WORLD (ISSN 0744-6667) is published monthly by Golden Empire Publications, Inc., 515 S. Harbor Blvd., Suite

B, Anaheim, CA 92805. Second Class Postage Paid at Anaheim CA 92803 and additional mailing offices. Contents are copyrighted by Golden Empire Publications, 1989.

Postmaster: Send address changes to Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4666. The subscription rate for twelve issues (one year) is \$24.00. Canadian and foreign surface subscriptions add \$7.00. Foreign air subscriptions are \$55.00 per year. All payments must be in U.S. dollars, made by check drawn upon a U.S. bank, Visa, Master Card, or money order. Psalm 9:1-2 CompuServe (76703.622)

Telephone: (714) 535-4435
Fax (714) 535-1529
NATIONAL AD REPRESENTATIVE
JE PUBLISHER'S REPRESENTATIVE COMPANY
6855 Santa Monica Blvd., Suite 302
Los Angeles, CA 90038

Los Angeles (213) 467-2266
San Francisco (415) 864-3252
New York (212) 724-7767
Denver (303) 595-4331
Dallas (214) 660-2253
Boston (617) 437-7628



Zoned for Development

We'd like to add two bits of information to Scorpia's excellent review of adventure game development systems ("Build Your Own Adventure Game," CGW, Feb. 1989).

As noted, the *Adventure Game Toolkit* lacks an integrated editor or debugger. However, AGT now includes a AGTMACRO, a memory-resident program that automatically generates templates for nouns, rooms, and creatures with a single keystroke, from within your word processor. Also recently added is AGTNUM, a numeric pre-processor written by William Martinson so that game authors can include text references rather than numbers, in their game definitions.

Second, as Scorpia states, AGT and other adventure-writing programs are copyrighted and resulting games may not be sold without permission. However, to encourage development and sale of AGT games, **Softworks** sells an unlimited run-time license for a one-time flat fee of \$10. Thereafter, the game-writer can sell his or her game together with the AGT run-time code, without any royalties—even if the game sells more copies than *Zork*.

David R. Malmberg
Softworks
San Jose, CA

Scorpion Assailed

I am writing in response to Scorpia's March review of *Might and Magic II*. As author of the game, I feel I am obligated to respond to the rather inadequate review.

Might and Magic II: Gates to Another World is a three-dimensional fantasy role-playing adventure game. Combat is an important part of the game, but it is not the only part of the game. *Might and Magic II* is not a text adventure, nor is it a graphically enhanced parser-style interactive adventure. The game incorporates many new and innovative features in unique ways to enhance playability and speed up game play. Many of these aspects were misinterpreted or ignored by the reviewer.

For instance, the review stated that, "Character classes are the same as before." This infuriated me. Character classes were unquestionably altered. Starting from the ground up, all character classes were modified and improved from *M & M I* to *II*. I even added two new character classes to heighten playability.

Other statements similarly roused my ire. For example, the reviewer stated that, "General ex-

ploration is not worthwhile." A party will never be able to find even the most rudimentary of clues, information, or events without general exploration. She also claimed that hirelings, "Have no personalities of their own (their names aren't even imaginative)." As to their personalities, the game player helps create them as they adventure onward, as much as they add flavor to their own, personally created characters. If, by personality, she means that the hirelings do not talk to you, I must clarify that *M & M II* is not a text adventure. As to their names, I found the names to be quite humorous, as have most who have commented on them.

I was highly disappointed when Scorpia contended that "Combat has not changed at all." As she reviewed *M & M I*, as well as *M & M II*, I had hoped that she would easily recognize the many changes. Alas, my hopes were all too easily dashed. Perhaps, the only thing *not* changed in combat were the command keys in the actual combat menu. A major complaint about the old combat system was that after the initial, old combat menu (Attack, Run, Bribe, Surrender), the monster picture disappeared. So, I added a completely animated window of the pictured monster. In addition, the entire combat screen, including the picture, is now a double hi-res graphic screen. Many other changes were made, including the addition of the Hide option and alteration of the Run command.

Perhaps the most innovative feature in the entire game was not even mentioned in the article. This truly shocked me as I know of no other game with a similar feature. By going to the control panel, the game player may adjust the disposition of his/her party of adventurers at absolutely any time. The disposition of the party directly influences the level of difficulty of the game. The party of adventurers may play at one of four levels; Inconspicuous, Average, Aggressive, or Thrill-seeker. The level helps to determine the frequency of encounters, the number of monsters contained in an encounter, and the strength of an encounter. Basically, the player adjusts the difficulty of the game at a whim and it goes into effect instantaneously. When you desire more experience or feel that you are not being challenged sufficiently, make the disposition more aggressive. I strongly believe that use of this option opens up new horizons of game play and eases overall playability tremendously.

Perhaps, the most dreadful blow the reviewer struck was her assertion that, "the endgame is remarkable for its pointlessness." Rather than fall into the routine find-and-kill the evil wizard scenario, I opted for something different, a puzzle. While difficult, trying to solve a real-time cryptogram to save Cron from imminent destruction presents an intellectual challenge to the game player, instead of a test of whether or not combat was mastered after countless hours of playtime. To end the game after a successful battle seems incredibly anticlimactic. The ending of a game should be a true test of a player's resources, not a holocaust-sized battle. Thus, the cryptogram.

The main reason I gave a final reward of 50 million experience points after the successful completion of *M & M II* is because so many people continued to play *M & M I* after winning it to hunt, search, and conquer areas which had given them previous trouble. I figured that

if such a large number of people enjoyed doing this, I might as well make it easy for them to do it in the sequel.

As to the reviewer's obvious distaste of combat and her claims that it is disappointingly excessive, and an, "exercise in butchery," I must say that approximately half of all time spent in any current fantasy role-playing game is combat time. And for those areas the reviewer complained of when she was high level and had to battle 200 plus monsters, there are spells created for high level characters in just those situations. If actually cast and used properly, the monsters would quickly evaporate and become no problem at all.

I do not think the reviewer was looking to play an FRP in *Might and Magic II*. Instead, she was looking for an adventure game. I do not enjoy playing a game where I have to type in thousands of words attempting to get the right ones. This is why I like fantasy role-playing games and why I created *Might and Magic*. To me, a game should consist of all single key commands or multiple choice menus. In the *Might and Magic* series, I believe that I have accomplished this to the finest degree possible.

A final observation: maybe a different reviewer should oversee the CRPG genre. Of the reviews Scorpia has done of CRPGs, even those with a favorable end have been thrashed to within an inch of death before earning the "recommended" status. However, most were not even recommended outright. The majority of these have been sequels to classic games and have gone on to become classics themselves and favorites of game players everywhere, bereft of Scorpia's approval.

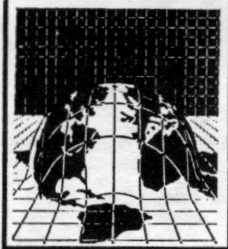
If you wish to play a CRPG which tests all of your abilities as a game player, I offer *Might and Magic II* for your pleasure. It is an adventure which spans across the globe of a large world. *Might and Magic II* is a modern streamlined version of classical FRPs. If you have any doubts on whether or not it is a game for you, go to your local software store and ask to see a demo. I know you will be impressed.

Jon Van Caneghem
New World Computing, Inc.
Van Nuys, CA

Ed.: Scorpia responds:

Each review I write is done with the goal of presenting a clear picture of the game under consideration. This includes the bad points as well as the good. People who are going to buy a game are entitled to know what they will get for their money. Whether or not someone agrees with my bottom-line assessment is not important. What is important is that enough information be presented in the article itself for the reader to make his or her own judgment to purchase the game. This is why my reviews are so detailed and don't gloss over the flaws. The game buyer needs to know what the weak spots are and what, if anything, can be done about them. In actual fact, very few of the games I reviewed came with a blunt "not recommended." The majority have been either "recommended" or "recommended with reservations." Overall, it is my job to show a game as it is, including the "warts", and let the readers make the ultimate decision as to whether or not it is a game they want to play, irrespective of the bottom line.

It only takes
a moment to
subscribe to
Computer
Gaming World.
Just call
toll free!



Subscribe Toll Free!

**1-800-854-7100
ex. 400**

**In California
1-800-422-4241
ex. 400**



Use this card
to respond to the
R.I.D. rating system
elsewhere in this issue

Let us forward your
request for further
information you'd like
to receive on
products or services
mentioned in CGW.

Free Information



Check Appropriate Boxes

- ☐ Three Years of CGW (36 issues) \$65.00
☐ Two Years of CGW (24 issues) 45.00
☐ One Year of CGW (12 issues) 24.00
☐ One Year / Foreign Air Mail 55.00

All Payments must be in U.S. Funds

**(Canadian and Foreign surface mail
subscribers add \$7.00 per year)**

Please check one: ☐ New Subscription ☐ Renewal of current subscription

Please check one: ☐ Check or money order enclosed ☐ Master Card ☐ Visa

Name _____ Phone Number _____

Address _____ MC# / Visa # _____

City _____ Exp. Date _____

State / Zip _____ Signature _____

What computers do you use for gaming? _____

Please allow 4-6 weeks for processing of U.S. orders

R.I.D. #59

- | | | |
|-----------|-----------|-----------|
| 1. _____ | 21. _____ | 41. _____ |
| 2. _____ | 22. _____ | 42. _____ |
| 3. _____ | 23. _____ | 43. _____ |
| 4. _____ | 24. _____ | 44. _____ |
| 5. _____ | 25. _____ | 45. _____ |
| 6. _____ | 26. _____ | 46. _____ |
| 7. _____ | 27. _____ | 47. _____ |
| 8. _____ | 28. _____ | 48. _____ |
| 9. _____ | 29. _____ | 49. _____ |
| 10. _____ | 30. _____ | 50. _____ |
| 11. _____ | 31. _____ | 51. _____ |
| 12. _____ | 32. _____ | 52. _____ |
| 13. _____ | 33. _____ | 53. _____ |
| 14. _____ | 34. _____ | 54. _____ |
| 15. _____ | 35. _____ | 55. _____ |
| 16. _____ | 36. _____ | 56. _____ |
| 17. _____ | 37. _____ | 57. _____ |
| 18. _____ | 38. _____ | 58. _____ |
| 19. _____ | 39. _____ | 59. _____ |
| 20. _____ | 40. _____ | 60. _____ |

Comments (Please Give Name and Town):

COMPUTER GAMING WORLD FREE READER INQUIRY SERVICE

Name _____

Address _____

City, St., Zip _____

INFORMATION MUST BE FURNISHED COMPLETELY TO BE PROCESSED

Please indicate which of the following microcomputers you currently own
and / or plan to buy in the next 12 months.

	Own	Plan to Buy	01	02	03	04	05	06	07	08	09	10
Amiga	A	J	11	12	13	14	15	16	17	18	19	20
Apple II+ / e / c	B	K	21	22	23	24	25	26	27	28	29	30
Apple IIGS	C	L	31	32	33	34	35	36	37	38	39	40
Atari 8 bit	D	M	41	42	43	44	45	46	47	48	49	50
C64/128	F	O	51	52	53	54	55	56	57	58	59	60
IBM (and compatibles)	G	P	61	62	63	64	65	66	67	68	69	70
Macintosh	H	Q	71	72	73	74	75	76	77	78	79	80
Atari ST	I	R	81	82	83	84	85	86	87	88	89	90
			91	92	93	94	95	96	97	98	99	100

May 1989 Issue

Do Not Mail After Aug. 31, 1989



BUSINESS REPLY MAIL
FIRST CLASS PERMIT NO. 476 ANAHEIM, CA

POSTAGE WILL BE PAID BY ADDRESSEE

COMPUTER GAMING WORLD

P.O. BOX 4566
ANAHEIM, CA 92803-9886



BUSINESS REPLY MAIL
FIRST CLASS PERMIT NO. 476 ANAHEIM, CA

POSTAGE WILL BE PAID BY ADDRESSEE

COMPUTER GAMING WORLD

P.O. BOX 4566
ANAHEIM, CA 92803-9886



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



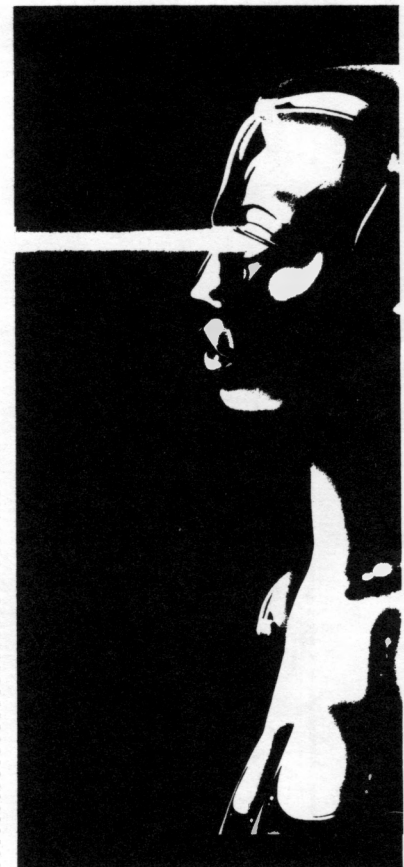
PLACE
STAMP
HERE

COMPUTER GAMING WORLD

P.O. BOX 8629
BOULDER, CO 80329-8629




Looking Ahead to CGW #59



The following articles
are scheduled for issue #60

**Abrams Battle Tank
Tracon
Presumed Guilty
Battles of Napoleon
scenarios
and more!**



POLICE BLOTTER®

MURDER WE WROTE!

Seven Mysteries from the 13th Precinct

The 13th Precinct is never dull. You're a rookie detective on Captain Reddick's crack force, and if you want to work here, you have to stay on your toes, keep track of the clues and watch your back.

Your beat is the streets of Queensport. Pulled from the files of the QPD are seven tantalizing cases to be investigated and solved by one to four detectives. Travel throughout the precinct, interview witnesses, gather clues and read the reports. When you think you've cracked the case, file an arrest warrant. But beware! Captain Reddick does not tolerate sloppy work. Come up with insufficient evidence and he might just bust you to traffic duty!

Here are just some of the cases you'll have to untangle:

The Case of the Peculiar Corpse: The trouble begins when an unidentified body is found floating in the middle of Riverside Park Lake.

The Death of Reverend Slade: The former confidence man and bunko artist is found shot to death in the chapel of his new church. Has the good Reverend reformed, or was this the biggest scam of all?

Lincoln's Acorn: A priceless piece of American history disappears and Queensport's mayor gives you 12 hours to find it!

The Big Takeover: Officer Janet Gale lies critically wounded in Queensport Hospital after being caught in the crossfire. Your investigation could clear her name, or was there a sinister motive behind the attack?

The Mystery of the Missing Tracys: The Thanksgiving turkey is on the table, but Walter and Crystal Tracy are nowhere to be found. Is their disappearance a red herring? Be cautious on this one or you may end up a dead duck!

POLICE BLOTTER contains:

★ **Seven Complete Cases** involving murder, kidnapping, theft, blackmail, evidence, clues, false trails, suspects, witnesses and bystanders both innocent and not-so.

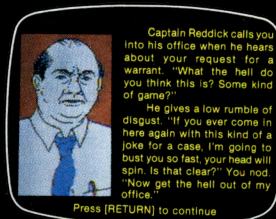
★ **Case Clock** to keep track of how much time is taken by each detective to interview suspects and travel about Queensport.

★ **Map of Queensport** showing the major locations where the action takes place.

★ **Two Manuals** consisting of a **Rulebook** and an extensive **Clue Book**.

★ For 1 to 4 players.

POLICE BLOTTER runs on the Apple® II series of computers with minimum 64K. Coming soon for the Macintosh®, IBM® PC and compatibles.



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

4517 Harford Road, Baltimore, Maryland 21214

POLICE BLOTTER is available for \$29.95 wherever good software is sold...or call TOLL FREE to order at **1-800-638-9292**. Ask for Operator PB.

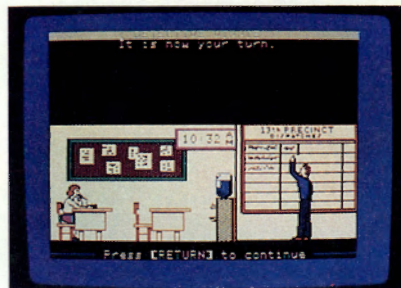
Send \$1.00 for our full-color brochure.

The Avalon Hill Game Co. 4517 Harford Road Baltimore, MD 21214

POLICE BLOTTER: The player must solve seven criminal cases in this graphic text adventure for one to four players. From the creators of *Murder by the Dozen*, the player picks a location to visit and is directed to a paragraph in the "clue book" to read. This game is also similar to the boardgame "221 B Baker Street." Apple II (\$29.95). Circle Reader Service #1

Capcom 1283-C Old Mountain View/ Alviso Road Sunnyvale, CA 94089

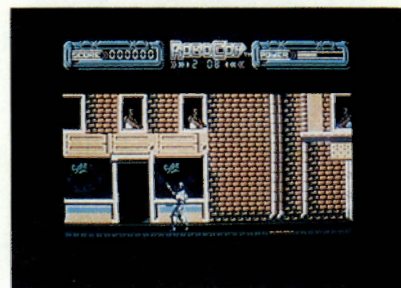
GHOSTS 'N GOBLINS: Rescuing a beautiful princess is the task at hand for the knight in shining armor (player), in this action game for one to two players. Using javelins, torches, swords, axes and crosses, the knight must fight his way past six gates, guarded by the usual assortment of monsters. IBM (pictured) (\$34.95) and C-64 (\$29.95). Circle Reader Service #2.



Police Blotter



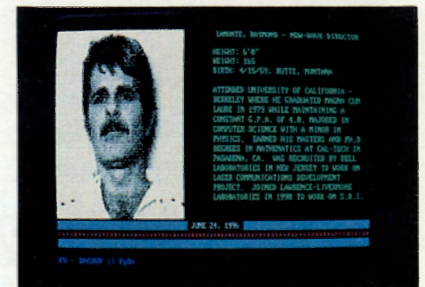
Search For The Titanic



Robocop



Ghosts 'N Goblins



Presumed Guilty



Super Hang-On

Advertisers

Accolade Inc.	27
The Avalon Hill Game Co.	5
Balboa Game Co.	26
Blue Valley Software	46
Compuserve	37
Computer Voyages	42
Computer Learning	50,51
Cyborg Games	54
Electronic Arts	C2
Final Frontier	53
Games Systems	34
Gamesmanship	46
General Quarters	41
Interstel	19
KOEI	8,9
Masterplay	35
Melbourne House	22
Origin Systems	C4
Paper Mayhem	46
Psygnosis	30
Reality Simulations	34
Simcoarum Systems	11
Spinnaker	43,45,47
Strategic Simulations, Inc.	14,C3
Strategic Studies Group	38
Taito	12,13
Tevox	24,25
Three W Computer	48

Capstone 14160 S.W. 139th Court Miami, Florida 33186

SEARCH FOR THE TITANIC: Hunting down the famous shipwreck, and exploring it is the player's goal in this oceanographic, adventure simulation. Starting out as an inexperienced oceanographer, the player must build a reputation by finding and exploring other lost vessels, which will reward him with status and funding for more ambitious projects. Each expedition needs planning, funding, personnel, equipment, maps and finally, conquering the elements to locate, arrive at, and dive the wreck. Digitized photos of the actual wreck of the Titanic await the successful salvager. This game has tremendous depth. [Ed. Note: Groan!] IBM (pictured) (\$39.95), Apple IIe/GS (\$34.95) and C-64 (\$29.95). Circle Reader Service #3.

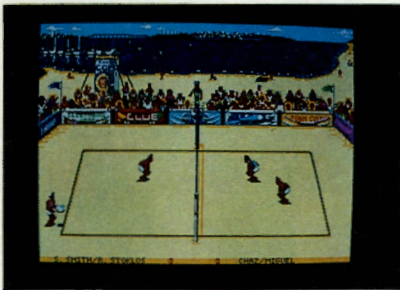
Cosmi 431 N. Figueroa St. Wilmington, CA 90744

PRESUMED GUILTY!: An S.D.I. researcher has been killed in an auto accident, or was it an accident? You are assigned to solve the case and as you delve into it, you find yourself as the prime suspect! Using digitized, wire service newsphotos, DNA gene prints, biographical data supplied by your security databanks, and an audio cassette loaded with a variety of electronic data, the player rushes against time to find the real culprit and clear himself. IBM (pictured) (\$29.95) and C-64 (\$24.95). Circle Reader Service #4.

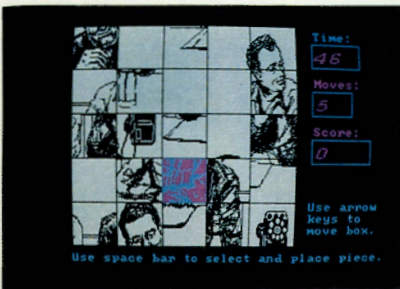
Data East 470 Needles Dr. San Jose, CA 95112



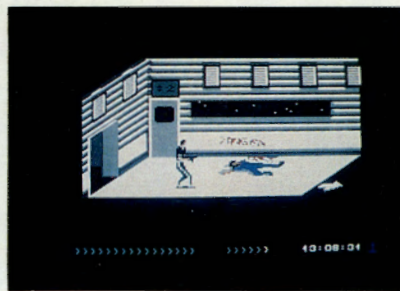
Distant Armies



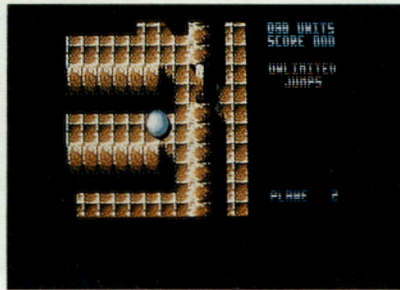
Kings Of The Beach



The Honeymooners



Project Firestart



Mind-Roll



Candy Land

ROBOCOP: The arcade game comes to the home computer in this action game based on the movie. Robocop, part man and part machine, must battle the street forces of evil, and ultimately clean up Old Detroit. Armed with a special issue Auto-9 as his main weapon, the player can also kick, punch and jab. Nine different missions provide the complexity in this joystick driven game. C-64 (\$34.95). Circle Reader Service #5.

SUPER HANG-ON: The hit, arcade game of motorcycle racing around the world comes to the Mac. The player can reach speeds of up to 160 mph on a variety of tracks, or he can use the course builder to custom design a track of his own. Game points are awarded for precision driving in distance, speed and course completion. Mac (\$39.95). Circle Reader Service #6.

Eagle Tree Software **P.O. Box 164** **Hopewell, VA 23860**

DISTANT ARMIES: Players survey the evolution of chess over the last 1000 years with this fascinating series of strategy games. Rules, hints and tips for games from India, Burma, China, Europe and the Middle East are all provided in this package. Players can compete against each other, the computer, or watch computer vs. computer. Multiple difficulty levels, two and three dimensional views, and hint modes are all available. The game uses keyboard or mouse. A real gem! Amiga (\$44.95). Circle Reader Service # 7.

Electronic Arts **1820 Gateway Dr.** **San Mateo, CA 94404**

PROJECT FIRESTART: Shades of the movie "Alien," as the player must investigate a dead research ship, that has a genetic experiment loose and on the prowl. The player must find out what is happening to the silent ship, rescue any survivors, find the science log and, if necessary, blow up the ship to solve the game successfully. One player, one joystick (one inevitable confrontation). C-64 (\$29.95). Circle Reader Service #8.

KINGS OF THE BEACH: Professional beach volleyball for those who are stuck inside on a rainy day. One or two players compete in a five beach tournament in Rio, Australia, Hawaii, Chicago, and San Diego. The computer opponents get progressively tougher as the tournament goes on. The practice mode allows you to practice bumps, sets and spikes before actually going on to the sand. IBM (\$39.95). Circle Reader Service #9.

Epyx **600 Galveston Dr.** **P.O. Box 8020** **Redwood City, CA 94063**

MIND-ROLL: Players roll an orb through 10 planes of difficulty in this joystick driven, action game. Each plane has a variety of different puzzles and obstacles to overcome to allow progression to the next level. Similar to "Marble Madness", points are scored by rolling over certain tiles, beating the clock, and finishing the progressively tougher levels. C-64 (\$29.95). Circle Reader Service #10.

First Row Software **3624 Market Street** **Philadelphia, PA 19104**

THE HONEYMOONERS: Put on your "Raccoon" cap and grab your bowling balls, Ralph and Ed need your help in getting to the Raccoon Convention in Miami Beach. An assortment of four mini-games await one to four would be Honeymooners. Players help Norton fix leaks in the sewers, assist Alice and Trixie piecing together a jumbled picture puzzle, help Ralph drive a bus around New York City, and attempt to answer trivia questions in the "\$99,000 Answer" TV show. IBM (\$29.95) Circle Reader Service #11.

(Continued on page 49)



KOEI...We Supply The Past,

Romance of the Three Kingdoms

Live Second Century China



Features include:

- 255 Characters, each with a distinct personality
- Military, economic and diplomatic simulation
- Five different scenarios
- For one to eight players
- Complete operations manual and historical notes



You are a warlord in second century China. Central government has collapsed, creating a power vacuum you long to fill. Success means triumphing against other warlords and the elements, to control the nation.

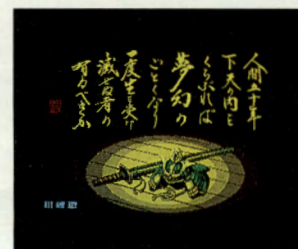
Nobunaga's Ambition

The Struggle to Become Shogun

Features Include:

- For one to eight players
- Two Scenarios, five levels of play
- Instruction manual, historical notes and reference included

*The Best, Longest
Selling Simulation
Game Ever
Released in Japan*

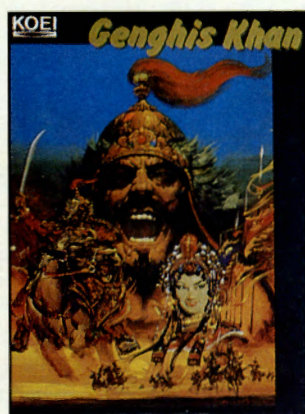


Take the part of a Daimyo during Japan's bloody, sixteenth century, warring states period. Increase the strength of your states slowly, or risk everything in a desperate, all or nothing grab for power.



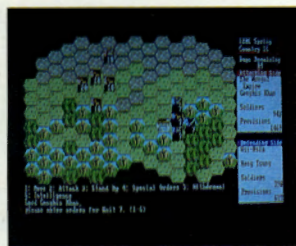
You Make The History

Genghis Khan *Conquests Of Love And War*



Features include:

- For one to four players
- Two separate scenarios with five levels of difficulty
- A Quick Resolution Mode that resolves battles in seconds
- Advanced combat system
- Characters with distinct personalities



Destroy your enemies in battle, or by assassination, while you keep your populace happy, your treasury full, and your subordinates loyal. A seduced princess can produce heirs to govern conquered territories.

Go back through time into mysterious, distant lands, alive with conflict, intrigue and passion. Koei products transport you to real countries with a real past. Your survival and conquest will take valor and discretion, battlefield guts and financial finesse, heavy handed rule and gentle diplomacy.

Huge databases, gorgeous graphics and a friendly user interface make Koei historical simulations a joy to play. Realistic, complex scenarios and intelligent computer opponents make them a challenge to win. Each game offers hundreds of hours of non-repetitious playing time.

Koei is Japan's leading producer of entertainment and educational software. The simulations you see on this, and the facing page, are some of the best, and longest selling titles ever seen in Japan. A few moments with any Koei product will make it clear why.

KOEI

One Bay Plaza, Suite 540
1350 Bayshore Highway
Burlingame, CA 94010
Tel. 415-348-0200

- **Mordor, They Rode!**
- **Dial "M" For Mordor**
- **From Mordor, With Love**

(We couldn't decide on a title for this article, so please choose the one you like best and let us know on your RID card which one you picked.)

by Chris Lombardi

TITLE:	War In Middle Earth
SYSTEM:	Amiga, II/CS, IBM, ST
REVIEWED:	Amiga
PRICE:	\$49.99
DESIGNERS:	Alan Clark & Robert Clardy
PUBLISHER:	Melbourne House 711 W. 17th St. Unit C9 Costa Mesa, CA

It was a year since Frodo last spoke to the great wizard Gandalf. It was during that visit to the shire that Gandalf had revealed to Frodo the nature and origin of his precious ring. Since that time, Frodo had noticed that things in Middle Earth were going amiss. Hobbit gossip was filled with rumors of strange travelers in Bree and murmurings about the movements of large armies of men. Fell beasts once again roamed the countryside in search of prey and the wise spoke of the return of the Shadow in the land of Mordor. Now, the hastily written letter from Gandalf instructing Frodo to leave for Rivendell at once, warning of evil riders in black. Accompanied by his dear friend Pippin and his faithful servant Sam, Frodo packed his provisions and closed the door of his comfortable hole behind him, beginning his fate-filled quest, and the War in Middle Earth.

J.R.R. Tolkien's epic trilogy, *The Lord of the Rings*, has been brought previously to the computer in adventure games. Now, bMelbourne House has recreated the world of the Tolkien trilogy and put new spin on the story with their strategy/adventure game, *War in Middle Earth* (WIM). WIM offers you the chance to lead the Fellowship of the Ring and the good armies of Middle Earth in their quest to destroy the ring of Power and defend Middle Earth from the armies of the Dark Lord.

Unfinished Tale (Game Play)

Game play takes place on three levels providing three different degrees of detail. The full map level gives an overview of the whole of Middle Earth, displaying all forces as small colored dots. The campaign level, where orders are given and most of the game is played, gives a more detailed view of the terrain and forces. Finally, the animation level gives you a magnified view of a single location on the map. Characters are fully animated on this level and are set against beautiful background scenery. It is here that small battles and encounters with friendly characters take place.

The objectives of the game are very similar to those of the trilogy. The Ring of Power must be unmade in the fiery cracks of Mt. Doom and the armies of the three races (elves, men, and dwarves) must be mustered to defend their lands against both the traitor Saruman and the Dark Lord. Before you can muster these forces, and thus, control their movements, you must present the leader of each people with a token to prove the "truth of your embassy." These artifacts are randomly scattered across the land and clues to their whereabouts can be obtained from various characters encountered during the game.

Once these items are found and presented to the respective leaders, the forces of good can be mobilized to prepare a defense of Middle Earth. If the Ring should be captured and brought to Saruman or Sauron or three of five strongholds of good are overrun by the evil hordes, the game ends in defeat.

The game begins with Frodo and friends heading south out of Hobbiton. Not much can be done until the hobbits reach Rivendell, so this is usually the initial objective. This can be quite difficult at first, and may require a few tries. Following the story line in the books is usually the best bet here. Once in Rivendell the Fellowship of the Ring is formed and the quest really begins. At some point the 'tokens of truth' must be gathered, and the earlier in the game the better. This can be quite time consuming, so it may be wise to split up the Fellowship to speed things.

Once in command of the allied forces, the war begins in earnest. The first move is usually made by Saruman. His threat can be best handled by the horsemen of the Rohirrim. They are a strong force, comprising a large portion of your army, and can hold off Saruman for a long time.

The threat from Sauron is the most serious, and can be handled a number of ways. If all your forces can be gathered before Sauron launches his main attack, the ring may be muscled into Mordor using a football type maneuver (student body left?). A more defensive approach is also possible. Sauron's army is huge, but the walls of Minas Tirith are strong and can hold them back for some time. Following the story line by sneaking the ring into Mordor is also a possibility but is very risky. The gates of the land are well guarded and the Valley of the Shadow is crawling with orcs and other nasties.



The designers have taken very special care in creating a Middle Earth which very accurately reflects that of the trilogy. All major characters and places encountered in the books are here. In the course of your journeys you'll meet everyone from jolly old Tom Bombadil, and the beautiful elf queen, Galadriel, to Sauron's right-hand man, the Lord of the Nazgul. Even the numbers of the opposing forces conform to those in the books. Each location on the map is accompanied by a detailed, water-color style, background scene. From the campaign level, these places can be viewed at any time by clicking on the location with a magnifying glass icon. Some of these scenes are extremely well-rendered interpretations of the Tolkien text.

Wisdom From The Red Book Of March (Game Hints)

(WARNING: This section contains specific hints which some readers may wish to avoid.)

Getting the Hobbits to Rivendell can be difficult with the Nine Riders buzzing madly about the shire. Your best path is the one chosen by Frodo in the books. Move quickly down to Buckland to pick up Merry. Then, pay a visit to Tom Bombadil. If you wait long enough, the Riders will move their search down the road toward Rivendell and eventually all gather at the Fords of Bruinen. Once they are gone, you can go up to Bree where Aragorn can usually be found. When he joins the group, you can sit back and let him do the rest.

Though emphasized by the documentation as an integral part of your quest, the gathering of the tokens is not really necessary to win the game. If the Fellowship joins with either Eomer of the Rohirrim or Faramir of the men of Gondor, you will be able to control these forces. Furthermore, once the forces of Sauron are on the move, you will be able to command all other forces of good, anyway.

Your first objective should be to get rid of the threat posed by Saruman. This is quite easy using assistance from the Ents of Fangorn Forest. To acquire their help, simply pay them a visit at Derndingle. You won't be able to give them orders but they will immediately march down to Isengard and destroy Saruman's main forces. They are probably the single most effective fighting force available to you, and once they complete their mission at Isengard they will provide the valuable service of protecting your rear from assault for the rest of the game.

There are a number of ways you can get the ring into Mordor, but I've found the most effective is the plan suggested by Boromir in the story. Take the ring to Minas Tirith and gather the forces of Gondor and Rohan behind its walls. You should be able to hold off Sauron's assault until the other forces arrive. Once you have taken care of the larger portion of Sauron's troops, you can then sneak the ring through a gap in the defense and destroy it in the Cracks of Doom.

If you're in need of additional forces, remember the oath breakers of Dunharrow. Their restless spirits will be more than happy to honor their oath and fight under the right leadership.

Return of Tolkien (Conclusions)

As an avid Tolkien fan, I found *War in Middle Earth* to be a delightful jaunt through the lore and legend that I enjoyed so much in the books. The exquisite detail and accuracy of

the game make this the definitive Tolkien computer game. However, I found the strategic elements in the game to be somewhat under par. Though the documentation stresses that no two games are exactly alike, the basic objectives and basic strategies for success remain the same. Once a few elements of strategy are mastered, the game becomes quite easy to win. Though some may find it engaging to repeatedly play the game and try different approaches, this reviewer lost interest after only a few hours. The game's lack of replayability is the largest design flaw.

In summary, this is a detailed recreation of Tolkien's world, accompanied by some very nice graphics and sound. It would make an interesting showpiece to add to any Tolkien fan's software library. However, be warned that the strategy element is, at best, beginner level and replayability is questionable.



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 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 for your inspection
please send \$2.00 with your name and address to

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

Turn fees are \$3.00

Circle Reader Service #28

FIVE WAYS TO MAKE YOUR PC **SCREAM**. ONE...

SUDDENLY, SPACE IS A DEADLY PLACE...

ARKANOID

There's no turning back. No place to run—no place to hide. They've destroyed your planet and now they're coming after you. Their destruction is your only chance for survival. It won't be easy, but survival never is.



Don't settle for imitations. Add the arcade classic voted "one of the best home video games ever" by Electronic Game Player Magazine to your video collection.

...TWO, THREE, FOUR, FIVE.



Now you can blast into one of the hottest arcade space games right in your own home. It's the ultimate inter-planetary combat. You've never seen action like this on your home computer!



The #1 game in Europe for over 3 months. Scramble through 100 screens of laughs as your brontosaurus buddies, Bub and Bob, drive you crazy with non-stop action.

If you want to make your PC explode with action you've got to give it dynamite games. These are the world famous original arcade screamers. *Arkanoid™*, *Alcon™*, *Bubble Bobble™*, *Renegade™* and *Sky Shark™* will make your PC do things you didn't think were possible.

Everyone knows that arcade games are the benchmark for all other video games and Taito has



This is the original arcade hit. Thrill to the arcade quality graphics of this fast-paced, street-style karate brawl. Find out what real action is all about!



Take the arcade's meanest air battle home for keeps. Strap in for explosive high-flying action. Hold on for your life as you soar through incredible graphics.

been an arcade leader since 1953. Since then we've made over 1,000 classics for arcade and home play. Count on Taito to bring the heat of the arcade to your home computer.

Buy Taito products at leading stores everywhere. Visa/Mastercard holders can order direct anywhere in the United States by calling toll free 1-800-663-8067.

Taito®, Arkanoid™, Renegade™, Alcon™, Bubble Bobble™, Sky Shark™ are trademarks of Taito America Inc. Copyright © 1988. All rights reserved.



IBM and IBM PC are trademarks of International Business Machine. Advertisement by: Qualfy & Company, Inc. (Chicago).

FULL 16 COLOR EGA AND TANDY GRAPHICS. 4 COLOR CGA ALSO SUPPORTED • AVAILABLE IN 3.5" AND 5.25" FORMATS • COMING SOON, THE CLASSIC MIND GAME, QIX.

Circle Reader Service #29

Add some color to your fantasies.

Looking for sparkle and excitement in your fantasy role-playing games? Then look for these colorful titles from SSI:

QUESTRON II.™ Travel back in time to find the way to destroy the Evil Book of Magic — before it can be completed by the six Mad Sorcerers led by Mantor.

The superb color graphics is nothing short of stunning. The visual presentation of the mystical world — from the wilderness, towns and dungeons to the countless characters and monsters — is truly breathtaking.

QUESTRON II offers an experience so awe-inspiring, it surpasses even its legendary predecessor!

APPLE, APPLE II GS, C-64/128, ATARI ST, IBM, AMIGA.

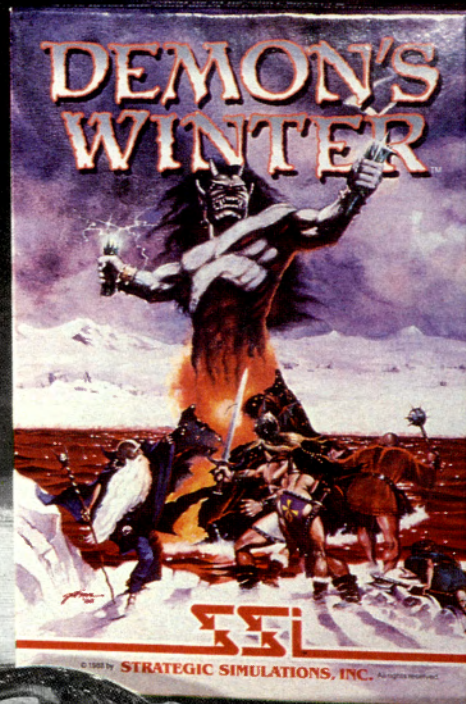
DEMON'S WINTER.™ The five adventurers you guide in this role-playing game are faced with the apocalyptic menace of the demon-god, *Malifon*. Although trapped inside a volcano, Malifon threw the entire world into a deep, frigid winter — and turned the oceans into blood. In this desolate setting, his minions thrive and threaten to free Malifon!

Your mission: Search this vast world for the spells needed to trap Malifon forever and undo his wintry curse.

Though the Demon's Winter may chill your bodies, may courage, honor and perseverance warm your souls!

APPLE, C-64/128, IBM.

AMIGA, ATARI ST.



© 1988 by STRATEGIC SIMULATIONS, INC.® All rights reserved.

TO ORDER: Visit your retailer or call 1-800-245-4525 to charge on VISA/MasterCard.
To receive SSI's complete product catalog, send \$1.00 to: SSI, 1046 N. Rengstorff Avenue, Mountain View, CA 94043.

Inside the Industry

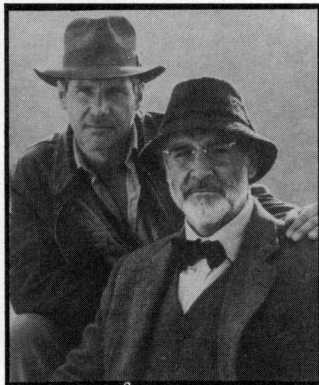
News, Notes and Quotes From the Computer Entertainment Industry

CGW Uncovers "Indy Quotient"

In an exclusive unveiling, CGW was shown highlights of (and given the plot to) the upcoming **Indiana Jones and the Last Crusade** movie, as well as given a detailed look at the computer game based on the movie. More detailed coverage will be printed in our June issue (coinciding with the release of the movie). For now, we can tell you that the game will contain both an adventure and an action track. Those who prefer one genre over another can, to a degree, make decisions that lead to either action or adventure sequences. The game's scoring system will be based on an Indy Quotient. Essentially, you will be given the same choices that Indy has in the movie and be graded on how you respond/react (Indy doesn't always make the "perfect" choice in the movie. Can you do better? That is what the Indy Quotient measures.) According to designer Noah Falstein, about 80% of the movie can be found in the game. Note that **Lucasfilm** will also be developing, along with their European division, a straight action game based on the movie for the C-64, Amstrad, etc. The adventure/action game under development at Lucasfilm in San Rafael will be released first for the IBM.

That's Not Wright!

CGW has belatedly learned that Wright Computer, a



mail order software firm which has been advertising in CGW and elsewhere, may be out of business. Repeated attempts to contact the company have been unsuccessful. We continue to investigate. Any readers who can offer additional information are invited to call (714) 535-4435 collect.

Microprose Reveals Future Games

CGW's editorial staff recently invaded the halls of **Microprose** in order to get an exclusive look at three of their upcoming products. *Sword of the Samurai* is the next product in the *Pirates* genre of action/adventure. In a departure from the earlier game, however, the new one will include NPCs which are not only rivals, but "doing their own thing for their own reasons" simultaneously with the player character's machinations. The "dueling" interface has been redesigned since *Pirates* and will be more intuitive (the joystick movement is what happens on

the screen) and the "Battle" sequences follow a miniatures paradigm in a quick and simple real-time war-game. Morale will be a significant, if not overriding, factor in the battle sequences. Also different from the initial game in the series, there will be scenario options in addition to the "campaign" game.

M-1 Tank Platoon will be the first of the recent wave of tank simulations to offer realistic tank platoon battles. The weapons systems reflect careful modeling (including laser targeting, and ammo types) and the geomorphic map system lends itself to numerous encounters. The graphics are fast and liquid, offering realistic perspectives. The scenarios will cover such classic tactical problems as: defending a position, cautiously advancing, and attempting a "Schwerpunkt"-style breakthrough. The research, thanks to the "Freedom of Information Act," is painstakingly thorough. The CGW staff is very excited about the product. It's our kind of game with intriguing tactical options, super graphics, and enough non-stop action to rivet players to their seats for hours.

F-15 Strike Eagle II is currently in early-to-mid development. If all goes as planned, *F-19 Stealth Fighter* terrain should be interchangeable with the new *F-15* game. The VGA palette may be the most remarkable color we've seen in a flight simulator and the features of the company's latest games utilizing 3-D graphics will be included. Why is the company revamping this flagship product? According to graphics wizard, Andy Hollis

(*F-19 Stealth Fighter*), "I was getting embarrassed by the fact that we were still selling tons of *F-15* and it didn't reflect what we can do." This thought was seconded by **Microprose** co-founder and design ace, Sid Meier, "*F-15* is as well-known as **Microprose**, so we want to make sure it represents us well."

CD-I, We Hardly Knew You!

Although a Philips representative has stated that more than 60 CD-I (Compact Disc Interactive) titles and under development, many industry insiders believe that CD-I has lost its window of opportunity. The much-vaunted 68000-based entertainment machine is behind the promised schedule and Sony has shifted its full support to **Microsoft's** CD-Rom-XA (extended architecture). Now, lower end machines like the PC Engine, expected to debut in the U.S. in August and the Fujitsu Towns Machine (386-based with CD-ROM-XA) on the high end may undo CD-I.

Cinemaware Purchases Mirrorsoft Licenses

After the April, 1989 issue of CGW went to press, **Mindscape** and **Mirrorsoft** backed off the reported licensing agreement. **Cinemaware** purchased the rights to the *Image Works* line and will market *Speedball* in the U.S., rather than **Mindscape**. **Mindscape's** rationale for retreating from the joint venture was to retrench and focus on its own products which are in development: *Gauntlet II* and *Star Trek: The Final Frontier*.

What Do The "Sim"ple Folk Do?

Maxis' "Sim City" City Simulator

by Johnny L. Wilson

Stanislaw Lem couldn't have known what creative forces he would unleash when he told the story of an exiled tyrant who was provided with an imaginary city in a box. The lesson to be learned from the story was that behavior patterns hold true from environment to environment, since the tyrant proceeded to oppress the citizens in the box, just as he had oppressed his subjects in the past.



Will Wright, creator of *Raid On Bungling Bay*, was fascinated by the idea of that simulacrum, the city in the box described in Lem's "The Seventh Sally," that he started work on a C-64 program which would accomplish just that. Using his program, users could zone for commercial, industrial, and residential development; build roads, mass transit, airports, public services, and seaports; and make political decisions regarding the future of simulated towns, cities, capitol, metropolises, and megalopolises. The programming was completed in its basic form in 1986, but it was a product in

search of a market until Maxis developed it for the Macintosh and presented it to Broderbund for distribution. Broderbund challenged the design team to add city management scenarios in order to make it more of a game. Now, players can attempt to untangle traffic snarls in Bern, Switzerland; manage Rio De Janeiro after a major flood; lead Tokyo while it is besieged by a "B" movie monster; rebuild San Francisco after a major earthquake; restore Hamburg after the bombing; solve the crime/unemployment problem in urban Detroit; and react to a nuclear meltdown in Boston. As nice as the scenarios are, they are not anywhere near as compelling as designing your own. All of us in the office

TITLE:	Sim City
SYSTEMS:	Amiga, C-64/128, IBM, and Macintosh
REVIEWED:	Amiga
PRICE:	Mac \$49.95, Amiga \$44.95, C-64 \$29.95
DESIGNER:	Will Wright
PUBLISHER:	Maxis Software, Lafayette, CA

have focused on designing our own cities. Why play with someone's used Chevy when you can build your own customized Ferrari?

Since the game uses an American Urban Architecture model, it offers a realistic approach to city planning. So realistic, in fact, that a paper describing the use of *SimCity* as a dynamic model for urban planning will be presented at a conference of city planners in August. Dynamic is exactly the right word for this product. There is constant strategy involved in placement of zones, road building, political decision-making, and damage control. Add to this the chrome of an animated city with changing demographics and skyline coupled with an annual poll regarding how the mayor is doing (and what the citizens ("sims") think the major problems are) and you have an extremely addictive product. Each member of the CGW editorial staff has their own city and we have established our own file of hardcopy maps to use during our sessions of kibitzing with each other about which city is the best to live in. Each step of growth reflects a great sense of accomplishment and each of us wants an attractive city map to point to.

The program itself is actually two programs in a multi-tasking environment. The player sees the Editor, the interface/map maker where the player clicks and drags icons in order to set features on the map and pulls down menus to set tax rates or view maps/graphs which measure particular growth patterns. At the same time, the actual simulator runs in the background calculating the effects of various decisions and using a common message area within the program to relay important changes and events to the Editor. Therefore, the player makes a series of moves and often, even before he or she is finished with those moves, buildings are erected or traffic is flowing. These updates are thrilling to watch.

Note that there is a slight problem with the menu item which allows players to query the property value of their zones. They only measure as high (wealthy) or low (slum) value property. This problem exists only in the Mac 1.0 version and will be corrected in Mac 1.1 and in the coming ports. You can get around the problem by using the symbols on the map and the terrain card provided with the game to monitor this value instead of relying on the query feature.

Population Bomb

The name of the game is planned growth. In order to have the most successful possible city, there must be a solid balance between population, industrialization, and commercialization. Early on in the game, the emphasis will be on creating a power plant, providing housing, and developing industry. This is the first priority. It takes both an industrial and residential tax base to get a city going. Later, the emphasis should shift to commercial development. Roughly speaking, industry represents external economy (exporting to other locations) and commerce represents internal economy (i.e. service-based).

Population is a two-edged sword, however. Although fast population growth benefits the tax base, high densities of population cause a deterioration in quality of life due to such factors as crime, traffic, and pollution. If growth is allowed to continue unchecked, those fashionable suburbs intended to be expensive homes may turn into high-rise apartments. Cries of anguish have rung through the CGW office suite on more than one occasion as one of us has cried out, "Oh, no! My prime residential area just went condo!" There is a way to avoid this, however. When the residential zone is improved to your satisfaction, simply bulldoze one square of the zone and build a park. This sends a signal to the simula-

tion that no further development may take place in that zone. Building parks accomplishes more than acting as a "No Growth" campaign, however. Building parks near residential areas also tends to reduce crime and increase property value.

Mass (Transit) Appeal

In order to get the population of your city to their work and the city's marketplace, some provision for commuting must be made. The design team admits a bias toward rail-based mass transit. Not only is mass transit more efficient than a traditional road system in terms of traffic handled, but it does not pollute. In fact, where cities have traffic/pollution problems, the addition of rail lines will significantly reduce pollution.

Do not make the mistake of simply building rail lines over the top of roads, however. This does not take the traffic burden off the road network, because the simulator still considers them as roads. Players must bulldoze the existing roads and add rails in order to receive full benefit from the transit lines.

Creative Bookkeeping

Some players, particularly at the higher difficulty levels, may find that finding funding to fuel their city's growth is tough to do. There are two quick fixes for this, "Banzai" taxation and Embezzlement. In "Banzai" taxation, the mayor raises the tax rate to its maximum 20% in December. The taxes are collected at this rate in January of the following year. If the rate is left at the maximum level, people and corporations will start to desert the city. If the mayor lowers the rate to zero per cent, it will fool the populace enough that growth will continue at a fast pace. Players should not forget to reset the tax base at a positive percentage prior to the end of December, however, or they will not collect any funds at all. This technique could be utilized on an annual basis, but we recommend it only as a quick fix (particularly when disasters strike). At press time, Maxis was considering a change in the rules that would not allow "Banzai" taxation for future versions of *SimCity*.

Embezzlement doesn't require much maneuvering. On the Macintosh and Amiga, the player simply holds down the shift key and types "Fund." Then, when he or she clicks on the bulldozer icon, \$10,000 will be added to the city's resources. On the C-64/128, pressing the F1 key raises funds by \$4,000. We avoid this quick fix of financial trouble, but it is there if a player gets desperate enough.

Crash, Burn & Die

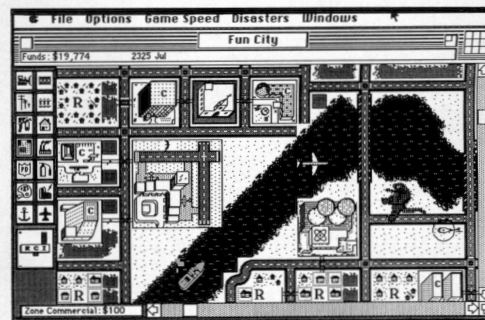
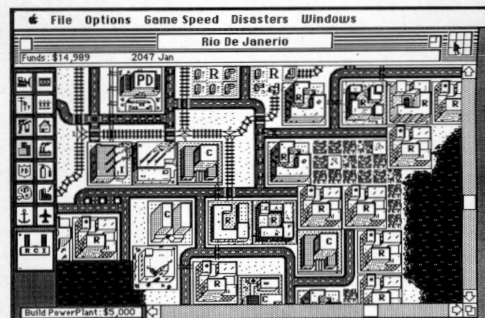
One of the major elements in inter-city commerce is air travel and/or cargo handling. *SimCity* allows players to build airports and seaports to simulate this facet of economic growth and interaction. There is a major drawback to both of these major developments: potential for disaster. We wait until our cities demand an airport because the plane crashes are simply much too frequent. In version 1.1, the designers hope to allow players to select the frequency of disasters. In one game, the present reviewer had an airport for only four months of game time before a plane crashed into the airport itself and demolished it. Our editor-in-chief experienced five crashes in six months in one of his cities. These crashes occurred in spite of the fact that we had carefully followed the advice in the manual about placing the airport outside of populated areas and next to large bodies of water.

Seaports also present problems. Since the shipping lanes are established arbitrarily by the program, ships may have a

tendency to crash into the same bridge support or run aground in the same bulldozed coastal square, time after time. The terrain editor (which will be marketed separately) is supposed to let players edit their own shipping lanes. That should solve this problem.

On the Mac Plus, there is a bug in version 1.0 which causes the program to "lock up" on occasion. It has been corrected in 1.1.

Another bug relates to loading a "saved" game. On the Mac, your tax and income rate will be set to zero when you load the saved city, so it is best to save in December so that you do not lose income. In the meantime, we recommend that players archive their cities at regular intervals (e.g. every five years of game time or so) under different names.



Godzilla Is An Ecologist

Although the monster which attacks a city is not named, there is something of a resemblance between the "B" movie monster of the '50s and the monstrous reptile in *SimCity*. Godzilla in the movies was rather random in his destruction, but the monster in *SimCity* has a purpose. He tends to avoid parks and usually heads right for the heavy industry. The bigger the city, the longer he stays around. Therefore, it pays to landscape your cities if you don't want to have to fool with damage control after the Environmental Protection Agency - Lizard Division gets through with your city. Tornadoes tend to stay longer in larger cities, as well, but we are unaware of any contingency related to that disaster.

Avoidance of Entropy

One final word of warning. Entropy is a biological and sociological phenomenon. Everything that is not growing tends to decay. *SimCity* takes the laws of entropy seriously. In time, developed zones begin to erode. A successful mayor will embark upon urban redevelopment at an appropriate time (usually by the 21st century). It is the responsibility of the player/mayor to stay on top of the city and nurture it.

SimCounty, SimState

The simulation is becoming so popular and so many groups of friends have become as avid in developing their cities as those of us at CGW that Maxis is considering a *SimCounty* product. This one would allow players to put all their cities on the same map, in the same county, and would, presumably, allow political interaction to occur. If one city was heavily polluting the county, the other cities might gang up on the first and put political and/or economic pressure on the offending city. All we can say is, "Buy this game. We want them to make lots of money so they'll develop *SimCounty*, *SimState*, *SimNation*, *SimPlanet*, *SimUniverse* ... billions and billions of games!"

CGW

FIRST OVER GERMANY

by Hosea Battles

As our B-17 started the attack run on the industrial center of Lille, the fighters which had plagued us for miles broke off the action. We soon found out why as flak began bursting all around us. Suddenly, a B-17 on the left of the formation began to fall earthward as its left wing blew apart. This was the most critical and dangerous part of the



mission, the bombing run itself. We had to stay straight and keep our planes level in order to drop our bombs on target. Unfortunately, the enemy anti-aircraft gunners now had our range and altitude! Our already crippled craft shuddered under the impact of another hit! Both the number two and four engines were windmilling. I finally heard the welcome "Bombs Away" sounded by our bombardier. Closing the bomb bay doors, I could now begin turning the craft. Before we could make our

escape, however, the plane shuddered from an impact and explosion on our left wing. Our number one engine was completely destroyed. We began to lose altitude, so I quickly gave the "Bail Out!" order before we fell too far earthward.

TITLE:	First Over Germany
SYSTEMS:	Apple II, C-64/128, and IBM
REVIEWED ON:	C-64/128
PRICE:	\$49.95
DESIGNER:	John Gray
PUBLISHER:	Strategic Simulations, Inc. Mountain View, Ca

Such is the action to be encountered in SSI's newest release and sequel to B-24, *First Over Germany*. It is a simulation that covers the actual missions flown by the 306th Bomb Group. It takes players through their training up through twenty-five combat missions, each consistent with what a pilot might have flown in the historical situation. The player plays the part of the pilot of one of the B-17s assigned to the group.

The Sound and The Fury (Game Presentation)

Sound is very important to this simulation. Would-be pilots can hear the hum of the engines throughout the game. If an engine is hit, the player will immediately be able to tell from the change in the sound. Another nice touch is the sound of the enemy fighters as they pass by the B-17s on their attack runs.

The graphics, using routines from Polarware's *The Graphics Magician*, are not cutting edge. They are viewpoint oriented, depending on what is necessary to game play. For example, during a fighter attack, the player will view the fighter from the gunner's point-of-view. The angle will be different, depending on which gunner was initially chosen. The fighters increase in size as they get closer and decrease as they fly by. At another point in the game, players see the B-17 formation and ground from an overhead view. This view portrays a ten mile diameter and comes complete with clouds moving across the screen. Whenever the plane enters a cloud, however, the view switches to the cockpit view where players see the B-17 they are following in formation. Another nice touch is the bursting flak over the city which gets heavier as the bombers approach the target.

Crash landings are inevitable. This is illustrated on the overhead view by means of a dramatic explosion. Then, the screen shifts to a display of the wrecked B-17, complete with a message window which describes the condition of each crew member.

Another dramatic screen occurs during the bail out sequence. The B-17 is pictured at the top of the screen and each individual crew member is shown jumping out of the aircraft, falling for a short time, having his parachute unfold, and floating off the screen. A message describing the condition of each crew member soon follows to indicate if he survived the crash or not.

Cockpit (Game Controls and Play Mechanics)

Control of the B-17 is primarily joystick-driven, but utilizes the keyboard for special functions like: powering up the engine, raising and lowering the landing gear, opening and closing the bomb bay doors, and bailing out. Each engine is individually controlled in case you have to feather or windmill one because of damage.

After the player chooses his crew, game play begins with pilot training. The training consists of eight training missions. In the first three, you learn the basics, especially how to compensate for wind drift. The next five involve the transition to the home base of Thurleigh England with stops at four bases for refueling.

Once at Thurleigh, players get their first combat mission. They are to bomb the industrial center at Lille, France. Pilots are given the formation altitude and bombing altitudes. The correct number and pounds of bombs are automatically loaded on the craft, so all a player has to do is take off, form up, and leave the English shores. That is easier said than done and it won't be long until the enemy fighters attack in droves. If they don't attack right away, there is some real-time deadline in the program, but once the bomber group nears the target, the action gets hot! Fortunately for the average player, the B-17 can take a lot of punishment. This

(Continued on page 51)

Are you Ready for the Future?

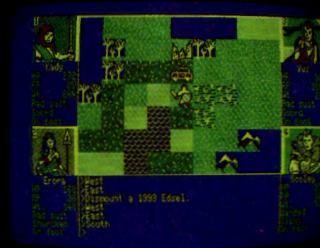
SCAVENGERS OF THE MUTANT WORLD™



SCAVENGERS OF THE MUTANT WORLD™
is now available for the IBM PC and com-
patibles/Tandy: \$49.95.

The last War is over; the planet is toast. The ravaged surface is covered with radioactivity and crawling with mutants, condemning survivors to a life underground. This is the future that awaits you in **SCAVENGERS OF THE MUTANT WORLD™**.

Are you ready? In this role-playing adventure, lead a Scavenger team on a quest for survival as you scrounge through the junk of a lost civilization. Grab anything you can find — you never know what might come in handy.



Can you hack it? Search through swamps, mountains, forests, rubble, city ruins, and more. But stay alert — mutant monsters are everywhere, and they're hungry! Wander into a RAD zone, and you could become a mutant yourself.



Are you tough enough? Few are chosen, and fewer survive. 20 able-bodied recruits are available for your Scavenger team. Try not to spend them all in one place.

Distributed by



ELECTRONIC ARTS®

To experience **Interstel** adventure, visit your retailer or call 800-245-4525 for VISA/MC orders (outside the USA and Canada call 415-571-7171). Or, send check to ELECTRONIC ARTS Direct Sales, P.O. Box 7530, San Mateo, CA 94403. Add \$5.00 shipping. CA residents add sales tax. Allow 1-3 weeks for delivery.

Screens shown are from the IBM version. Requires 256K, CGA.
IBM & Tandy are registered trademarks of International Business Machines, Corp. & Tandy, Corp.

interstel®
corporation

P.O. Box 57825
Webster, TX 77598
(713) 486-4163

CGW's Top Ad Award Winners



The people have spoken! The winners have been declared! Last January Computer Gaming World held its first annual TOP AD Awards. CGW advertisers took the opportunity to "strut their stuff" for our readers and other advertisers.

The top finishers in the contest were **New World Computing** for their full page ad on *Might and Magic II* and **First Row Software** for their fractional page ad covering three of their products.

All advertisers in the January issue (#55) were eligible to win awards which were determined by the vote of our readership. CGW readers sent in over 500 ballots. Readers were asked to "consider the graphics, copy, and overall impact of the ads". The reader coming closest to picking the actual finish of the ads would be awarded \$250 and a lifetime subscription to CGW.

A weighted scoring system gave 3 points to first place votes, 2 points to second place votes, and 1 point to third place votes.

The New World Computing ad for *Might & Magic II* told you clearly what you were getting and created a sense of adventure at the same time. Many readers pointed out that they want to see screen shots in advertisements. New World's ad had FIVE screen shots. **Accolade's** second place *Grand Prix Circuit* ad with the blonde babe had just two screen shots, but it also generated a sense of adventure for the heavily male readership, although not of the role-playing kind (fantasy maybe, but not the kind you find in computer games). Third place went to **Interplay** for their sinister and effective three-screen-shot *Neuromancer* ad.

The winning New World Computing ad was designed by inhouse personnel Jon Van Caneghem (designer of the game as well), his wife, Michaela, and Nicholas Beliaeff.

The voting for fractional sized ads drives home the fact that color ads outpull black and white ads. The only two color fractional ads in the issue placed first and second. **First Row Software** placed first with their *Take 3* half page ad. **XOR Corp.** placed second with their *Take The Challenge* ad. The composition of the First Row ad showing large box covers against an eye pleasing background color was effective. The use of color type also added to the impact of the ad. Third place went to Cyborg Games for their attractive hex-filled half page black and white ad on *The Next Empire*; gamers love hexes.

The winning First Row ad was designed by Joe Finisdore of "The Corporate Identity People", Philadelphia.

Randy W. Doyle of Tinker AFB, Oklahoma came closest to picking the correct winners by picking the first and second place winners in both the full and fractional categories. We congratulate Randy. He will receive a check for \$250 and a lifetime subscription to CGW!

3 entertainment triumphs from FIRST ROW!

- ★ **STAR EMPIRE** A space odyssey—from the people who brought you *ELITE*™
- ★ **The HONEYMOONERS** Join the hilarious antics of Ralph and Ed
- ★ **The TWILIGHT ZONE** Out of the 6th dimension comes the long-awaited graphic thriller

3 computer games destined to rise to the "Top of the Charts"!

CHECK YOUR LOCAL RETAILER OR CALL DIRECT 215-662-1400

FIRST ROW Software Publishing

FIRST ROW SOFTWARE PUBLISHING, INC.
3624 Market Street, 3rd Floor
Philadelphia, PA 19104
(215) 662-1400

The Twilight Zone © 1988 CBS, Inc.
The Honeymooners © 1988 VP Corp.

Fractional Page Winners

1st: First Row

488 points

2nd: XOR Corp.

431 points

3rd: Cyborg Games

369 points

Full Page Winners

1st: New World

382 points

2nd: Accolade

255 points

3rd: Interplay

206 points

**THE BASIC ELEMENTS OF ADVENTURE
IN THEIR MOST ADVANCED FORM**

Graphics—Why not the best of both worlds? Entertain yourself with the largest 3-D graphics window while simultaneously taking full advantage of our overhead mapping aid.

Auto-mapping—Tired of endless mapping? Our auto-mapping feature remembers every square your party has been through, both indoors and out.

Animated Monsters—Bored to death by lifeless monsters? We have over 250 monsters, fully animated, to amuse your party.

Spells and Weapons—Looking for new and exciting spells and items? Next time you go monster bashing, cast one of our 66 potent spells or wield one of our 250 devastating weapons.

Unparalleled Adventure—Seeking the best in computer role-playing games? Enter the world of CRON and enjoy its hundreds of different quests tailored to your personal skill level. Experience detail so intricate that even the torches which light your path flicker and sputter with life.

Might and Magic II

NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

14922 Calvert Street • Van Nuys, CA 91411
Technical Support (818) 785-0519

Actual Apple II screen shots.
Other screenshots may vary.

Ask for Might and Magic II at your local dealer. Now available for Apple II series, Commodore 64/128, and IBM/Tandy. Compatible. Exclusively distributed by Mediagistic.

Might and Magic is a registered trademark of New World Computing, Inc. Apple II is a registered trademark of Apple Computer, Inc. Commodore 64/128 is a trademark of Commodore International, Inc. IBM is a registered trademark of International Business Machines Corp. Tandy is a trademark of Tandy, Inc.

Charles Bronson has been doing it in the *Death Wish* film series for years. The Guardian Angels have been both praised and cursed for doing it. Bernard Goetz went to jail for carrying a gun to do it with. What is it? Vigilantism! Taking it upon oneself to defend the public safety and morals without authorization.

This is not only a popular theme in movies, books, and television, but it has also been carried over to the video arcade. Enter any video arcade and you are sure to see a high percentage of games which allow a player to utilize martial arts to fight street gangs and evil villains. A trio of these games are now available for the home computer: *Double Dragon*, *Renegade*, and *Bad Dudes*.

The big question in most arcade fan's minds will be "How good are the adaptations?" *Double Dragon* has been extremely popular in the coin-ops because of its great variety of moves. Of course, as one wag typed eloquently on a BBS system, "How will they ever get all of those moves into a joystick?" The truth is, they didn't. Oh, some of the moves are there, but players cannot reproduce all of the coin-op's action. In looking at both the Commodore and IBM versions, the IBM was certainly more like the coin-op version and allowed more flexibility. The C-64 version was a pale shadow of the original. The moves were not there, the character icon didn't move as freely, and one could not stand toe-to-toe with the bad guys and slug it out. Instead, it was necessary to

Street Lethal

A Trio of Vigilante Games

by David M. Wilson

adopt a hit and run policy: hit the thug, move away, return and clobber him, back off, and so forth. Also, the inevitable shrinking down of the graphics to accommodate the limited memory on the C-64 left me personally disappointed. I didn't really expect the game to be as good as the arcade version, but a bit more

similarity would have helped.

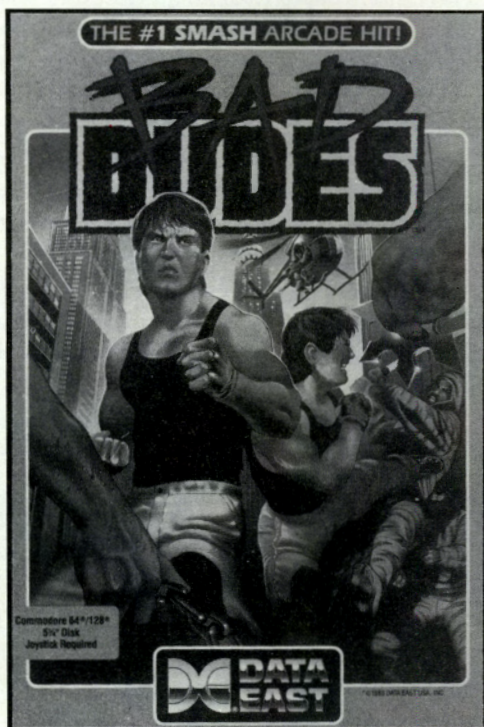
Players still fight the same characters, only now they can know their names by reading the instruction manual. Villains still wield baseball bats and whips, but the dynamite throwing thug is missing. At least, the "Big Boss" with the machine gun is still present. In the home versions, nine basic moves are available to defeat the villains, so players are not likely to be-

come too tired of repetitive action. Also, the two player option in which partners bash the bad guys simultaneously is a feature which the personal computer version offers and **Nintendo** version does not have. The game is certainly

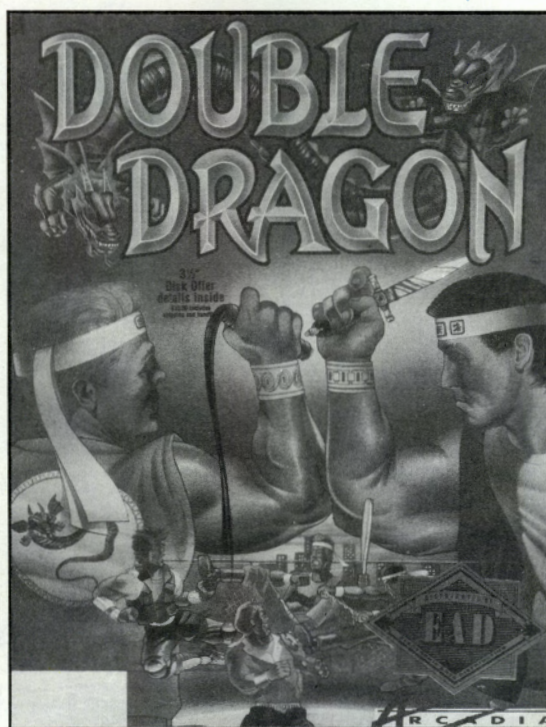
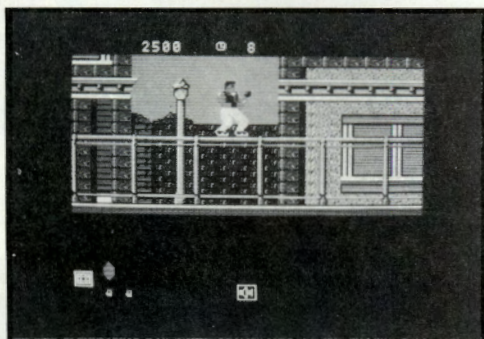
easier when the two twin brothers, Billy and Jimmy Lee face the odds together rather than taking turns at fighting like the **Nintendo** program.

Renegade deletes the two-player option, but provides an even greater variety of villains and weapons than the arcade version. Unlike *Double Dragon*, however, players do not have the option of taking the bad guys' weapons after defeating them. Also, the assortment of gangs is more interesting than the group assembled in *Double*

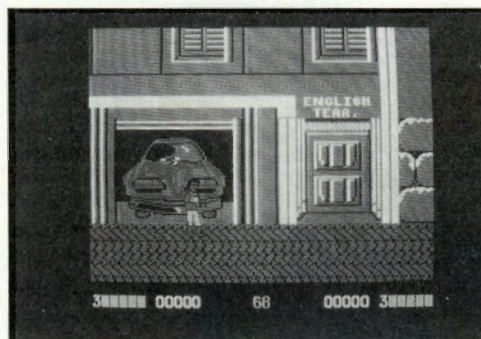
(Continued on Page 26)



TITLE: Bad Dudes
SYSTEMS: Apple II (128K), C-64/128, IBM
REVIEWED: Apple, IBM
PRICE: \$29.95 (C), \$34.95 (Ap), \$39.95 (I), and \$44.95 (Am,ST)
PUBLISHER: Data East, San Jose, CA



TITLE: Double Dragon
SYSTEMS: Amiga, Atari ST, C-64/128, IBM
PLAYERS: 1-2
REVIEWED: C-64/128
PRICE: \$34.95
PUBLISHER: Arcadia, Costa Mesa, CA



Renegade, however, players do not have the option of taking the bad guys' weapons after defeating them. Also, the assortment of gangs is more interesting than the group assembled in *Double*

A CATACLYSMIC STRUGGLE BETWEEN GOOD AND EVIL

For the first time, Tolkien's panoramic vision of the cataclysmic struggle between good and evil has been skillfully crafted into a single computer game of epic proportions.

FIVE MAN-YEARS of detailed research and programming have been invested to ensure that this is the "definitive Tolkien computer game." Selected elements of traditional Fantasy Role Playing, War strategy, and animated adventure games have been skillfully blended for a unique computer gaming experience.

Follow in the footsteps of Frodo, Aragorn and Gandalf as they battle to get the ring to the Cracks of Doom. Ranged against you are all the evil forces of the Dark Lord Sauron and the corrupt wizard Saruman. The odds are overwhelming, but you cannot afford to fail. The destiny of Middle Earth lies in the balance.

Roam at will across the 36-screen scrolling map of Middle Earth, wherein are contained thousands of digitized locations in which you can control a cast of over 80 animated characters and armies. Test your strategic abilities as you command entire legions to move against the forces of evil.

With the almost infinite variety and multiple layers of play, War in Middle Earth is a game you can finish in days or weeks, or savor for months. It will delight and enthrall, and ultimately become a firm favorite in any software library.

May your heroic efforts be met with success, and the forces of darkness be vanquished!



J.R.R. Tolkien's

WAR IN

MIDDLE EARTH

NOW SHIPPING FOR:
IBM PC, PS/2, Tandy 1000 (5-1/4" CGA/EGA)
IBM PC, PS/2, Tandy 1000 (3-1/2" CGA/EGA)
IBM PS/2 (3-1/2" MCGA) • Amiga • Apple IIGS • Atari ST
SUGGESTED RETAIL: \$49.99

SCREEN SHOTS TAKEN FROM AMIGA, IBM, APPLE IIGS AND ATARI ST VERSIONS.

Copyright 1989 by Melbourne House.
Melbourne House is a member of the Virgin Mastertronic Group of companies.
All Tolkien characters reproduced by kind permission of Unwin/Hyman.

Melbourne House
711 West 17th St.,
Unit G9, Costa Mesa,
CA 92627 • (714) 631-1001



HARADWAITH

Near Harad

Once Upon A Time . . .

The Northern Kingdoms were once peaceful. Then, Zoras the Necromancer, unleashed his army of evil spirits into the land. Zoras killed King Lordan and took over his castle, Craggamoore,—but not before Lordan had enabled his son, Brodan, and daughter, Shardan, to escape to a distant land. There, their grandfather (Sodan) raised them to avenge their father with an enchanted sword.

Discovery Software's *Sword of Sodan* (SOS) is an exciting new action game where one hacks-and-slashes across eleven levels of multi-screen excitement, faces the evil minions of Zoras, and beards the evil magician in his den. From the Dorian Vallejo (son of Boris) cover art to Julian LeFay's eerie soundtrack and the more than four megabytes worth of animation, SOS quickens the blood and stimulates the senses.

Equal Opportunity Avenger

One welcome aspect of SOS is the ability to play either a male (Brodan) or female (Shardan) character with no penalty in choosing one over the other. Players have five "lives" to defeat the villain. [Ed: In the Amiga version, we found an "Easter Egg" in which players can receive an unlimited number of lives.]

As each game level is loaded into memory, a map delineates the player's current location within the adventure. Then, a scroll describes in verse the events to be encountered in the upcoming level. Play commences and the player fights through several screens. Levels scroll horizontally from left to right as the player battles his/her way past adversaries and obstacles. Characters can walk, jump, or kneel, as well as use their sword to stab, slash, or strike downward. Unfortunately, characters may not digress from a straightforward linear path, even to sidestep obvious obstacles. The game would certainly have been stronger and the illusion of a three-dimensional world more effective if characters could have moved sideways.

During the action sequences, players see a side-view of the hero/heroine. Statistical displays are kept to the minimum: (hit strength, current score, and number of lives remaining). In addition, a bar graph denotes stamina and a smaller bar graph beneath each adversary displays the enemy's remaining strength.

Each level presents a new and increasingly difficult series of challenges to be mastered. First, he/she battles past the guards and through the city's gate. Then, he/she fights against the same type of guards, while spear points poke upward from under a balustrade. Another combat pits the character against a giant while barrels roll toward him/her. Another battle requires passage through a cemetery replete with dozens of zombies which must be vanquished while the character jumps over unidentified round objects rolling right at him/her.

Fortunately, one of four types of magic potions can be picked up on each level: extra life, increased hit strength, Magic Zapper (kills the first monster encountered), and a Power Shield (a magic force field lasting thirty seconds). When picked up, these potions are displayed as icons, labeled "F1" through "F4" respectively, and may be activated with the appropriate function key.

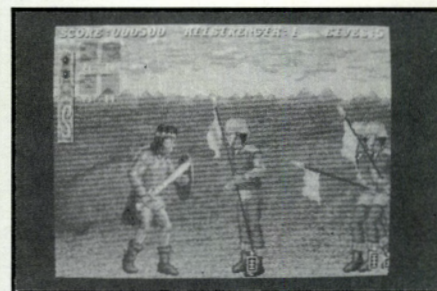
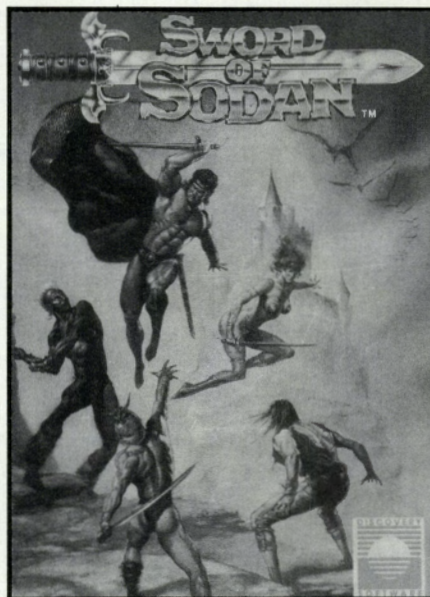
Sights and Sounds Galore

The biggest plus for SOS would have to be its graphics

Sodan Impact

Discovery Software's "Sword of Sodan"

by Kevin C. Rohrer



TITLE:	Sword of Sodan
SYSTEMS:	Amiga, IBM, IIGS
REVIEWED:	Amiga
PRICE:	\$49.95
DESIGNERS:	Soren Gronbech and Torben Larsen
PUBLISHER:	Discovery Software Annapolis, MD

and sound. In many action games, each level is only one screen in size and the objects and characters to be found within them are small. In SOS, Brodan and Shardan fill the screen, their musculature is well-defined, and movement suffers no apparent jerkiness.

On the Amiga, all sounds are digitized and in stereo. The background noises are different on each level. In the first level, crickets chirp outside the city gate. In the cemetery encounter, the howling wolves sound so realistic that one of this writer's dogs heard the howling and came to investigate. Characters groan in pain when struck and the clank of metal striking metal accompanies the parrying of an opponent's weapon.

Nothing Is Perfect

SOS has some weak points, however. First, there are only eleven levels to be conquered and a single degree of difficulty at that. It would have made the game wear longer to have the ability to adjust the difficulty level upward. Second, the game may be a bit too blood-thirsty for the younger crowd. Whenever a sword strikes someone, a bloody wound appears. Also, the giant is killed by decapitation, not a pretty sight for the squeamish. Third, it seems that in these days of document based protection, there should be no need to save any information to the original program disk.

Final Confrontation

SOS is a quality product from beginning to end. The excellent graphics, sound, and action will keep players of all ages on the edge of their seats.

CGW

NEW LOWER PRICES!

IBM

ACCOLADE

Ace of Aces	\$10
Apollo 18	\$26
Bubble Ghost	\$23
4th & Inches	\$26
4th Constr Set	\$10
Fast Break	\$26
Grand Prix	\$27
Mean 18	\$29
Course Disk #5-6	\$23
Mini Putt	\$26
Nicholas Golf	\$32
Rack'em	\$26
Serve & Volley	\$26
TKO	\$27

Test Drive II

Calif. Chall

Supercars

\$15

ACTIVISION

Battle Chess	\$33
Battle Hawks	\$33
Last Ninja	\$28
Maniac Mansion	\$29
Pete Rose	\$29
Rampage	\$26
Zak McKracken	\$30

AVALON HILL

Comp Diplomacy	\$32
Gulf Strike	\$20
NBA	\$26
Under Fire	\$23

BRÖDERBUND

Ancient Art War	\$29
AAW at Sea	\$30
Carmen World	\$26
Europe or USA	\$29
Jet Fighter	\$33
Star Wars	\$26

CINEMAWARE

Defender Crown	\$26
King Chicago	\$32
Rocket Ranger	\$32
S.D.I.	\$32
Three Stooges	\$32

ELEC. ARTS

AAARGH!	\$27
Abrams Tank	\$27
Adv Construction	\$10
Annals Rome	\$24
Bard's Tale I or II	\$32
Chess 2100	\$33
Double Dragon	\$26
Empire	\$33
Future Magic	\$33
Hunt Red Oct	\$32
Jordan vs. Bird	\$26
Kings Beach	\$27
Life & Death	\$32
Magic Candle	\$33
Montezuma	\$30
Reach Stars	\$30
688 Attack Sub	\$33
Skate or Die	\$26
Sorcerer Lord	\$23
Starfleet I	\$32
Starflight	\$33
Strike Fleet	\$27
Time & Magik	\$26
Wasteland	\$26
Weaver Baseball	\$26
Yeager 2.0	\$33
Zany Golf	\$27

EPYX

Calif Games	\$26
4x4 Racing	\$26
Final Assault	\$26
Imp. Mission 2	\$26
L.A. Crackdown	\$26
SS Oblivion	\$32
Spt News BB	\$27
Sub Battle	\$26
Techno Cop	\$32
Tower Toppler	\$27

IBM

LANCE HAFNER

GAMES

Courtside B.ball	\$29
Full Count BB	\$29
Pro Basketball	\$29
3 in 1 Football	\$29

MICROPROSE

Airborne Ranger	\$26
F-15	\$23
F-19 Stealth	\$45
Gunship	\$32
Pirates	\$29
Silent Service	\$23

MINDSCAPE

Bal. Power 1990	\$33
Capt Blood	\$26
Colony	\$32
Gauntlet	\$26
Shadowgate	\$29
Super Soccer	\$26
Temple Doom	\$27
Visions Aftermath	\$27

OMNITREND

Breach	\$26
Breach Scenario	\$16
Paladin	\$27
Universe I or II	\$32

ORIGIN

Auto Duel	\$26
Ogre	\$20
Times of Lore	\$27
Ultima IV	\$38
Ultima V	\$39

SIERRA

Gold Rush	\$27
Kings Qst I-III ea.	\$32
Kings Qst IV	\$33
Manhunter	\$33
Police Quest	\$32
Police Qst II	\$33
Space Qst I or II	\$32
Thexder	\$23
3-D Helicopter	\$32

SIMULATIONS

Battle Atlantic	\$38
Fifth Eskadra	\$38
Golan Front	\$38
Grand Fleet	\$42
Grey Seas	\$38
In Harm's Way	\$38
Long Lance	\$38
Northern Fleet	\$42
Op. Overlord	\$38
Seventh Fleet	\$38
To the Rhine	\$38

SSI

AD&D Assist	\$20
Gettysburg	\$38
Heroes Lance	\$26
Kampfgruppe	\$38
Mechbrigade	\$38
Phantasia I or III	\$26
Pool Radiance	\$33
Hint Book	\$10
President Elect	\$10
Queston II	\$26
Rebel Charge	\$32
Roadwar Europa	\$26
Shiloh	\$26
Sons Liberty	\$26
Star Command	\$33
Stellar Crusade	\$33
Wargame Constr	\$27
Warship	\$38
Wizard's Crown	\$26

ETC...

Arkanoid	\$23
Barbarian	\$27
Battle Tech	\$33
Falcon	\$32
Fire Brigade	\$35
Flight Sim 3.0	\$32

IBM

ETC...

Gengis Khan	\$40
Heavy Metal	\$30
Hidden Agenda	\$39
Hostage	\$27
John Elway QB	\$20
Might & Magic	\$25
MSFL Football	\$34
MSFL Draft	\$27
Nobunagas Amb	\$40
Roger Rabbit	\$26
Romance 3 King	\$47
Space M.A.X.	\$38
Star Saga 1	\$52
Thud Ridge	\$26
Tracoon	\$32
Under Ice	\$30
Univ Mil Sim	\$29
Scenarios 1 or 2	\$13
War Mid Earth	\$33
Wizardry IV	\$38
Wizardry V	\$33

C-64

ACCESS

Echelon	\$29
Heavy Metal	\$27
Triple Pack	\$13
WC Leader Board	\$26
Course Disks	\$13

ACCOLADE

Bubble Ghost	\$23
Card Sharks	\$20
Fast Break	\$20
4th & Inches	\$20
4th Const Set	\$10
Grand Prix	\$21
Nicholas Golf	\$20
Rack'em	\$20
Serve & Volley	\$20
Spy vs Spy I & II	\$10
Steel Thunder	\$20
Test Drive	\$20
TKO	\$20

ACTIVISION

Aliens	\$23
Faery Tale	\$26
F-14	\$27
Last Ninja	\$23
Maniac Mansion	\$23
Neuromancer	\$27
Ocean Ranger	\$23
Rampage	\$23
Take Down	\$21
Zak McKrack	\$23

AVALON HILL

Dark Horn	\$23
Gulf Strike	\$20
NBA	\$26
Super Sunday	\$23
Under Fire	\$23
UF Map Maker	\$17
Wooden Ships	\$23

BRÖDERBUND

Arcade Const	\$20
Carmen Europe	\$26
USA or World	\$23
Choplifter	\$10
Star Wars	\$20

CINEMAWARE

Defender Crown	\$23
Rocket Ranger	\$23
Sinbad	\$23
Three Stooges	\$23

DATASOFT

Alt. Reality - City	\$20
Alt. Reality - Dun.	\$20
Annals Rome	\$17
Firezone	\$23
Hunt Red Oct.	\$26
Lancelot	\$20
Time & Magik	\$20

**Tevev now offers
DAILY
SPECIALS!**

Call for more Information



C-64

ELEC. ARTS

Adv Construction	\$10
Bards Tale I-III ea	\$26
Caveman Ugh	\$21
Chess 2100	\$27
Chuck Yeager	\$23
Deathlord	\$20
Double Dragon	\$24
Earth Orbit	\$10
Jordan vs. Bird	\$21
Legacy Ancients	\$20
Marble Madness	\$10
Mars Saga	\$24
Modern Wars	\$23
Monopoly	\$20
Power Hockey	\$17
Pro. Firestart	\$21
Risk	\$27
Roadwars	\$20
Skate or Die	\$20
Starfleet I	\$26
Strike Fleet	\$20
Wasteland	\$26

EPYX

Battleship	\$20
Blacksilver	\$27
Calif. Games	\$26
Death Sword	\$20
Dive Bomber	\$27
4x4 Racing	\$26
Games Summer	\$26
Imp. Mission 2	\$26
L.A. Crackdown	\$26
Mind Roll	\$27
Sport News BB	\$26
Spy vs. Spy III	\$16
Sub Battle	\$26

LANCE HAFNER

Courtside B.ball	\$29
Full Count BB	\$29
Pro Basketball	\$29
3 in 1 Football	\$29
Input Disk	\$13

MICROPROSE

Airborne Ranger	\$23
F-15	\$23
Gunship	\$23
Pirates	\$26
Red Storm	\$30
Silent Service	\$23
Stealth Fighter	\$26

MINDSCAPE

Capt Blood	\$23
Gauntlet	\$23
Ice Hockey	\$23
Roadraider	\$20
Uninvited	\$23

C-64

ORIGIN

Auto Duel	\$26
Moebius	\$26
Times of Lore	\$27
Ultima IV	\$38
Ultima V	\$38

SIMULATIONS

Fifth Eskadra	\$38
Golan Front	\$38
Grey Seas GS	\$38
In Harm's Way	\$42
Long Lance	\$38
Seventh Fleet	\$38

SSG

Battlefront	\$26
Carriers War	\$33
Civil War I-III ea.	\$26
Europe Ablaze	\$32
MacArthur	\$27
Montezuma	\$26
Normandy	\$26
Reach Stars 3	\$26
Rommel	\$26
Russia	\$26
Run 5 issue #11	\$4

SSI

AD&D Assist.	\$20
First Germany	\$33
Gettysburg	\$38
Kampf or Mech	\$38
Napoleon	\$33
Panzer Strike	\$30
Phantasia 1-3 ea	\$26
Pool of Radiance	\$27
Hint Book	\$10
Queston II	\$26
Rebel Charge	\$32
Shiloh	\$26
Typhoon Steel	\$33
Wargame Constr	\$20
Wiz Crown I or II	\$26

ETC...

Barbarian	\$20
Designasaurus	\$20
High Seas	\$32
John Elway QB	\$20
Menace	\$20
Might & Magic	\$26
ML Wrestling	\$20
WWF Disk #1	\$13
Operation Wolf	\$27
Out Run	\$23
Rebel Univ	\$33
Robo Cop	\$24
Roger Rabbit	\$21
Stealth Mission	\$32
Tetris	\$16
Wizardry I or II	\$26
Zoom	\$20

APPLE

ACCESS

Echelon	\$29
Triple Pack	\$13
WC Leader Board	\$26
Course Disks	\$13

ACTIVISION

Aliens	\$23
Maniac Mansion	\$23
Neuromancer	\$33
Rampage	\$23

AVALON HILL

Dark Horn	\$23
Guderian	\$20
Gulf Strike	\$20
NBA	\$26
Police Blotter	\$20
Super Sunday	\$23
Under Fire	\$38

BRÖDERBUND

Art War Sea	\$30
Carmen Europe	\$29
Carmen USA	\$29
Carmen World	\$26
Choplifter	\$10
Wings of Fury	\$23

ELEC. ARTS

Adv Construction	\$10
Bard's Tale	\$29
Bard's Tale 2 or 3	\$32
Chess 2100	\$33
Chuck Yeager	\$26
Deathlord	\$26
Earth Orbit	\$10
Hunt Red Oct	\$27
Legacy Ancients	\$26
Lord's Conquest	\$10
Madden Football	\$33
Magic Candle	\$33
Marble Madness	\$10
Pegasus	\$23
Risk	\$27
7 Cities of Gold	\$10
Scrabble	\$26
Skyfox	\$10
Starfleet I	\$32
Strikefleet	\$23
Wasteland	\$32

EPYX

Calif. Games	\$26
Champ Wrestling	\$13
Death Sword	\$20
Destroyer	\$26
Dive Bomber	\$32
Games Summer	\$32
Games Winter	\$32
Impos. Mission 2	\$26
L.A. Crackdown	\$26
Spy vs Spy 3	\$13
Street Football	\$15
Sub Battle	\$26
Techno Cop	\$27

LANCE HAFNER

Courtside Bkball	\$29
Full Count B.ball	\$29
Pro Basketball	\$29
3 in 1 Football	\$29

MICROPROSE

F-15	\$23
Pirates	\$26
Silent Service	\$23

MINDSCAPE

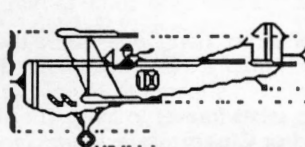
Balance Power	\$32
Gauntlet	\$26
Ice Hockey	\$26

ORIGIN

Auto Duel	\$26
Ogre	\$20
Times of Lore	\$27
2400 A.D.	\$20
Ultima IV or V	\$38

CALL TOLL-FREE 1-800-456-1162

APPLE		APPLE		AMIGA		ST		IIGS		NINTENDO	
SIERRA		ETC...								Sales & Rental Call for Prices	
Kings Qst I or II	\$32	Arkanoid	\$20	Gettysburg	\$28	Annals Rome	\$23	AAARGH!	\$26	Blaster Master	
Kings Qst III	\$32	Blue Powder	\$32	<u>Gold Rush</u>	\$37	Bard's Tale	\$32	Arkanoid	\$21	Bubble Bobble	
Police Quest	\$33	Elite	\$23	Gretsky Hockey	\$33	Battle Atlantic	\$38	<u>Bal Power 1990</u>	\$33	City Connection	
Space Qst I or II	\$32	<u>Elway QB</u>	\$20	Harrier Combat	\$32	Borodino	\$43	Bard's Tale I or II	\$32	Contra	
SIMULATIONS		First Contact	\$26	Heroes Lance	\$27	Breach	\$26	<u>Black Cauldron</u>	\$27	Donkey Kong Classic	
CANADA		Flight Sim II	\$32	<u>Hostage</u>	\$30	<u>Combat Course</u>	\$27	Calif. Games	\$29	<u>Double Dragon</u>	
Battle Atlantic	\$38	Hardball	\$10	Hunt Red Oct	\$32	Dungeon Master	\$26	Chess 2100	\$32	Excitebike	
Fifth Eskadra	\$38	High Seas	\$32	Imp. Mission 2	\$32	Falcon	\$32	<u>Dark Castle</u>	\$26	Gunsmoke	
Golan Front	\$38	Jeopardy II	\$10	Jet Sim	\$32	Fire Zone	\$23	Defender Crown	\$32	<u>Gyruss</u>	
Grey Seas GS	\$38	Jet Simulator	\$26	Kampfgruppe	\$38	<u>Gold Rush</u>	\$27	<u>Dungeon Master</u>	\$28	Ice Hockey	
In Harm's Way	\$38	Might & Magic	\$32	King of Chicago	\$32	<u>Grand Fleet</u>	\$42	4th & Inches	\$29	Legend of Zelda	
Long Lance	\$38	<u>Might & Magic II</u>	\$33	Kings Qst I, II or III	\$32	Gunship	\$32	Final Assault	\$32	Life Force	
<u>Northern Fleet</u>	\$42	Platoon	\$23	Lancelot	\$27	<u>Hostage</u>	\$30	<u>Gold Rush</u>	\$27	Mag Max	
Rommel	\$38	Roger Rabbit	\$27	Marble Madness	\$32	In Harm's Way	\$38	Hardball	\$29	Major League	
Seventh Fleet	\$38	Sky Travel	\$30	Mean 18	\$29	<u>Joan of Arc</u>	\$32	<u>Impos Mis II</u>	\$27	Baseball	
To the Rhine	\$38	Spy vs Spy I & II	\$13	Menace	\$20	<u>Kings Qst IV</u>	\$32	King Chicago	\$32	Metal Gear	
SIR-TECH		Star Saga 1	\$52	Obliterator	\$26	Long Lance	\$38	Kings Qst I-IV ea	\$32	Mickey Mouse	
Wizardry I	\$32	Test Drive	\$20	Paladin	\$26	Manhunter	\$32	<u>Last Ninja</u>	\$27	Milton's Secret Castle	
Wizardry II	\$23	Thunder Chop	\$20	Quest Disk	\$16	<u>Northern Fleet</u>	\$42	Mean 18	\$29	1943: Battle of	
Wizardry III	\$26	Universe I or II	\$32	Phantasie I or III	\$36	Paladin	\$26	Marble Madness	\$23	Midway	
Wizardry IV	\$38	Wheel of Fortune	\$10	<u>Police Quest</u>	\$23	<u>Police Qst II</u>	\$33	Mini Putt	\$26	<u>Platoon</u>	
<u>Wizardry V</u>	\$33	AMIGA		P.O.W.	\$26	<u>Purple Saturn</u>	\$38	Pirates	\$26	Rambo	
SSG		Aaargh	\$23	Reach Stars	\$26	Sorcerer Lord	\$23	Police Quest	\$32	R.B.I. Baseball	
Battlefront	\$26	Alien Syndrome	\$27	Return Atlantis	\$32	Space Quest II	\$32	Reach Stars	\$26	R C Pro Am	
Carriers War	\$33	Annals Rome	\$24	Roger Rabbit	\$32	<u>Star Wars</u>	\$36	Shadowgate	\$32	Renegade	
Civil War I or II	\$26	Arkanoid	\$20	Questron II	\$32	Stellar Crusade	\$36	Silent Service	\$26	Robo Warrior	
Civil War III	\$26	Auto Duel	\$26	Reel Fishin'	\$29	<u>Tetris</u>	\$23	Skate or Die	\$26	Sesame Street	
Europe Ablaze	\$32	Bal Power 1990	\$33	Rocket Ranger	\$32	<u>Time & Magik</u>	\$26	Space Qst I or II	\$32	Simon's Quest	
<u>MacArthur</u>	\$27	Bard's Tale II	\$38	S.D.I.	\$32	Ultima IV	\$38	Star Saga	\$51	<u>Skate or Die</u>	
Montezuma	\$26	Battle Chess	\$32	Sinbad	\$32	Under Ice	\$30	Tetris	\$26	Super Mario Bros II	
Normandy	\$26	Breach	\$26	Skychase	\$26	Univ Military Sim	\$29	Uninvited	\$29	T & C Surf Designs	
Reach Stars 3	\$26	Calif Games	\$33	Sorcerer Lord	\$23	<u>Scen 1 or 2</u>	\$13	Warlock	\$26	Top Gun	
Rommel	\$26	Carrier Comm	\$29	<u>Space Harrier</u>	\$33	<u>War Mid Earth</u>	\$33	<u>War Mid Earth</u>	\$33	Top Secret: Golgo 13	
Russia	\$26	Casino Gambling	\$26	Space Racer	\$20	<u>Zak McKrack</u>	\$30	<u>World Carmen</u>	\$30	Track & Field II	
Run 5 issue #11	\$4	Chrono Quest	\$32	Starglider II	\$29	MAC		World Tour Golf	\$26	Wheel of Fortune	
SSI		<u>Combat Course</u>	\$27	<u>Star Wars</u>	\$27			Zany Golf	\$26	<u>Zelda II</u>	
AD & D Assist.	\$20	Courtside Bkball	\$29	Sword Sodan	\$33			ACCESSORIES			
Demon's Winter	\$20	Death Sword	\$20	Test Drive	\$29	AA War Sea	\$29	Sony DSDD 5.25	\$9		
Eternal Dagger	\$26	Defender Crown	\$32	Tetris	\$23	Bal Power 1990	\$32	Sony DSDD 3.5	\$20		
Gettysburg	\$38	<u>Double Dragon</u>	\$27	Three Stooges	\$32	Breach	\$26	CH Mach III Joystick App	\$38		
Kamp or Mech	\$38	Dragon's Lair	\$39	Time & Magik	\$27	Chuck Yeager	\$32	CH Mach III Joystick IBM	\$38		
<u>Napoleon</u>	\$33	Dungeon Master	\$32	TV Football	\$33	<u>Deja Vu II</u>	\$32	Cleaning Kit - 5.25 Disk	\$6		
Panzer Strike	\$33	Empire	\$26	Ultima IV	\$38	Fire Brigade	\$35	Cleaning Kit - 3.5 Disk	\$6		
Phantasie 2-3 ea	\$36	FA/18	\$32	Uninvited	\$32	<u>Fool's Errand</u>	\$32	EPYX Joystick(C64, Am, ST)	\$15		
<u>Pool Radiance</u>	\$33	Faery Tale	\$32	Univ Military	\$32	Jet + Japan	\$32	EPYX Joystick (App, IBM)	\$28		
Pres. Elect 88	\$19	Falcon	\$33	Scen #1	\$13	King's Quest II	\$32	Mouse Pads	\$6		
Questron II	\$20	Scen #2	\$13	<u>War Mid Earth</u>	\$33	<u>Life & Death</u>	\$33	Surge Protector - 6 outlets	\$32		
Rebel Charge	\$32	Weaver Baseball	\$32	Willow	\$26	MSFL Football	\$36	Storage Case - 60 5.25	\$9		
Roadwar Europa	\$26	WC Leader Board	\$32	World Games	\$26	Mean 18	\$29	Storage Case - 40 3.5	\$9		
Sons Liberty	\$26	<u>Zany Golf</u>	\$27	Zoom	\$20	Pirates	\$38	Universal Printer Stand	\$22		
Typhoon Steel	\$33	Games Winter				Quarterstaff	\$32	Call for information about hint books			
Warship	\$38					Reach - Stars	\$26				
Wizard's Crown	\$26					<u>Sim City</u>	\$33				
						Tetris	\$23				
						Univ Military	\$32				
						Scen Disk 1or 2	\$13				
						Zork Zero	\$38				



Be the First to Know!

Find out what's New, what's Hot & what's Not.
Find out what's coming.
Our operators will guide you away from the software "dogs"
and tell you about the best of the new releases.
Ask for our free catalog with your order,
where every game is completely described.

CALL TOLL-FREE 1-800-456-1162

Open 9-8 Mon. - Fri. 10-5 Sat. Retail Store open same hours.

Atlanta residents call 404-934-5059. When ordering by mail send money order. Include phone number.
SHIPPING: Add \$3.00 for shipping and handling charge. Georgia residents add 4% sales tax. Shipping for
Canadian orders is 5% of order, with a \$4.00 minimum. U. S. Mail, APO & FPO orders add 5% of order, with a
\$4.00 minimum. Shipping for all other foreign orders is 15% of order, with a \$10.00 minimum.
Prices are subject to change. All sales are final. New titles are underlined

Coming Soon

Amer. Civil War I - IBM
Battles of Napoleon - IBM
Dragon Force - ST
Fire King - C-64
Gold of the Americas - IBM
Harpoon - IBM
Hillsfar - C-64, IBM
Lords Rising Sun - Amiga
Overrun - Apple, C-64
Red Lightning - IBM, ST
Red Storm Rising - IBM

TEVEX

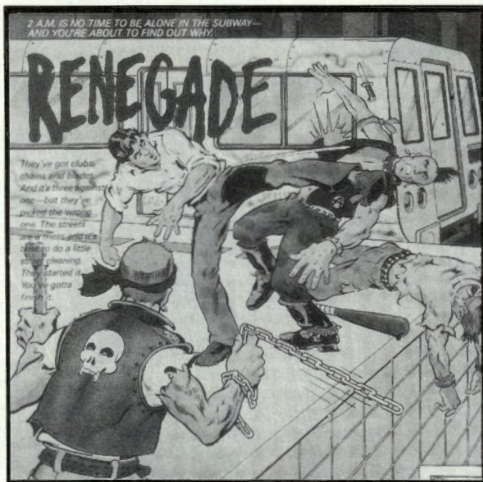
4205 First Ave Suite 100
Tucker (Atlanta), GA 30084
404-934-5059



Circle Reader Service #33

Street Lethal

Dragon. For instance, *Renegade* players must face, among others: a subway gang, a motorcycle gang called the "Angels of Death" (how original), a group of women armed with clubs and whips, and a group of thugs armed with sharp razors whose leader has a gun. The important arcade "feel" is carried over into the personal computer versions of *Renegade*. Playing *Renegade* makes the player feel like he is trained in martial arts. His movements are smoother and faster than in the other games.



TITLE:	Renegade
SYSTEMS:	Apple II, Amiga, C-64/128, IBM, and ST
REVIEWED:	C-64/128
PRICE:	\$34.95 (Ap,C), \$39.95 (Am,I,ST)
PUBLISHER:	Taito Canada



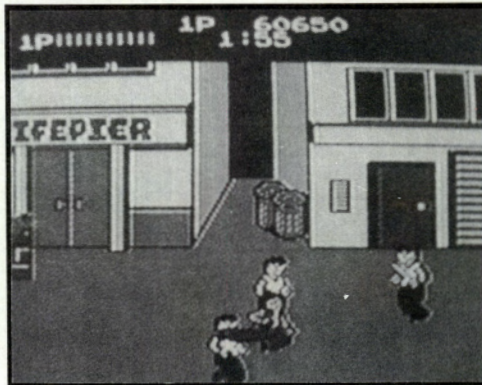
BALBOA GAME COMPANY

630 W. Willow Street
Long Beach, California 90806
1-213-437-5469

Accolade • Activision • Avalon Hill
Microcomputer Games • Electronic Arts • Epyx
• Garde Games of Distinction • Infocom
• Krentek • Lance Haffner Games • Microprose
• Mindscape • Muse
• Omnitrend • Origin Systems, Inc. • Penguin
• Sierra-On-Line • Simulations Canada
• Sir-Tech • Strategic Simulations, Inc. (SSI)
• Strategic Studies Group (SSG)

Mail Order Specials
20% - 60% Off on Selected Items
Send For Our Free "Software Special"
Discount Catalog
Attention Dept: CGW

One important strategy to remember in *Renegade* is fighting with one's back to the wall. After all, if the goons can't get behind you, you will only have to worry about what is in front of you.



Also, be aware that even though the creeps with the clubs can do the most damage to your character, they are actually wimps. A couple of punches and a jump-kick will usually knock them down.

Data East adds their arcade hit, *Bad Dudes*, to the melting pot of

martial art vigilante games. The IBM version converted well from the coin-arcade machine. The Apple II conversion suffered greatly due to the limited graphics capability of the 128k machine. This is one game that Apple II owners will have to live without. The C64/128 version was unavailable for review at press time.

The premise behind *Bad Dudes* is that the president has been kidnapped and the player has been asked to rescue him. It's a delightful romp across the screen as players attempt to fight their way through the city to where the president is being held by an evil Dragon Ninja.

Bad Dudes, like *Double Dragon*, allows players a little help along the way with regard to weapons. While *Renegade* forces the player to fight only with hands and feet, the other two allow use of liberated enemy weapons. If the player's "Bad Dude" can defeat the red garbed ninjas, they can amass helpful items like of-fensive weapons and defensive aids (energy drinks and extra time).

One of the Dragon Ninja's super warriors is placed at the end of each level, much like the "boss" at the end of each *Renegade* level. When battling it out with the bad guys in *Bad Dudes*, players should remain in the center of the screen as much as possible. In this way, you avoid enemies that are off-screen, but can still harm you should you venture too near the edge. Fortunately, *Bad Dudes* does not require the constant hit and move technique necessary in the other two games. Instead, it is more advantageous to the player to force the enemy to come to him.

This reviewer found the IBM version of *Bad Dudes* to be the best of the trio with regard to both graphics and action. On the C-64, the graphics of *Double Dragon* are superior to *Renegade*, but this is a trade-off since it also takes forever to load. The slow access makes the **Epyx Fastload** or **Cinemaware Warp Speed** cartridges almost a requirement for the game. *Renegade*, to its credit, loads fast enough with the on-disk "fast loader."

Still, in spite of the graphics edge held by *Double Dragon*, *Renegade* offers more intensity than *Double Dragon*. Part of this is because of its use of a time limit. Players have a minimal amount of time to complete each level before they lose a life. It may be an old idea, but it works.

Showing off one's Kung Fu ability to computerized thugs may not be some people's idea of a clever game. Sometimes, though, we need a break from our more serious gaming pursuits. Even the most serious readers occasionally resort to pure escape literature. That's the idea with these games. For this reviewer, they make an excellent break from the tantalizing puzzles of more complex strategy or adventure games.

CGW

From the people who brought you Test Drive™

Join The Autobahn Society

The Ferrari F40. The Porsche 959.
The rarest birds on the German Autobahn.
You could live a lifetime and never see one — let alone
drive one.

Or you could race them, right now, on your
personal computer.
The Duel: Test Drive II™ puts you behind the
wheel of the world's fastest production cars —

the Ferrari F40 and the Porsche 959 — rocketing down
roadways that are as eye catching and dangerous
as the cars themselves.

Test Drive™ defined speed, power and performance
against the clock. Now, **The Duel: Test Drive II**
sets a new standard in racing. Head-to-head racing
at 200 mph down desert straightaways, through lush forests
or up winding mountain roads.



Real roads — where loose gravel, oil slicks,
strewn rocks and head-on traffic are as intent on
beating you as the competition and the cops.
There are even optional car and scenery disks available.
The Duel: Test Drive II. Accolade's new top-
speed shootout.
To order, visit your favorite retailer or call
800-245-7744.

ACCOLADE™
The best in entertainment software™
550 S. Winchester Blvd., San Jose, CA 95128.

Prophetic Gift

Activision's "Prophecy"

by Dennis Owens

Simply put, *Prophecy* is the most exciting role-playing game this reviewer has ever played on the home computer. Its combination of fast-action, character/NPC interaction, questing, character development and graphics is reminiscent of almost every game which has ever been written in the genre and, at the same time, unlike any of them. *Prophecy* is what most of the others should have been like.

Although its scope is not quite as magnificent as that of the *Ultima* series, *Prophecy* offers, nonetheless, a completely unique blend of arcade-level action, speed, and role-playing complexity and depth. Combat occurs in real time, with the monsters and NPCs moving independently of and simultaneously with your character. As soon as you enter a room, they come at you, whether slinging arrows, casting magical fireballs, or wielding their swords and it is up to your character's quickness and your nimble fingers to get out of the way, even as you move toward a more strategic location. While this may, initially, seem to encourage chaotic and overwhelmingly fast-paced gameplay, it is an indication of the balance in the game that such a revolutionary change in role-playing battle sequences adds a seamless to the fiction and a sense of realism unseen in any previous quest adventure.



Progress is made by moving from one game area and its related quest to another. Shown top view, the whole world beyond those dingy dungeon walls is blacked out. Nevertheless, there is no mistaken movement from one game area to another without completing your quest. Each section is so thoroughly self-contained (at least, until you do not need it to be any more) that all you have to do is be sure to explore the entire section.

Each area is also further subdivided into individual screens (mentioned earlier), which are easily traversed (once the monsters are killed). Characters simply walk from one screen to the other. Such parceling off of the game might seem, at first thought, to impede seriously the suspension of disbelief in the world to be explored, but in this writer's gaming experience, there has never been more of a sense of there being a real world just beyond the edge of the next screen.

Everything in *Prophecy* adds to that belief: the graphics, the ease-of-movement (joystick- or keyboard-driven, they are equally effective and easily toggled back and forth), the manual (clear, precise, informative, and necessary as copy protection), and the storyline (wonderfully structured and tremendously reminiscent of *Star Wars*).

The game is well-balanced. Magic is useful, but you cannot lean on it. Use of weapons is also important, but, once again, it cannot always save your hide. The game's action is fast and lively, but not exhausting. Game speed can be adjusted and there are also respites within the game itself. Further, even though the action is in real-time, there is no place you have to be by a certain point in the

TITLE:	Prophecy
SYSTEM:	IBM
PRICE:	\$39.95
DESIGNERS:	Richard L. Seaborne Alan J. Murphy
PUBLISHER:	Activision Menlo Park, CA

Nermon: A Nice Place To Visit

The game is big (requiring 512K) and fast (since it uses very little disk access). In fact, it manages to jam so much in (*Gauntlet/Pool of Radiance* style graphics, *Gauntlet* paced game speed, *Ultima* level interactions, and an ease of play like no game ever written) by only allowing access to small portions of the seemingly boundless world at a time.

game to keep from automatically losing the game.

Prophecy can be played as an arcade game, allowing players to go around bashing monsters and collecting treasure to their heart's content, but its *real* magic is that the fiction is totally believable. Consistent and flashy, its early quests, while designed primarily to help your character build up strength and skills, are still related to the plot and the fact that great evil has taken over the land.

Revenge of the . . . Jedist?

It seems that your character is the son of a famous knight of years long past. Your father has hidden our hero, far from the reaches of the evil Krellane Empire, in a tiny, out-of-the-way village named CrissCross. Nervously, your character and the villagers keep a wary eye out for any sign that the evil Empire has found you. One day, though, when the hero's presumed "father" ventures out with a few companions to investigate reports that the Empire's soldiers have been seen nearby, he does not return.

When CrissCross is destroyed, it becomes the hero's task to seek out Jed, the legendary leader of the resistance (whose followers are called "Jedists") and discover the character's real identity, his real father, who the Gendors are, and why they are so mean, strong, and ugly. (Hint: Do not attack the very first Gendor encountered.)

Magic in the game is simple and straightforward. Ten of a possible thirty spells can be "memorized"—that is, be typed onto a list accessible via the function keys. All the spells are immediately available, their names need only be included on the list. Certain magical prefixes, also available, allow the spells to be increased in power, but you may not have the spell points to cast them for a while.

Though spell points, like hit points, regenerate as time passes, spell point replacement is *very* slow. As your character increases in level, though, so, too, does the number of maximum spell points. Also, rumor has it that ancient books of arcane magic could increase one's understanding of the art, but such books have, surely, long since vanished.

To cast a spell, players simply press the corresponding function key. Simple,



versus the monsters' ratings in those areas. Of course, the hard part is actually hitting your target, since it will be moving. Not only do you see your hit points, but the screen also shows how many hit points your opponents have (a thoughtful touch).

elegant—like the entire game. Almost everything you could possibly hope about how the game would operate is exactly the way it does. If you don't want to be chasing around at breakneck speed, having your throat cut before you take a step, you can slow the game down. If you don't like the treasure you've just gotten out of a chest—well, one of this writer's favorite tricks was to save the game (again, simply and easily) just before opening a chest. That way, if I didn't like the contents, I'd just reload the game and keep repeating the process until I did like the goodies.

Options allow players to set the machine speed, graphics level, joystick/keyboard control, and game speed. It does not take long to get comfortable in moving through the game and the game speed toggle must get the praise for that.

Yeah, But Why Can't I Sell It In Gobar?

Dozens of items can be found in the game—weapons, armor, and "whatnot"—but *Prophecy's* only shortcoming is that, once you begin to pick up the treasure and you have outfitted your character as well as possible, there is nothing to do with the rest of the stuff. The only armor is the entire game will only *sell* you something, which is a shame because gold is valuable. By the end of the game, my character was a walking warehouse.

Also, the pre-set character might seem, at first, like an annoyance with all those pre-set skill levels. The truth is, however, that the character builds up so quickly and the gameplay is so smooth that you will most likely forget about those pre-set levels almost immediately. It won't take long—once you see your best friend bleeding by the side of the road and two slobbering, smelly goblins leering over him.

After a while, the only attributes you will worry about are your damage (amount of injury you can put onto a bad guy) and defense (armor class). Combat is primarily resolved by utilizing those two numbers

Sometimes, it's better to Baenaturlik rather than to wade in with your sword waving.

The graphics, of course, in EGA mode, are excellent. Fireballs blaze, lightning bolts flash, and weapons slash. Your icon is brilliantly colored with armor and weapons that change dynamically with each different outfitting. Movement is sharp and turns are on the money.

Interaction is accomplished by moving next to another icon and pressing "T." Chests open and other important events occur simply by moving adjacent to the proper space. Although the game includes a "Look" function (for searching), it is basically a superfluous command.

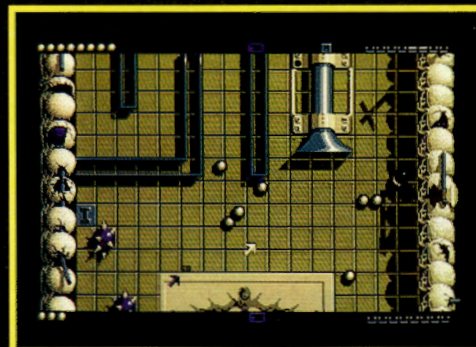
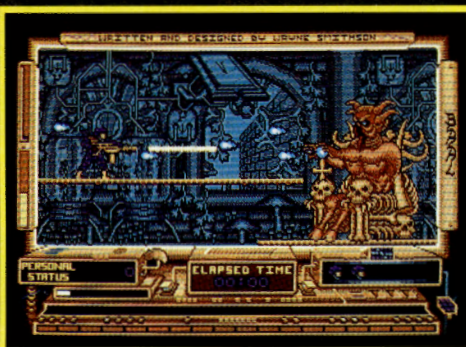
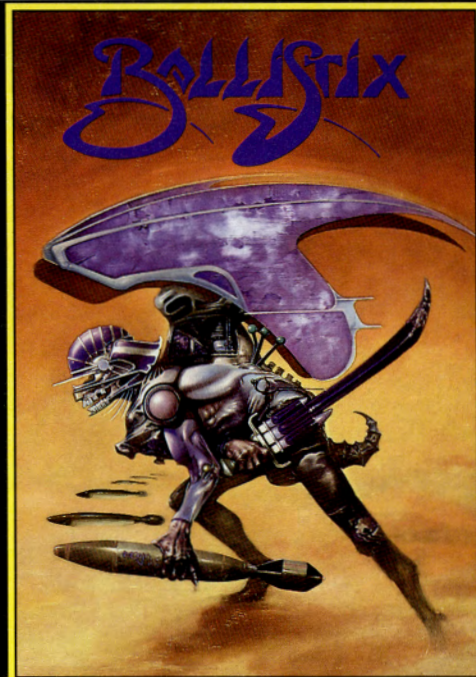
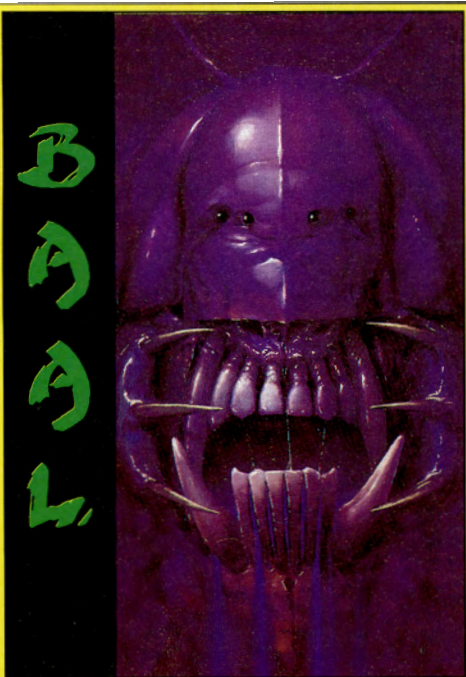
The most important hint is to go everywhere! There is no telling where a clue about your world will turn up. Also, it is significant that not every NPC is your enemy. Of course, if you happen to attack them first, you will make them dislike you very quickly.

Assorted Thoughts

Though the Jedist philosophy seems to want to indicate some sort of code for your character to live by, nowhere is it necessary to do so (as, say, in *Ultima IV*). Finally, a warning is in order. I collapsed from exhaustion after my first three nights of play (and it's been a long time since that has happened). Then, common sense and the work week (along with my boss's disapproving frowns) set in. After that, I only spent every other single night staying up and playing the game. My wife, who is glad I've finished *Prophecy* so that our livelihood is no longer threatened, says the game is not to be recommended for schoolboys or anyone who has responsibilities.

For everyone else, though, for arcade enthusiasts, RPG nuts, and questhunters the world over, *Prophecy* must not be missed. It is a terrific game, a classic, and *maybe* the best around.

CGW



BAAL

- ★ An addictive mixture of strategy and arcade action featuring:
- ★ 8 way ultra-smooth scrolling through 3 distinctive domains containing multiple levels.
- ★ Over 250 highly detailed screens, superb graphics and sound effects.
- ★ More than 100 monsters and 400 traps.

The future of the world lies in the hands of an elite squadron of men. YOU are the leader of the Time Warriors. Can you save the earth from the evil BAAL?

His army of undead have stolen an awesome weapon of destruction, a War Machine.

As leader of the ultimate battle fighters, your quest is to invade BAAL's domain, fighting off his monstrous demonic beasts to retrieve the War Machine . . . but . . . you must kill BAAL in the process.

Can you succeed? There is no option . . . the alternative is literally 'Hell on Earth'.

Screen Shots from the Atari ST version
AVAILABLE NOW ON THE PSYCLAPSE LABEL

CAPTAIN FIZZ Meets The Blaster-Trons

The message is simple: co-operate or die!

It's double fun and double trouble all the way in Captain Fizz, the most exciting simultaneous two-player game you and a friend are ever likely to play. It's a whole new world of split-screen, high-speed action, as both of you take on the nasty Blaster-Trons infesting the planet Icarus.

Yup, it's a tough mission alright, but you might just win out with the right blend of co-operation, courage, laser-hot reflexes, tactical sense. . . and brains. The action is fast and furious in Captain Fizz, but if you can't work out the right tactics you'll both be dead meat.

There are 22 levels of savage and relentless action to battle through before you reach your objective, the central computer that's causing the evil infestation. You'll never get there, though, unless you put your heads together and co-operate; your buddy can't do it on his own, and neither can you. This is one program where even the easy games are hard. So remember — united you stand, but divided you fall. . .

Warning: this game is impossible to beat on your own.

Two joysticks required for two-player game.
Screen shots taken from the Atari ST version
AVAILABLE NOW ON THE PSYCLAPSE LABEL

BALLISTIX It's a whole new ball game!

Sick of silly old soccer? Tired of pathetic pinball? Then you need a dose of *Ballistix* - the fastest, wackiest, toughest ball game yet to appear on a computer. *Ballistix* just explodes with excitement, puzzles and an amazing **130 different screens** of frenetic action.

The aim of the game is simple; score more goals than your opponent to win the match. Doing it is a different matter as **splitters** fill the screen with dozens of balls, **tunnels** hide them from view, **bumpers** bounce balls all over the show, fiendish **red arrows** speed them up to almost impossible velocity, **magnets** pull them away from your control, and much, much more.

Ballistix is incredibly flexible, too. You can play against the computer or another player, set the speed if you can't stand the pace, define where the balls are fired and their velocity, rack up bonuses that will get you extra goals and then, at the end of an exhausting game, set your name in pride of place on the high-score table. And it's all played to the accompaniment of a throbbing sound-track and a crowd that applauds your every goal.

Ballistix is definitely not a game for wimps. It's tough, fast, challenging and incredibly competitive - in fact, it's just the kind of game you like.

Two joysticks required for two-player game
Screen Shots are from the Amiga version
AVAILABLE NOW ON THE PSYCLAPSE LABEL

PSYGNOSIS LTD.
PO Box 483
Addison Illinois 60101

BAAL	Amiga/Atari ST	\$29.95
	Coming soon for C64. P.C.	
CAPTAIN FIZZ	Amiga/Atari ST	\$29.95
	Coming soon for C64. P.C.	
BALLISTIX	Amiga/Atari ST	\$34.95

PSYCLAPSE

Warning: Although "The Scorpion's Tale" is a warm and comfortable tavern of the mind with a nice cozy fire of vibrant images, our resident storyteller conjures up illuminating hints about games. If the gentle reader eschews hints, let him beware!

Well, here we are, barrelling through spring into summer, the time when a grue's fancy turns to...hmm...maybe it's best not to go into that. Fred is hyper enough these days (grin). Anyway, have a seat, a cool drink (psst, Fred! Wake up! Customers!) and we'll talk about history: what was, what might have been, and what could be.

Guardians of Infinity: To Save Kennedy is billed as an "interactive strategy text adventure," but this is not by any means your standard adventure game. The only one I can think of that comes close is *Infocom's* old *Suspended*, but the resemblance is superficial at best.

The action is handled entirely through conversations. There is, with a couple of exceptions, no object gathering and no puzzle-solving in the usual sense. After years of playing standard adventure games, this one takes a little getting used to.

The basic premise is that John F. Kennedy should not have been assassinated in Dallas on November 22nd, 1963. His death was a forced event, something never meant to happen in the normal flow of history. This diverting of the true time line causes "chronal abnormalities" to occur and the very fabric of time itself begins to unravel.

By the year 2087, the problem has reached epic proportions, and the existence of all reality is in danger of collapsing and vanishing. Dr. Alan Cooper, a brilliant scientist, has traced the problem to the assassination in Dallas. With a dedicated band of five people, including his daughter, Cooper steals a time machine. His hope is to go back in time and prevent the murder from taking place, thus restoring history to its proper sequence and putting an end to the chronal abnormalities.

The game begins with the time machine appearing outside Fort Worth one week before the assassination. The player takes the role of Alan Cooper. Cooper does not leave the time sphere at all, except in the end game (if you're lucky enough to reach it). His function is essentially managerial; he tells the agents where to go and whom to see.

This is the basic feature of *Guardians*:

interviews with prominent politicians and officials of the government, all of whom are (or were) actual people of the time. Cooper's goal is to obtain a private interview with JFK and convince him not to take the motorcade through Dallas. Since it isn't, of course, possible to just saunter into the White House and see the presi-

cated research, is absolutely vital to successful completion of the game.

It contains tips on playing the game, dossiers of your agents, a day-by-day itinerary of Kennedy's last week, schedules of over 100 real-life people for that week, as well as several pages in the back that are chock full of all sorts of interesting (and occasionally very personal) information on some of these people. This is the information that your agents use to prove they are from the future.

Once you've gone through the manual a few times, you're ready to plan out your strategy. Since the really top people are not directly accessible, you have to decide which of the "lower echelon" to send your agents to visit.

This is where you need to have a lot of patience. Not all agents work out with all the politicians and much of the game is played through trial and error. If you find that, for instance, Alex, doesn't get anywhere with a particular person, try someone else.

Earlier, I mentioned pitfalls and there are quite a few in the game. For one thing, some of the people visited will be, to say the least, highly suspicious of how your agents came by their information on the assassination plot. Your agent could head to an interview and find himself (or herself) arrested. Any time this happens, the game is over, since none of the time travellers can stay in 1963 beyond midnight of the 22nd.

Another danger is the Highfather (read the novelette that comes with the game to find out more about him). A total maniac, it was he who arranged the assassination, knowing full well what would happen because of it. He has agents in this time period who are working to stop your agents, making life more difficult all around.

The minions of the Highfather will do what they can to foil your efforts. They may kill your agents or make anonymous phone calls that get them into trouble. The only thing you can do about these agents is avoid them. Generally, if you find an interview (or attempted interview) is interfered with by a Highfather agent, it means that that section of the game is a dead end. Give it up and try another route. The same is true of any interview that leads to the arrest of any of your agents. So, be careful out there!

There are some people you will never get to see. For instance, anyone out of

(Continued on page 34)



Guardians of Infinity

As Told By Scorpia

dent, Cooper must "go through channels." Hence, the interviews.

The procedure itself is a simple one, although many traps and pitfalls await the unwary. You simply tell an agent who to see, when to see him (or her), and where to see the person. Typical commands would be "Iris, see Humphrey at home in Washington tomorrow at 9 PM" or "Carl, see Stevenson at his New York office at 4 PM."

Your agents always want to know whether or not to tell the interviewee that they are from the future. This is a delicate point. Unless the agent can provide some sort of definitive proof, it is usually best to say, "No." They will be getting into enough trouble as it is.

Every so often, the agents report back on their success or failure in carrying out their assignments. A particular person may have been unavailable. In that case, your agent asks what you want him (or her) to do next. You can give them a new assignment, tell them to wait and call back at a certain time, or recall them to the time sphere.

On the other hand, your agent may have been fortunate enough to see the subject. At these times, the agent reports back on how things went and will tell you if an appointment has been made with someone higher up in the chain of command. When this happens, the agent always asks if he or she should keep the appointment. Some appointments are better left unkept.

Those are the essentials of game play. However, before you boot up, sit down and go through the docs thoroughly, especially the spiral-bound manual. The manual, an amazing achievement in dedi-

Silent Running

by Lt. H. E. Dille

You lost the passive line of bearing almost three minutes ago when you ordered the *Los Angeles* below the thermal layer and increased speed. The sonarman sits hunched over his console to your right, watching the world around the thin pressure hull with his ears. The air

in the compartment is flat and compressed with palatable tension, an odor the air scrubbers cannot erase despite the length of the patrol. Feeling the time is right, you order the engine to stop and commence a slight up bubble drift to periscope depth.

"Passing layer depth, Captain."

"Very well," you reply, feeling suddenly naked without the temperature inversion which masked your high speed approach. The cant

of the deck begins to diminish as you approach the ordered depth and your gaze is fixed upon the sonarman, once more. He sits transfixed by sound, his eyes vacant and useless for his chosen profession. Suddenly, his fingers begin to fly across the signal analyzer.

"Captain, we've still got the contact . . . discrete frequencies indicate possible *Slava* Cruiser!"

"Up scope," you order. As the scope breaks the surface, you do a quick 360 degree scan, lingering but an extra second on your chosen victim.

"Down scope. Confirmed *Slava*. Load tubes one and two."

"Targeting point, Captain?"

"Negative! This will be a passive attack . . . call range at 6.5 nautical miles . . . fire when ready."

"Aye, Aye, Sir."

The seconds seem an eternity until the boat shudders with a faint whoosh, the hunter loosing the arrow. Almost imme-

diately, the sonarman turns to you with widened eyes, his ears seeing more than he wishes.

"Hydrophone effects . . . close aboard, aft!"

Before you can react, the boat rocks violently as the first torpedo rips through the hull into the reactor compartment. The blast knocks you from your feet, your head striking the corner of the plot table as you fall. The hunter has become the hunted, the cycle is complete.

Electronic Arts' latest offering, *688 Attack Sub*, places players in the role of Commanding Officer on either a *Los Angeles* class or a Soviet *Alfa* class submarine. As an unnatural predator of the deep, your mission is to support state policy objectives in whatever manner dictated by higher authority. The specific tasks performed range from peacetime training missions, through cold and hot war operations, to a long range cruise missile strike into the heart of Mother Russia! Each mission offers players unique and challenging game play and some contain very nasty surprises that just might leave your jaw agape. Have you ever played a computer game that made you sweat? If you are a jaded player who thinks such a thing impossible, be forewarned, *688* will open your pores!

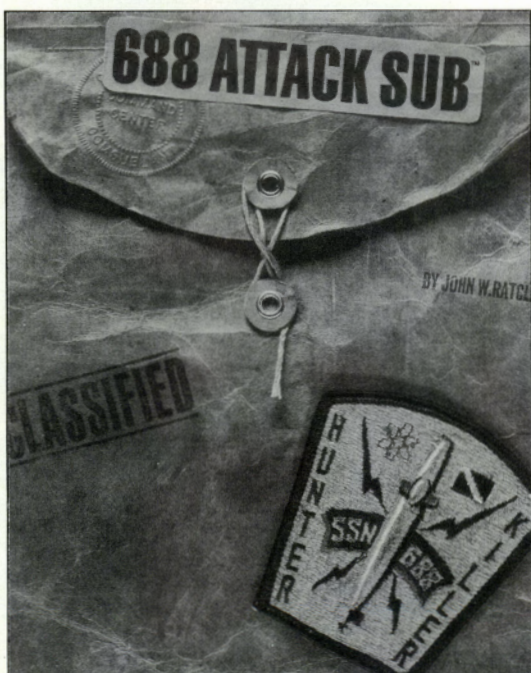
Starting Patrol

The game requires a minimum of 384K and a single disk drive. It is impossible to play from the original disks because EA has utilized a file decompression routine to get all of their data onto either two 5 and 1/4 inch floppies or one 3.5 inch disk. The manual provides clear instructions on how to produce working copies from the originals or install the game on a hard disk. In addition to the fairly standard hardware requirements, *688* supports several peripherals that enhance game play. Among these are: the **Ad Lib** sound board, the **Covox Speech Thing**, and **Hayes** compatible modems with a minimum of 1200 baud (or null modem cable). It also supports the full range of graphics from Hercules to VGA.

The game's interface is icon-driven, easy to master, and contains on-screen help functions. The icons themselves are the various control consoles within the submarine and they are manipulated by moving an arrow around the screen with either the keyboard or a mouse. Function keys also allow you to rapidly move between menus without having to return to the main screen each time.

The game's graphics range from above average in Hercules or CGA to spectacular in EGA and VGA. The area where the differences are most apparent is the bottom contour imaging option provided when commanding the *Los Angeles* class submarine. This high frequency, short range sonar allows players to see the ocean terrain in proximity to their submarine in a very realistic 3-D display. Aside from the obvious advantage of avoiding bottoming out (a very real danger) when operating near the ocean floor, this sonar also allows *688* skippers to utilize the topography to their advantage. Every shelf, ridge, pocket, and chasm is portrayed in vivid detail. This is very much a game of hide and seek.

Other fine graphics include: detailed representations of the surface and air platforms encountered, the ability to watch cruise missiles break the surface and lock onto their targets, and extremely satisfying explosions (unless they happen to occur on ships you are supposed to be protecting, of course). When you issue orders, a digitized picture of one of several crew members responds to your commands. What's more, the crew members even look like you would expect them to. Additionally, the Soviet *Alfa*'s controls are marked



TITLE:	688 Attack Sub
SYSTEMS:	IBM
# PLAYERS:	1-2
PRICE:	\$49.95
DESIGNERS:	John Ratcliff, Paul Grece, and Randall Breen
PUBLISHER:	Electronic Arts San Mateo, CA

in a pseudo-cyrillic script. Details are evident throughout and yield the impression that this game was a labor of love for the designer.

Target Rich Environment

Each mission varies significantly from the others, both with regard to the mission objectives and the classes of enemies encountered. Although players may only command the two aforementioned classes of submarines, they may encounter numerous other types, including diesel boats (noisy when snorkeling, very quiet when on batteries), ballistic missile submarines, cruise missile submarines (which can wreck havoc upon surface groups), and the infamous *Akula* class. The latter can do it all faster, deeper, and more quietly than the *Los Angeles* you command. Put *that* in your torpedo tube and jettison it.

Although it is possible to start playing the game without reading the entire manual (76 pgs.), the complexity of the situations you encounter will force you to read it soon enough. Once you have done so, however, and played one or two of the multi-threat scenarios, only minimal reference back to the manual is required.

At the completion of each mission you are rewarded with some well-deserved shore leave, if you survived and accomplished the objectives delineated in the pre-brief. If you escaped destruction but could not complete the mission, your Admiral will walk away with a substantial section of your butt in his teeth. Worse yet, if you happen to be lost at sea, a very chilling rendition of the Navy's death notification is shown laying on a desk.

Once you become proficient at the scenarios, it will be time to make the challenge even more realistic. **Electronic Arts** anticipated this need by allowing players the option of head-to-head modem combat. When utilizing this option, players may complete one of the standard scenarios or define their own mission objectives. Also, during the course of a game, or at the end, players may communicate with each other by transmitting messages from their respective radio rooms.

Earning Your Dolphins

The manual contains only sparse data on successful submarine tactics and you must tailor the basics to each unique situation you encounter. Without compromising some things which are best learned through experience, some good general guidance follows.

Always know how many thermal layers exist and at what depths.

Make frequent course, speed, and depth changes to complicate enemy targeting efforts.

Utilize your towed array for gaining initial contact and establishing the intended movements of your targets. It should be retrieved prior to making an attack approach, as it will slow you considerably should you be fired upon with it streamed.

You will lose contacts while turning with the array streamed because of its instability. Don't worry, they will still be there when you steady on a new heading.

Remain aware of your baffles and periodically clear them by turning back suddenly along your previous course.

In peacetime situations, utilize noisemakers only as a last resort in evading your pursuers. The enemy is a nervous

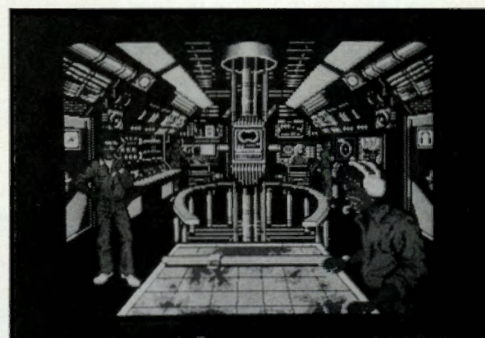
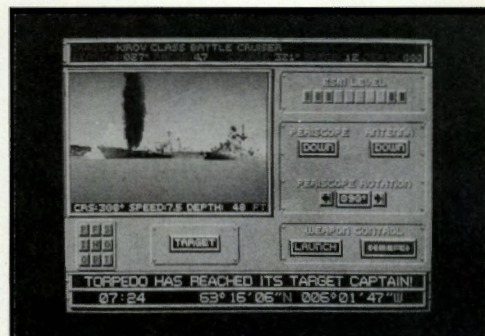
crew who may interpret the sound as a torpedo attack directed at them.

(Warning: The following section contains specific hints on game play. Readers who prefer a more general briefing should avoid this section.)

Mission briefings will only tell you what your intelligence knows. Every mission has little surprises that you won't discover until they happen to you. Here are a couple of examples. In "Torpex '89," there is a Soviet *Alfa* laying quietly on the bottom to observe the exercise. He may be chased off if you head directly at him and ping him hard a couple of times. In the "Goulash"

scenario, you are guarding a group of merchants from two Soviet surface ships when, suddenly and without warning, a flight of Backfire bombers arrives and decimates your group. "Dirty Pool!" you scream, since your submarine obviously cannot attack

aircraft. The key here is to engage the Soviet ships to the northeast before they discover your group and radio the location to the bomber group. Clever, but nasty when you experience it the first time. Such twists as these make the game intensely enjoyable and there are quite a few of them.



Down Doppler

688 is advertised as a simulation. In a market replete with very accurate aircraft simulators, the use of this term for 688 is misleading. The primary rationale behind this assessment involves the excessive amounts of damage you can sustain and still continue to function (i.e. six hits to sink as opposed to two for your enemies). Other considerations include the ease of targeting (although merchants and biological targets are added for confusion), the limitation of all torpedoes to a range of ten nautical miles, and the significant simplification of almost all aspects of submarine warfare. Having said that, it is important to note that the absence of these items does absolutely nothing to detract from exciting game play, they only detract from the ability to call 688 a simulator. In fact, the designers are aware of the trade offs made and their rationale was to go for greater speed and excitement in order to make a better game.

Conclusions

688 *Attack Sub* represents a quantum leap in quality for naval-oriented wargaming. Its minor flaws are excusable in light of the game's tactical challenge, superb graphics, and sheer excitement. It is highly recommended and would be this reviewer's personal candidate for "Game of the Year."

CGW

Scorpion's Tale

(Continued from page 31)

the country (such as George Ball) is not reachable. Others are being watched by a Highfather agent who will kill your agent if he or she attempts an interview. Fortunately, there aren't too many of these (do not ever send anyone to see Lem Billings).

One thing you will have to put up with is a lot of repetitious typing, as well as occasional denseness by your agents. For instance, you send Iris to see someone and you want her to say she's from the future because you have information you think will convince the person. You have to type in *exactly* what you want Iris to say, which is usually several lines' worth.

Now, Iris calls back and says she couldn't see the person because he wasn't at home. You tell her to try again at a later time. She asks the future question, you say yes, and end up typing in the same information all over again. Neither she nor any other agent remembers this stuff. Considering how many times you will end up restoring the game or starting over from scratch, this can get to be a bit much.

This is also the case with some of the assignments you give your agents. Instead of just running right off, they may ask you who a person is (in which case you give their official title or relationship to some other person in the game) and why you think it's important the agent should see him or her. If you don't tell them what they want to hear, they won't go to see the person.

You may run into trouble occasionally with explaining why someone is important to visit. If an agent doesn't seem to understand what you're saying, try typing in what the manual has to say about the interviewee. That will pretty much always work (you don't have to enter everything, only what is relevant, usually a meeting with Kennedy on a certain day).

Watch out when using the notes in the back to prove your agents are from the future. Some of the information is public knowledge, or facts that could easily be obtained with a little research. These will not help your cause. You are best off

picking out the most personal and private information, and using that.

Do not overlook Bridgette (Cooper's daughter). While very young (only 19), she can be just as effective as anyone else in some situations, sometimes more so. You have five people to utilize and no one is superfluous.

When to save the game can be a vexing question, since you have, unfortunately, only one save position. If you save at the wrong time (such as just after sending someone on an assignment that will lead to arrest or death), you're stuck, because there is no way that you can call your agents. Once they are out of the time sphere, you must wait for them to check in with you.

This is a major oversight, because there is no way to stop an agent once he or she receives an assignment. Combined with the single save position, it causes a lot of aggravation and re-starting. Multiple saves, or a way of contacting agents away from the time machine, should have been implemented in the game.

While there are many people you can visit, it is best to stick to the Washington environment generally. The only way you can win the game is by obtaining an interview with Kennedy and this can be done only by going through those who are close to him (after you've worked your way up to these people). Kennedy must receive three (count 'em, three) warnings from (different) people who are close to him before the interview comes about.


When you think you're about ready to see JFK, make certain you have your information prepared. Kennedy will be skeptical and you have only fifteen minutes real time to convince him of the truth. This is not the time to be flipping through the manual. Know what you want to say, and say it fast.

Well, I see by the old invisible clock on the wall it's just about that time again. Remember, if you have a question about an adventure game (please folks, adventures and role-playing only; I really can't give help with arcades or war games) 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). On The Source: send SMail to ST1030. By US Mail (enclose a self-addressed, stamped envelope to receive a reply!): Scorpio, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring!

Copyright 1989 by Scorpio, all rights reserved. **CGW**



IMPERIAL CONQUEST IN THE AGE OF
CONAN


A PLAY-BY-MAIL GAME OF BATTLE, INTRIGUE AND DIPLOMACY.
WRITE FOR FREE NO OBLIGATION SET UP AND RULES.
REALITY SIMULATIONS, INC., P.O. BOX 27576, TEMPE, AZ 85282, (602) 967-7979

© 1985 Conan Properties Inc., all rights reserved. Trademark of Conan Properties Inc.

Circle Reader Service #37

WHAT IF YOU COMMANDED CAESAR'S LEGIONS...
ALEXANDER'S PHALANXES...
ATTILA'S HORDES...

CAN YOU CREATE AN EMPIRE IN GSI'S NEW



DAWN OF THE ANCIENTS

A strategic PBM game pitting 12 ancient empires against each other and their ancient foe ATLANTIS during the dawn of history!! Registration fee only \$10.00 (includes rules, map and 1st two turns FREE). Rules alone \$5.

GSI game systems inc. The publishers of **EARTHWOOD**
P.O. Box 160129 (A fantasy world of conquest and sorcery)
Miami, FL 33116-0129

Circle Reader Service #38



An interstellar, interactive, role-playing space opera. There's not another game like it on earth.

From the creator of Wizardry® comes an entirely new concept in computer gaming. Open the box to reveal a unique combination of elements never before found in a single game. Six vivid characters with unparalleled role-playing depth, living an epic science fiction adventure. The tactics and strategy of a challenging board game. An expert computer game-master, moderating the actions of one to six players. STAR SAGA: ONE™ *Beyond the Boundary*. It's a multi-media entertainment experience that will sweep you off your feet. Ask for it at your local software dealer today, or call (813) 888-7773 for more information.

STAR SAGA: ONE™ BEYOND THE BOUNDARY

Available for: Apple II Family, Apple IIgs, IBM-PC and Compatibles, and Tandy.
Masterplay Publishing Corp. - 8417 Sun State St., Tampa, FL 33614

Wizardry is a registered trademark of SIR-TECH Software, Inc.
STAR SAGA: ONE is a trademark of Masterplay Publishing Corp.



MasterPLAY

PUBLISHING CORPORATION
Games That Go To Your Head

Good morning. Welcome to *Deja Vu II: Lost in Las Vegas*. You are waking up from a stupor that feels like a chronic hangover following a wild week in Vegas. There is a throbbing bump on the back of your head . . .

Well, you get the picture. In fact, you get lots of them. All are nicely detailed and there are plenty of nice windows in which you can carry out various actions. Now, besides that throbbing in your head, you have one whole week of game time to turn \$12.25 into \$120,000.00. Piece of cake, right?

however, when there are just too many windows that need opening. After a couple of re-starts, though, players should get more efficient in knowing what to take and what is really needed.

Players can save the game at any point where no direct action is taking place. For instance, you cannot save when being confronted by the ever present human gorilla, Stogie. It is a good idea to make saves when getting off the beaten track. Getting off the track is often fatal.

The characters have a tremendous carrying capacity. Beds

and sofas are out, but you can start your own greenhouse with all the plants you can collect. Later choices will have to be made about what is to be carried. After all, do you really need the two towels from the hotel? What the heck, have some fun!

Also, players should note that dawdling will result in simply running out of time. This is played out by having a nicotine fit with no cigarettes, being harassed by Stogie the human gorilla, getting assaulted by a bag lady, and other unpleasanties.

Seems Like Old Times



by Dave Arneson

TITLE:	Deja Vu II
SYSTEM:	Macintosh
# PLAYERS:	1
PRICE:	\$49.95
DESIGNER:	ICOM
PUBLISHER:	ICOM
	Wheeling, IL 60090



Well, maybe not.

Deja Vu II is a very linear game. Each location a player visits has a limited number of exits. It is possible to backtrack and switch between several locations, however, so lacking the proper information or item that some locations require is not a simple dead end. It is possible to recover by retracing one's steps.

The program can be copied onto your hard disk, but you will need to insert the original game disk before play can begin. The game runs on any Mac with enough memory, including the Macintosh II+ color system. Although *Deja Vu* had two disks and *Deja Vu II* only has one, both games seem to be the same size. Those who have seen the game box can be assured that the manual is just as cute as the packaging. In fact, the manual offers several useful hints concerning the command windows and how to use them more effectively. The hints could have been slightly more direct and helpful, however.

Deja Vu players will find few changes in *Deja Vu II* with regard to game mechanics. In fact, there are even a few old friends like Rudy and Gabby that can be quite helpful. In addition, many of the same old haunts will also figure in the early screens.

For those who didn't play *Deja Vu*, the click and drag system used in the games are quite unique. There are times,

You can "talk" to people, but they rarely talk back. It is rare to get even one useful bit of information. Should you get said information, your sources will instantly clam up like everyone else.

"Search" everything everywhere. Do an "Operate" and "Open," as well. There is no telling what you will find: day old pizza to "Consume," dull pencils, hidden keys, . . . whatever.

The sequence of commands is very important. Incorrect sequences will gain you no results. Even turning on a flashlight can be complicated in the extreme. To wit, "Flashlight-Operate-Flashlight." So, what's wrong with "Operate Flashlight?" Oh, because you can use it as an ineffective weapon instead. Oh, I see . . . scratch an hour and a half of this reviewer's time . . . Grumble!

For those of you who haven't passed the *Deja Vu II* school of pencil sharpening, here is "How Not to Sharpen a Pencil." "Penknife-Open-Penknife-Operate-Pencil." You are then told what a klutz you are and the pencil is now shorter, but not sharp. "Operate-Penknife (Open or Closed)" doesn't work either. Another hour and half shot.

I simply must refuse to reveal how long it took me to work out other *simple* commands. Let's just say that I would

(Continued on page 50)

COMPUTER-TO-COMPUTER COMBAT IS HERE.



Now you can play an electronic version of TSR's SNIPER!™ war game solo or man-to-man against other Sniper players. Right from your computer keyboard.

Choose your mission and re-create the unpredictable, explosive flow of World War II combat in close-quarter, house-to-house raids or patrols, whether you're an unprotected American under German sniper fire or a French

squad leader advancing men through an enemy-held village.

All you need to play the SNIPER!™ game and many other challenging interactive games on CompuServe is a personal computer, a modem, and a CompuServe membership. To join, call 800 848-8199. If you're already a member, type GO SNIPER at any ! prompt.

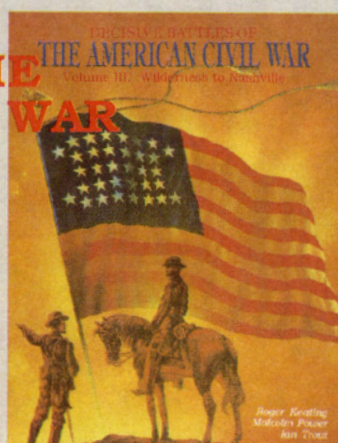
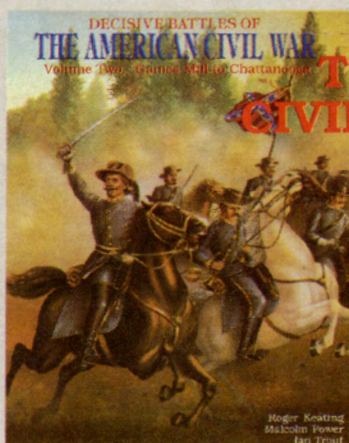
CompuServe®

Strategic Studies Group Presents...

GAINES MILL STONES RIVER GETTYSBURG CHICKAMAUGA CHATTANOOGA

Can you, standing in for Robert E. Lee, stall McClellan's Federals outside Richmond...?

Or will you, as George Gordon Meade, stop the Army of Northern Virginia at Gettysburg and fatally turn the war against the Confederacy...?



WILDERNESS SPOTSYLVANIA COLD HARBOR ATLANTA FRANKLIN NASHVILLE

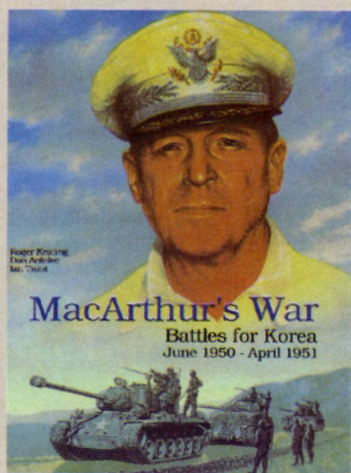
Can you, commanding the veterans of Robert E. Lee's Army of Northern Virginia, stop Ulysses S. Grant's Army of the Potomac from capturing Richmond...?

Or will you, as William T. Sherman, defeat Joe Johnston, destroy Atlanta and march to the sea...?

The **Decisive Battles Game System** lets you step into the past and command the armies which fought out these great battles. The simple menu structure which drives the game is so easy to use that you'll be issuing orders like a veteran ten minutes after booting up the disk. You'll have complete control over the computer battlefield when you use the comprehensive wargame construction set, **WARPLAN™**, and our unique graphics editor, **WARPAINT™**.

WARPLAN™ lets you construct original battles of your own design as well as creating endless variations to the historical scenarios. **WARPAINT™** gives you complete graphic control over the icon and terrain symbols used in the game. Shapes and colors can be changed at will to produce your own special effects.

Available now for the Apple II Family and C64/128 computers. Available early 1989 for IBM, Amiga, IIGs, and Macintosh.



The Korean War

'Across the 38th'
Taejon
Naktong Bulge
Unsan
Chongchon
Chosin Reservoir
Chipyong
Imjin

The **Battlefront Game System** mechanics are so simple to use, you will be issuing orders like a veteran within ten minutes of assuming command.

You'll have complete control over the computer battlefield when you use the comprehensive wargame construction set, **WarPlan™**, and our unique graphics editor, **WarPaint™**.

Available now for the Apple II Family and C64/128 computers. Available early 1989 for IBM, Amiga, IIGs, and Macintosh.

Conquer Your Galaxy

Reach for the Stars is our all-time classic game of space exploration and conquest. The third edition contains two great games in one; the original **Reach for the Stars** and an entirely new scenario, with lots of options for advanced play. It's a four-cornered contest for domination of the galaxy and there's only one winner. The computer plays all places not taken by humans and it never gives anyone an even break.



To win a game of **Reach for the Stars** you must have explored the galaxy and colonized the choicest portions. You will have expanded your industry, engaged in R&D, and produced a huge navy. This will have been employed in settling disputes with your neighbours. As always, the biggest navy gets to adjust the border.

Whatever your qualifications as a space tyrant, **Reach for the Stars** is guaranteed to be totally addictive. . .

Available now for IBM, Amiga, Macintosh, IIGs, the Apple II Family and the C64/128.

How to Purchase. In North America, visit your retailer or call Electronic Arts 800-245-4525 (in CA call 800-562-1112) for VISA or Mastercard orders or write to Electronic Arts, P.O. Box 7530 San Mateo, CA. 94403. In Australia, write to SSG, P.O. Box 261 Drummoyne, 2047.

by M. Evan Brooks

INTRODUCTION

Under The Ice is a simulation of submarine warfare in the GIUK (Greenland-Iceland-United Kingdom) gap during World War III. The player may choose either NATO or Soviet forces in three scenarios (Ambush, in which a Red Battle Group attacks a NATO SSN [attack submarine] group; Wolfpack, in which a NATO SSN task force has penetrated the Soviet Bastion; Missile Boats, in which NATO must stop the SSBNs [Strategic Missile Submarines] from reaching safety in the polar ice pack). The player commands his submarines individually, plots moves and executes actions in both real and compressed time. The name of the game is Stealth, Search, Seek and Neutralize.

DOCUMENTATION

The documentation serves as an introduction to *Under The Ice*, but it does not delineate the game play or tactics satisfactorily. A "README" documentation file is included on the disk and is mandatory reading because of modifications to the game system. Do not attempt play without thoroughly perusing the documentation file. Game play is mouse-driven and, although a mouse is noted as "optional," utilization of keyboard inputs is less than satisfactory. This reviewer recommends that a mouse be considered as a requirement for play, as keyboard input is slow and tedious. The manual does succinctly explain the individual scenarios, however pay attention to the victory conditions described, especially in playing Missile Boats. For example, NATO destruction of SSNs is worthless in the strategic gestalt, and with the action rising to a crescendo of destruction, the player can often forget his initial goal and be sidetracked into "cheap" enemy kills, thereby allowing a Soviet decisive victory when their SSBNs achieve a position of safety where they can launch their missiles against the American Heartland.

The documentation is only sixteen pages long, and attempts to explain both game play and the principles of sonar. The notes on sonar principles are interesting, but of insufficient depth to allow a proper comprehension of what is/should be happening. Consider the fact that convergence zones play a major role in submarine warfare, but the documentation never explains their role. In effect, convergence zones are a "skip" effect of sound waves through the ocean. Similar to a pebble thrown into a pond, these zones are widening circles approximately every 23-32 miles apart (depending on surface and sub-surface conditions). At the zone, one may "see" the signature of another vessel. However, such signatures disappear as the vessel traverses the zone. In terms of tactics, if the signature of a contact should abruptly disappear, such vessel is on a contact course and the proper procedure would be to reverse course until the contact is reacheived. On the other hand, if the signal gradually fades, this means that the vessel is heading away, and one can react accordingly.

The documentation is a starting point, but many of the game play mechanics are left to the user to discover. The implementation of sonar techniques appears relatively accurate, but attempting to decipher them isn't an enjoyable experience.

GRAPHICS

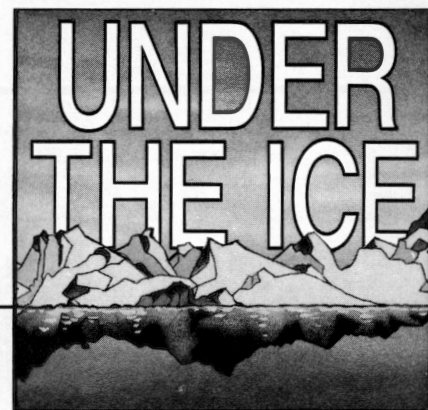
The graphics are adequate. However, since they rely heavily on windows, pull-down menus and mouse input, it is apparent that *Under The Ice* was ported from an ST program. The sea location is well-portrayed and zoom features allow in-depth magnification of a factor of sixteen. In addition, convergence zones, grid lines and distance circles (a known-distance measurement) may be toggled on and off.

The submarines themselves are represented by an icon, which may be accessed via keyboard/mouse. Also, when a vessel is "spotted," the program allows one to mark up to sixteen separate locations. This is very useful for determining bearings and contact approaches. However, judicious use should be made of these; too much clutter merely confuses the issue.

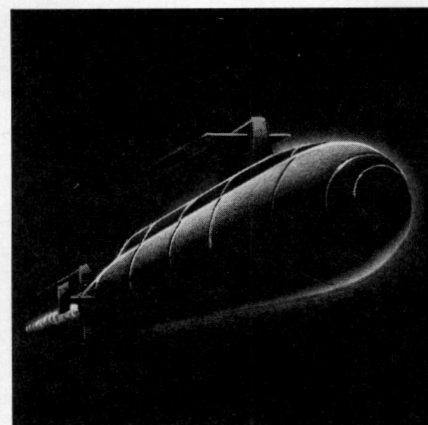
GAME PLAY

Under The Ice is not a "shake out the box and begin play" type of simulation. Accessing information and proper utilization of tactics requires both time and experience. Moves are "plotted" on screen, with time of travel and ETA (estimated time of arrival) noted. Often, one will suffer from information overload and a careful analysis of contacts and bearings will be required in order to achieve success. In addition, wolfpack tactics must be utilized. Historically, the United States Navy has never optimized submarine wolfpack operations and submarine commanders work as "lone wolves." However, Soviet methodology reflects lessons learned from the German wolfpacks of World War II and the simulation allows NATO to operate in a similar fashion. Such operations are a "guesstimate" of future capabilities and may or may not reflect actuality. However, use of multi-boats allows one to accurately fix and engage an enemy vessel. While a single submarine might only be able to get a bearing on a contact, a pack of three could achieve both range and bearing in the same amount of time by triangulating the data received.

(Continued on page 42)



NAME:	UNDER THE ICE
SYSTEMS:	Atari ST, IBM
REVIEWED:	IBM
PRICE:	\$39.95
PUBLISHER:	Lyric Software 6 Beach Plum Drive Northport, NY 11768



SCAVENGERS OF THE MUTANT WORLD

by Scorpia

Scavengers of the Mutant World is the latest in the wave of post-nuclear-destruction games to come on the market. It is set in a shattered world where cities lie in ruins, monsters roam the outdoors, radiation zones are everywhere, and the few bands of humans left do what

they can to survive. Overall, it's a pretty grim picture.

One such tribe of humans lives in the ruins of Lau. Each year, they select the best of their young people and send them to forage among the other ruins for anything: food, weapons, armor, tools, parts, etc. This scavenging gives the game its title and is also the major activity of play.

You begin by running a world-creation routine to set up the various ruins, objects, characters, and so forth. Thus, each game is, in one sense, unique: towns and the objects they contain will not be the same from world to world, although most items can

be found somewhere. Otherwise, there isn't much difference from one game to another.

Once the world has been created, you choose a team of four from a pool of twenty characters. The character symbols themselves are fixed, but the names and attributes of the characters

do differ from world to world. Note that you do *not* get to "roll up" any characters. You're stuck with what comes with the world.

Attributes are pretty much standard with one addition, rad points. These rad points determine how much radiation a character can absorb before dying of radiation poisoning. There's a lot of radiation out there, in different forms, and a high rad point attribute is important.

The initial team members come with a supply of food and nothing else. It is, therefore, necessary to walk around and explore the interior of Lau to find weapons and armor before going outdoors. Scattered around the interior are a

number of humans. These are the sixteen characters who weren't chosen for the team. Their only importance in sitting around is to wait until you invite them into the team to replace a dead or dropped member. Otherwise, you can ignore them.

Expect to have *some* hostile encounters inside Lau. Remember, it is a ruin, *not* a safe haven. Hostile creatures roam the interior and you will have to fight them. You are usually safe when you are (CA)mping, however.

Once you've found everything there is to find in Lau, it's time to begin exploring the outdoors. Everything you meet there is hostile. Aside from other Lauans, everyone and everything is out to kill you. So, the rule to follow is: "If it moves, kill it. If it doesn't move, kill it anyway."

There are two special dangers in the outdoors: rad zones (also found in some ruins) and rad storms. Rad zones show up as areas of red dots; the closer the dots, the more intense the radiation. Since walking over one of these zones reduces rad points, they are best avoided.

Rad storms come along every so often. Usually one of your party members will sense the approaching storm and give warning. Then, the only thing you can do is run for the nearest ruin and wait for the storm to pass. Being hit by a rad storm is the same as walking over a rad zone, except that storms vary in intensity and you never know how bad the storm is until it hits.

The game has an auto-mapping feature for the outdoors only. At any time, you can call up the world map to see where you are and where you've been. It can point out unexplored areas, and is also helpful for locating ruins when you need to duck in somewhere to avoid a storm.

Exploring ruins is simply a matter of going inside, walking all around, and picking up whatever you can find and carry. There are weight limits defined by strength, so you can't pick up every single thing. However, you can drop items or trade them among party members if you need to get weight down.

Much of the time, you will be fighting the creatures that inhabit the ruins. Weapons vary from chains and swords to bows and shotguns (the most potent weapon). Armor, oddly enough, is strictly from fantasy games: leather, chain, plate, etc., except for the addition of rad suits. All of these items must be found. They cannot be purchased.

You can usually see an opponent coming toward you, although that is not particularly helpful. Almost all types of opponents are faster than you are and they tend to catch up to you sooner or later (the only exceptions are that monsters encountered inside don't follow you out and the ones encountered outside don't follow you in).

When combat begins, the scene is a "zoom in" of the actual area you occupy. The party is automatically set up in a diamond shape and there is no way to change the formation before fighting begins. In a narrow corridor (only three spaces wide), this can be disastrous if a weak party member happens to be close to the monsters. Monsters, by the way, can come from any direction: front, rear, or side. Those that can fly (there are plenty of them) seem to come from the walls, but that is simply an optical illusion.

Who goes when is determined by the speed attribute. Most of the time, this means the monsters get to go first. On a character's turn, he or she can move, change direction, equip a new weapon (if one is available in the character's inventory), or take a swipe at a monster. For non-



TITLE:	Scavengers of the Mutant World
SYSTEM:	IBM
PRICE:	\$49.95
DESIGNERS:	Bruce Beaumont, Richard Launius, and Chris Stassen
PUBLISHER:	Interstel Webster, TX

projectile weapons, this means being up next to an opponent. For missile weapons (bows, spears, slings and the like), distance is not a factor, but having a clear path to the target is. If a teammate is in the way, the shot will hit him, not the creature.

It is possible to retreat from combat, as individuals, by moving them off the combat screen. When the last (living) member is off, the screen changes to the normal one and the party as a whole is moved in a random direction away from the scene of combat. This, however, is only a temporary respite, since the monsters will continue to chase the group until: (a) the monsters have all been killed; (b) the whole party has been killed; or (c) the party leaves or enters a ruin.

This means that you have to fight everything you come across in order to thoroughly explore any ruin. Smearing monsters provides experience, but you only know when you've "gone up a level" by the increase in a character's rad points and hit points. Physical attributes do not change except by using one of the "teaching machines" that can be found in the ruins. Using such a device will raise one of the character's stats at random. The machines have some dangers: on occasion they will explode, wounding whoever tried to use it. At other times, the device is simply "used up" and no longer functions. The number of uses for any given machine is also random.

In general, playing *Scavengers* is like playing pick-up-sticks in a killer dungeon. There are no puzzles to solve, no one to talk to, no real obstacles to overcome; you simply march around ruins grabbing what you can, when you can, while fighting a never-ending stream of monsters, indoors and out. Eventually, the monsters become so powerful that you don't really have a fair chance of surviving.

Opponents are geared roughly to the level of the group; as the characters become more powerful (relatively speaking), so do the monsters. Unfortunately, there comes a time, at around 300+ hitpoints, where the creatures are just too devastating to survive combat with them. This is particularly the case with monsters that emit radiation, and there are many, far too many, of these.

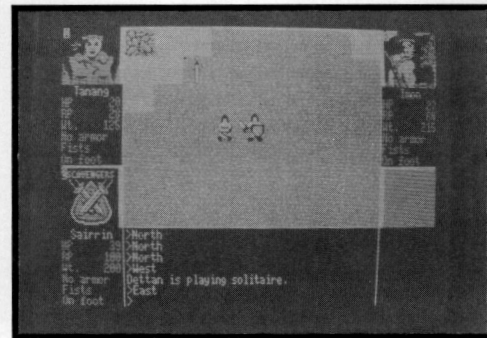
This radiation causes immediate mutations in characters. Some mutations, such as telekinesis, are beneficial, but the majority are harmful. This is especially the case with the radiation reaction mutation, which reduces a character's rad points to 1. As you might expect, any further radiation this character absorbs will kill him. Rad suits, I found, do not protect against this type of radiation.

Imagine your party running into something like three giant condors which are very, very fast and emit radiation. Each condor will get about 3-4 moves before your party can do anything, even in a non-surprise situation. At least one member of the group will probably be dead before you even have a chance to fight back. Unfortunately, there are not only a plethora of condors, but there are quite a few other monsters that are just as fast and just as deadly.

Adding to the frustration is the fact that there is no way to avoid these creatures, since the game is sending them out based on the level of the group. The only thing you can do is get your team back to Lau and have them drop everything they are carrying. Then, drop the characters from the team (one at a time) and replace them with the first-level characters that are sitting around. It is difficult to think of a more inane procedure than this for getting through a game.

Even worse, *Scavengers* features the same sort of "non-save" made infamous in *Alternate Reality*: the death of any character is immediately written to disk and you have only one save position. If you want to keep your characters going and have real saves, there is only one thing you can do about it. Save the game, exit to DOS, and copy the save file to a backup. Then, if something unpleasant happens, you can copy the backup over to the game data file and try again.

Of course, this means re-booting the game after each such save. It also means having to go through the "enter word X from line Y on page Z" routine. You may have trouble with this if you do not have the printed insert of the revised page 10.



There is an endgame. The pick-up-sticks aspect is not entirely without purpose. Somewhere in the ruins are plans for one of two items. Locating the plans and parts needed to construct it and then, constructing the device is the real goal of the game. This is actually a nice idea, and makes for a non-violent ending (at least, you don't have to kill Foozle the evil Mutant King).

Interstel may have attempted the impossible in trying to create a CRPG with replayability. Unfortunately, the rather limited goal of the game and the lack of a definite plotline works against it. In effect, players end up with a diversion rather than an absorbing adventure. The good idea ends up being torpedoed by everything that comes before. If one is really looking for a CRPG, the frustration and aggravation just isn't worth it.

Bottom line: Not recommended.

Copyright 1989 by Scorpio, all rights reserved. **CGW**

★★★★★★★★★★★★★★★★★★★★ HISTORICAL NAVAL BATTLE SIMULATIONS

APPLE, IBM



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

GENERAL QUARTERS SOFTWARE

P.O. BOX 1429
TORRANCE, CA 90505
(213) 547-0597

★★★★★★★★★★★★★★★★★★★★

Circle Reader Service #42

Under The Ice



Pay particular attention to ocean conditions. Use of ocean layers, weather conditions and convergence zones have an important bearing on

detection of submarines and the intelligent commander will place emphasis on proper utilization of these factors. The torpedo is the weapon of choice and utilization of proper search techniques will place one in a proper firing position (hopefully, before the enemy reaches a similar state). Playing the Soviet side allows one a dif-

ferent perspective. Generally outnumbering the NATO opponent, one can attrition his way to victory. Again, however, use of coordinated wolfpack information and sonar techniques is the key to victory.

CONCLUSIONS

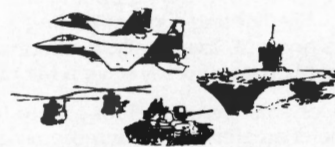
Under The Ice simulates operational submarine warfare. Not as tactically oriented as **Microprose's Red Storm Rising** (soon to be released for the IBM), it puts the user in the position of the commander and executive officer, plotting the vessel dispositions on the map-board. However, the paucity of documentation and the resulting slow learning curve results in a product with appeal to the true submarine buff and not to the general gaming public.

CGW



Computer Voyages

Entertainment Software Distributors



SPORTS SPECIALS!!!

WORLD TOUR GOLF	\$10.95
EARL WEAVER BB1.5	\$26.95
COMMISSIONER'S DISK (WEAVER BB) (WITH PURCHASE OF WEAVER BB1.5)	\$12.95
MLBPA TEAM & PLAYER STATS (1988) (WITH PURCHASE OF WEAVER BB1.5)	\$12.95

MORE IBM TITLES

EMPIRE	\$32.95
BARDS TALE II	\$35.95
SCAVENGERS	\$35.95
SENTINEL WORLDS-FUTURE MAGIC ..	\$32.95
YEAGER AFT 2.0	\$32.95
688 ATTACK SUB	\$35.95
MODEM WARS	\$35.95
*ABRAMS BATTLE TANK ..	\$29.95

*NEW RELEASES

1 (800) 433-3545

VISA/MASTERCARD

IMMEDIATE SHIPPING

THE LATEST TITLES — THE LOWEST PRICES

SEND FOR COMPLETE LISTINGS FOR IBM, COMMODORE & AMIGA
ABOVE PRICES ARE IBM 5.25" FORMAT. OTHER FORMATS AVAILABLE.
(ORDER BY MAIL WITH CHECK OR MONEY ORDER. DO NOT SEND CASH.)

ADD \$2.50 SHIPPING AND HANDLING. VA. RESIDENTS ADD 4% TAX.

COMPUTER VOYAGES, P.O. BOX 1471, CHESAPEAKE, VA 23320

Circle Reader Service #43

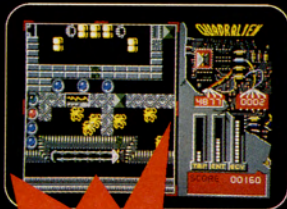
Q. What do you get when you mix sharp graphics and sensational sound with unbeatable game play?



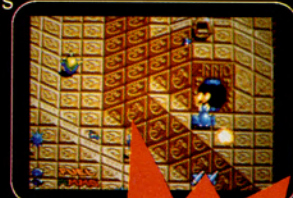
A. Addicted.

The hit arcade games from Europe, now available in the U.S.!

QUADRALIEN. The mission: Find and destroy the evil Quadraliens who have infested Cybernetic Power Station ASTRA and bring the reactor back under control. Work your way through ASTRA's nineteen chambers with only six droids (each with its own unique feature) to find and destroy the Quadralien Mother Creature. You'll need ingenuity - as well as lasers! - to fight through the aliens and maze-like corridors of ASTRA. Strategic thinking, a puzzle-solving mind, and a quick trigger-finger are all required, so take your time and plan your moves. But you'd better hurry - the temperature's rising toward a meltdown of cosmic proportions!



STARGOOSE. The equipment: The new top secret fighter, codename STARGOOSE, packed to the hilt with every weapon imaginable. The assignment: Steal the power crystals from the eight cities on the planet NOM. But watch out! The rolling landscape is covered with machine gun nests, laser pill boxes, automatic rocket launchers, and pre-programmed robot attack vehicles. Fuel and ammo will go like crazy, so be ready to steal more from the storage tunnels under the cities. Absorb yourself in spectacular 3D graphics, as you climb, dive, dodge and twist your way along the alien landscape. The aliens await your attack. Come back with the jewels or don't come back at all!



IBM - \$39.95 Amiga & Atari ST - \$29.95

Available from fine software dealers or call 1-800/826-0706

"...very absorbing game play...sharp graphics, great background music..."

ACE magazine

New From

SPINNAKER

ST Action

"...slick presentation, unbeatable game-play...will undoubtedly be the Star Goose that laid the golden egg."

Hoplites On Parade

"Ancient Battles"

by Lt. H. E. Dille

You feel the flanks of your mount shudder under the barded armor as the cold north wind sweeps along the ridge where your Huns have gathered. The Roman legions are formed in squat, menacing squares to your front in the valley below. The stalemate has continued for two hours since daybreak, despite feints designed to force

the Roman leader, Aetius, to commit to a course of action. You now realize that he is far too wise to assault uphill as you had originally hoped. Continued inactivity will only result in the demoralization of your troops, so your decision is clear. Lifting your standard above your head, a sudden hush falls upon the ridge line, pierced only by the short, crisp snorts of the horses. As your arm sweeps downward, the earth explodes under the thunder of a thousand hoof falls. You are filled with sadness and joy as

your brothers go forth to death and glory.

As the first product in **Case Computer Simulations' Encyclopedia of War** series, *Ancient Battles* (AB) was a risky gambit for the British firm because of its

subject matter. After all, it is a pretty safe assumption that you could hold a world-wide convention of ancient history buffs at a Holiday Inn in Skokie, Illinois and still have room for a Shriners' banquet. Fortunately for **CCS** and wargamers alike, you do not have to be an ancient history buff to enjoy this game.

All of the major armies and weapon types of antiquity, from Alexander's Macedonian Hypaspists to Julius Caesar's Legions, are represented in the game. The broad range of infantry and cavalry types available provides a diversity in game play that remains one of the major strengths of AB. Additionally, each of these unit types employed different strategies for success against each of their opponents. Consequently, since the game is a tactical level simulation, it is possible for you to experiment with a multitude of approaches rather

than methodically recreating the actual events of a particular battle.

A Cohort Is More Than A Partner In Crime

Before addressing the finer points of the game, it should be noted that AB is not simply fun, it has educational value as well! (Groan! Shudder! You game purists are all alike!) Nevertheless, AB does not set out with the purpose of educating players on the finer points of ancient tactics, it simply allows the players to absorb these points through experience. It is impossible to play the game without gaining an appreciation of the problems faced by the great generals of antiquity, as well as the tactical changes that occurred as a result of new formations and weaponry. Barbarian skirmishers, Phalanxes, Legions, and Cohorts (a later reorganization of the original Roman Legions that consisted primarily of Heavy Infantry) are depicted in conjunction with chariots, archers, elephants, and conventional cavalry to round out the diversity inherent in warfare throughout the ancient world.

Alexander's Hydaspian Band (Scenarios and Mechanics)

AB comes with five pre-generated scenarios. The first of these is the Battle of the River Hydaspes. This is the site where Alexander the Great soundly defeated the Indian army in 326 B.C. by utilizing combined arms tactics. The second scenario is the Battle of Zama (202 B.C.), where Hannibal's Carthaginian army was enveloped from the rear by the Roman forces under the command of Scipio. A similar plight befell Philip of Macedonia in the Battle of Cynocephalae (197 B.C.), the third scenario. The Battle of Pharsalus (44 B.C.) is portrayed as illustrative of the importance of maintaining a strategic reserve (the source of Caesar's victory over Pompey in spite of being grossly outnumbered). Finally, one of the largest battles of antiquity was the Battle of Chalons in A.D. 451. Although the historical battle was inconclusive, this scenario provides the best presentation of infantry vs. cavalry tactics among the group and should test the mettle of even the best armchair generals.

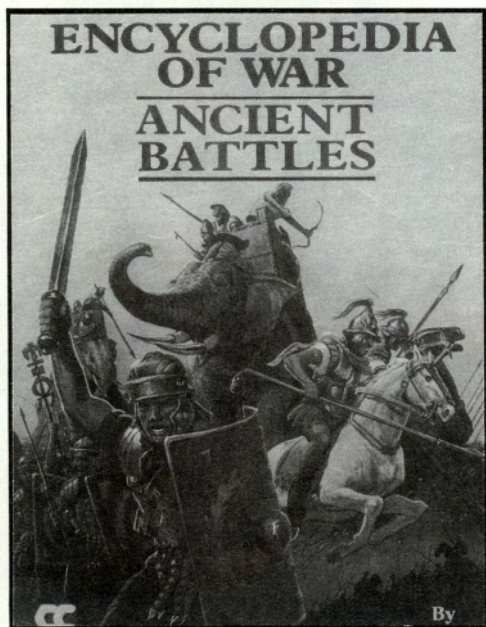
Within each of these scenarios, the player has the option of altering the length of the battle, the level of visibility, and whether the forces will use normal or free deployment. The number of players may also be altered once a game is in progress, a very handy feature that this reviewer would like to see included in all strategy wargames. Replayability is also enhanced by the presence of a powerful map editor and scenario builder.

Once you have the game up and running, you will find it to be guided by a very user friendly menu system. After you have either selected a scenario or designed one of your own, you must determine whether each side will be controlled by Human, Computer, or Shared command. The option for shared command allows a player to control only those forces directly assigned to the commanding general of a given side while the computer controls all of the subordinate generals in accordance with the deployment plan decided by the human. Use of this option precludes total control of all one's forces, but provides a more realistic command simulation.

The sequence of play for each turn of a battle is completed in the following manner:

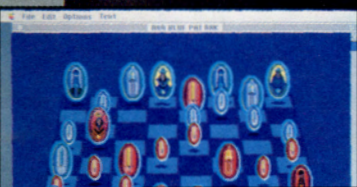
- Computer checks which units are visible to each side.

(Continued on page 46)



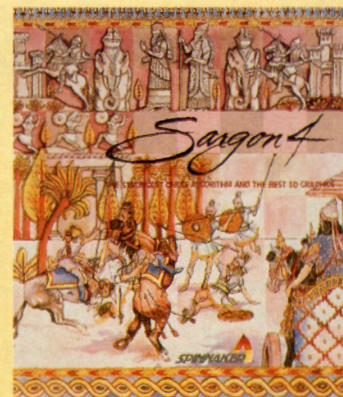
TITLE:	Ancient Battles
SYSTEM:	IBM
# PLAYERS:	1-2
PRICE:	\$39.95
DESIGNER:	R.T. Smith
PUBLISHER:	Case Computer Simulations c/o Scorpion Lake Hopatcong, NJ

I am Sargon and I challenge YOU...



Actual IBM and Macintosh screens

...to world class chess like you've never seen before! With the strongest chess program (as proven in matched head-to-head competition) and the best 3D graphics, SARGON 4 is computer chess at its finest. The novice levels, with hints and special teaching features, are ideal for the beginner, while the higher levels can challenge - and beat - a master. All the standard features are there for either 2D or 3D play, plus extras like the Piece Sculptor for customized sets (Mac), Notepad for game annotations, and Mood files (IBM) that personalize the graphics and menus. Find out why over a quarter of a million chess fans have already made the Sargon choice.



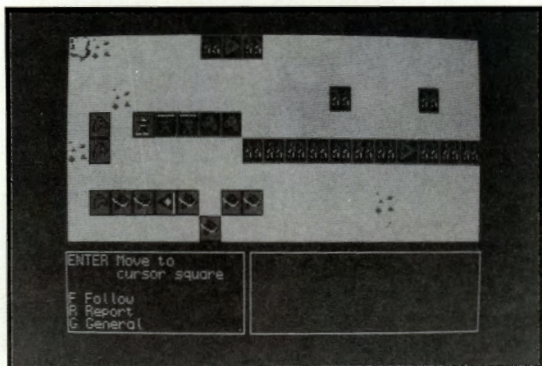
IT'S YOUR MOVE NOW...

Spinnaker is a registered trademark of Spinnaker Software Corp.
One Kendall Square • Cambridge, MA • 02139

Price: \$49.95 (plus \$3.50 shipping & handling)
Available at fine software dealers everywhere
or to order call: **1-800-826-0706**

SPINNAKER

- Players give orders to units.
- Computer carries out the orders of both sides.
- Computer adjudicates missile fire.
- Computer calculates effects of hand-to-hand combat.
- Computer checks morale of all units.
- Players are shown which units rout or must retreat.
- Units are given another chance to complete their orders.



A Point system based upon the number and strength of units remaining on the battlefield is utilized to determine the victor and status reports of a battle's progress may either be called up on the screen or dumped to a printer at the player's discretion.

Tactics, Too! (Tips on Playing Well)

Always use the "Follow" command to preserve the integrity of your infantry lines. This should be ordered, even though it may be difficult over rough, uneven terrain. Further, strive to outflank the lines of your enemy while precluding him from doing the same. Also, do not squander your cavalry on fruitless frontal assaults on massed infantry, these units are much more effective at harassment and flanking maneuvers.

In addition, remember that your generals are valuable assets that are best employed by using their mobility to intercede at key points of the battle, this can make the difference between victory and defeat. Finally, if you really want to excel, go to your public library and check out a good book on ancient tactics. The hammer and anvil maneuver utilized by Philip of Macedon, for instance, really works.

Parade Rest (Conclusions)

Ancient Battles is an enjoyable game that will continue to challenge players long after other games have started to gather dust on the shelf. The subject matter is a refreshing change of pace for experienced wargamers, but remains basic enough for budding enthusiasts to master. Hopefully, CCS will continue this series with a treatment of ancient naval warfare or a solid look at the medieval world. One thing is certain, however, *AB* is capable of keeping players busy until a sequel is released.

CGW

PAPER MAYHEM

"The Informative PBM 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 various PBM games in the forms of reviews and articles.

Also in PAPER MAYHEM, you learn about what the PBM companies are doing by reading our Gameline section. Plus, in our PBM Activity Corner section, you can see what is happening in the current PBM games that are running.

PAPER MAYHEM has been publishing news about the 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
61350-4764

SUBSCRIPTIONS: 1 year \$20.25
2 years \$35.10

Sample Copy \$4.50

Circle Reader Service #46

GAMESMANSHIP

the widest selection of computer game software . . . anywhere!

Phone Orders Welcome
(714) 557-2447

SOUTH COAST PLAZA
3333 BRISTOL STREET
COSTA MESA, CA 92626



BLUE VALLEY

28 Shepard Street,
Walton, NY 13856

THE MAGIC MOUNTAIN . . . a psychocult adventure. Down the stone stairs to the ancient labyrinth, Merlin's touch and multiple realities, Knights Templar and the cutting of the elm, wisdom and sexual power . . . Specify male or female version. \$24.95 each. Both \$39.95. Not for children.

THE MAGIC MIRROR . . . popular self-help program. The creation of yourself and your relationship with others. Emotional anchors, focusing/channeling tools, changing roles and belief systems . . . powerful and sophisticated. E. Kinnie, PhD, Clinical Psychologist, \$29.95.

IBM PC/compatibles, 256K.

Circle Reader Service #47

Read all about it...

A dead woman...

A deserted house...

A missing husband...

It's the hottest story in London and you've just been scooped! Your editor is furious and your rivals at the Morning Star are gloating. Save your paper - and your job - by solving the murder and scooping the Star!

The Scoop is big...over 80 locations in and around London. But it's not too big to play. The obvious-to-use menus let you question suspects, eavesdrop on conversations, search rooms, gather evidence, and do it all rapidly and easily, with no cumbersome typing of words or sentences. You'll meet over 30 animated characters, who move around London on their own, react to what you do and say, even lie and conceal evidence. And remember... one of them has killed once and could kill again to get rid of a troublesome reporter!

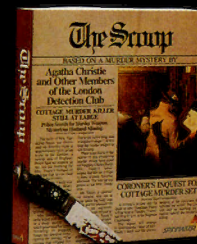
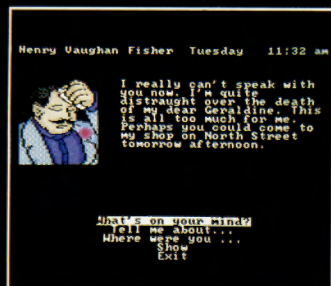
**Get THE SCOOP...
before it gets you!**

Based on the murder mystery
by
Agatha Christie
and other members of the
famed London Detection
Club.

Price: \$39.95

(plus \$3.50 shipping & handling)

Available at fine software dealers everywhere or to
order call: 1-800-826-0706



The Scoop is not authorized or licensed by Agatha Christie, Ltd.
Spinnaker Software, One Kendall Square, Cambridge, MA 02139
All rights reserved. Spinnaker is a registered trademark of
Spinnaker Software Corp.



3W Announces

LIGHT DIVISION

Flashpoint in the Gulf!

The near future and Iran has closed the Strait of Hormuz. President Bush sends in the 29th Light Division to preserve the West's vital oil link.

Your mission is to open the Strait, keep it open, and fend off counter attacks from Iranian, and possibly, Soviet forces.

Based on the 3W board game designed by award-winner, Joe Balkoski.

This computer version, programmed by Eric Hyman is the first in a series of board game conversions which will include *Tomorrow the World*, *Decision at Kasserine*, and *Forward to Richmond*. These games will take full advantage of each system's memory, graphic and sound capabilities.

LOOK FOR 3W'S NEW RELEASE — PARACHUTES AT KANEV

Light Division Computer Game - \$40.00. Available in Better Hobby Stores Everywhere.

Amiga version available in April. IBM, ST and Macintosh versions available in July. Made in the USA.

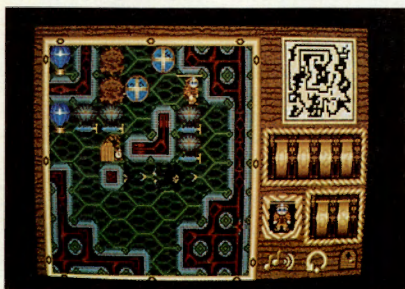
Visa/MasterCard Accepted. 3W 4070 West St., Cambria, CA 93428 • 805/927-1452

Taking A Peek

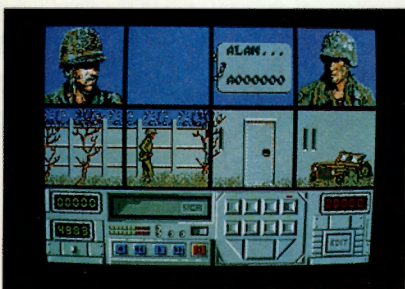
(Continued from page 7)



Chutes And Ladders



Prospector



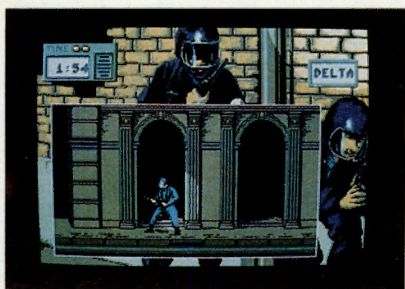
Combat Course



Boot Camp



Tanglewood



Hostage

Game Tek 150 S. Pine Island Rd. Plantation, Florida 33324

CANDY LAND: Milton Bradley's board game comes to the computer. Players play against each other, or the computer, and try to move their Gingerbread playing piece to the Candy Castle at the end of the path to win. For ages 3 to 6. IBM (pictured), Apple II, IIGS and C-64 (\$14.95). Circle Reader Service #12.

CHUTES AND LADDERS: Another Milton Bradley classic for the computer. A good learning aid to the teaching of numbers and counting, the game is designed for ages 4 to 7. IBM (pictured), Apple II, IIGS and C-64 (\$14.95). Circle Reader Service #13.

Konami 815 Mittel Drive Wood Dale, IL 60191

BOOT CAMP: "All right, listen up, you mama's monitors and diaper disks! This is your digitized D.I. speaking, and I'm going to take one or two of you raw-boned recruits through basic marine training. If you can manage to move your lazy joysticks through the assault course, three levels of the firing range, iron man race, chin-ups, and hand to hand combat training, we might let you lily-livered reflexes face a band of real terrorists. C-64 (\$29.95). Circle Reader Service #14.

Logotron Ltd. Dales Brewery,

Gwydir Street, Cambridge, England CB1 2LJ

PROSPECTOR IN THE MAZES OF XOR: The player must traverse 30 mazes and collect all the blue balloons lying around to successfully win this action game in the tradition of Boulder-dash. A construction set is also provided to make the game eminently replayable. Great graphics, backdrops, and smooth scrolling make the game addictive. Amiga (\$39.95). Circle Reader Service #15.

Microdeal 576 S. Telegraph Pontiac, MI 48053

TANGLEWOOD: This graphic adventure requires the player to control five mining mobiles, and search the surface of the planet Tanglewood to find a variety of treasures, crystals and clues to recover your uncle's missing deed. Completely mouse driven, the game runs in real time and features attractive graphics. Amiga (pictured), and Atari ST (\$39.95). Circle Reader Service #16.

Mindscape 3444 Dundee Road Northbrook, IL 60062

COMBAT COURSE: Basic training redux in this joystick driven action game. The player must overcome five levels of difficulty and control grenades, dynamite and dogs, while traversing a variety of trenches. The Amiga and ST versions come with the digitized sound of a DI barking orders and insults. Amiga (pictured) and ST (\$39.95), C-64 (\$29.95) and IBM (\$34.95). Circle Reader Service #17.

HOSTAGE: The player controls a six-person strike team, assigned to rescue embassy hostages from a terrorist band. You can access different points of view, shoot out windows, repel down walls, smash through windows, observe from helicopters, or snipe at the terrorists, just don't accidentally kill the hostages! Three difficulty levels, as well as a training mission, are provided. Joystick required. Amiga (pictured) and ST (\$44.95), IBM (\$39.95), and C-64 (\$29.95). Circle Reader Service #18.

INTERNATIONAL TEAM SPORTS: Players compete against 31 different countries in five team sports; volleyball, water polo, soccer, swimming and track. One or two players can play or coach in this joystick driven action game. As

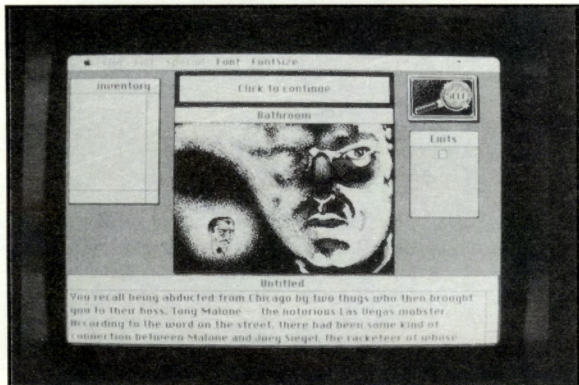
(Continued on page 52)

Deja Vu II

rather have been playing the game instead. When the major puzzles to solve involve the interface, it gets old quick. If only the manual would have offered a little more assistance.

Deja View (Conclusion)

Linear text games with "Guess The Commands" are right



down on the bottom of my list of boring ways to waste time. Lengthy experimentation to figure out how to take a taxi somewhere has never been a useful, fun, part of any game.

Players who don't mind the mental gymnastics necessary to accomplish this might really like *Deja Vu II*.

All Roads Lead To Chicago (Warning: Hints Follow!)

The first order of business is to acquire funds. Fortunately, you *are* in a casino. Unfortunately, the games here are tough and it happens to be the *only* casino in this version of Vegas. Here, the lucky quarter sometimes works. If that fails, though, you can always look for an old friend. As it says in the manual, *don't* get greedy. It also helps to have a fast hand on the mouse in order to shovel chips quickly into your pockets.

The next order of business is to get home. In fact, this is really the only thing you can do. Avoid wandering in the desert. Vegas may be small, but the desert is big. You'll find there isn't much in the train station except trains. Check departure times and run (don't walk) to the train. Don't cross the tracks or you'll get crunched.

Chicago starts off pretty well. You will meet Gabby and then, it's off to the Bar, the Morgue, or your own apartment. There are really no other choices.

Your old bar is not what it used to be. In fact, it's closed. There are a number of ways in and interesting things to find. Maybe there really is a Mercedes somewhere, but I prefer Gabby's taxi and traveling office. At this point, frustration begins to set in. The bar presents a real opportunity. It is going to take a lot to get past this point. I really got hung up here. Maybe the board is the "key?" Hmm . . .

CGW

HELP OUR KIDS KEY



Kids are key to America's future. And so are computers. By the year 2010, virtually every job in our nation will require some computing skills. That means preparing all of our youth today to take on technology tomorrow.

Our students' math and science scores are far below those in other countries. To excel in our high tech times, our kids need to catch on to computers. They're tools that can inspire them to think more independently. More creatively.

The Computer Learning Foundation is a non-profit organization that's taking the lead in computer literacy efforts nationwide. We're bringing together companies, state departments of education, national non-profits and local groups.

Our Computer Learning Month in October is a focus for thousands of community and classroom programs. We've involved millions in discovering the benefits of computing.

First Over Germany

reviewer made it back to base with severely crippled aircraft on more than one occasion.

One very nice touch to the game is the sequence after the pilot is wounded. If the pilot should be wounded, the B-17 will respond sluggishly and the co-pilot must help fly the plane. If the co-pilot is low in aptitude and experience, controlling the plane will be difficult. Wise players will pay close attention to the aptitude and experience level of the co-pilot during initial crew selection.

Review Board (Critical Observations)

There are some disappointing facets to the game. For example, when planes are over a target and heavy flak is bursting around them, the joystick response is extremely sluggish. This is true even if the pilot is completely healthy and has not been wounded. One must also wonder why a map of potential target areas (such as the one on the back of the *50 Mission Crush* manual) was not included. It could certainly have been helpful.

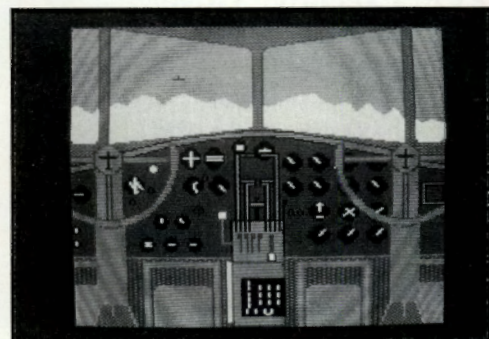
Finally, when players are selecting gunners to shoot at the enemy fighters, there is a major problem. Should the player select a gunner that is wounded or out of ammunition, it is not possible to select another gunner to fire. That enables the enemy to get a free shot at the player's B-17, even though another gunner might have had an equal chance to

down the bogey. This seems unrealistic, since any gunner with any kind of shot at the enemy would be bound to have his gun blazing in such a situation.

Recommendation

Overall, *First Over Germany* is an interesting product. It has adequate graphics and sound, but does not press the limits of any computer's capabilities. It offers the kinds of excitement gamers have come to expect from a simulation, but not the kind of technical flash and visual stimuli one associates with the first person viewpoint. The real value of the program is in taking on the role of a WWII bomber pilot and experiencing his career in a compressed time frame. Perhaps, the empathy engendered toward this leader of men and his responsibility for the welfare of his crew is the most salient facet of the experience. Any player that wants to know the human factor of the air war will be interested in this game and those who enjoyed *50 Mission Crush* and *B-24* will definitely want to play this game.

CGW



7 8 9 0 INTO COMPUTING



Join us. We're here to help you discover the ease and fun of computing.

Contact the Foundation now for more information about our contests, books, free materials, programs and events. We're dedicated to sharing computer learning ideas. Write us today: Computer Learning Foundation, Dept. CGW5, P.O. Box 60007, Palo Alto, CA 94306-0007.

*You Won't Believe
What You'll Achieve!*



Taking A Peek

(Continued from page 49)

coach, you must pick the players to compete on your team, and watch them age with each Festival. New players become available with time, and can inject youth into an aging team. C-64 (\$29.95). Circle Reader Service #19.

Psygnosis c/o Computer Software Service 2150 Executive Drive Addison, IL 60101

BAAL: Baal, the supreme God of Evil (So, who you gonna' call?) has dispatched his army to steal a War Machine. The player takes the part of the leader of the Time Warriors and attempts to stop this evil plot. Players fight past 100 monsters and 400 traps to successfully retrieve the War Machine. The game has typical, high quality Psygnosis graphics, sound and scrolling. Amiga (pictured) and Atari ST (\$29.95). Circle Reader Service #20.

Publishing International 333 W. El Camino Real, Suite 222 Sunnyvale, CA 94087

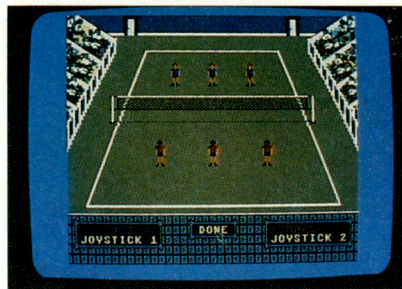
HOMETOWN, U.S.A.: This is a construction set for building model houses. They can be used as models, sets for trains, decorations, doll houses, etc. The package comes with 15 different building styles. The designs can be loaded into a paint program, and then completed with windows, doors and signs that come on the disk. IBM (pictured), Mac, Apple II, IIGS and C-64 (\$39.95). Circle Reader Service # 21.

Scandinavian Systems 51 Monroe Street, Suite 1101 Rockville, MD 20850

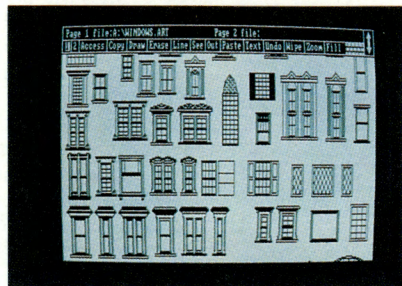
CHESS: Unlike most chess programs, this one plays more of a "jailhouse" or "coffeehouse" style of attack game. Rated with an International Chess Federation score of 1800, the program can be handicapped and offers the usual features of chess programs. But it doesn't play along classic lines. Be ready for a variety of novel attacks on your king! IBM (\$34.95). Circle Reader Service #22.

Software Toolworks 19808 Nordhoff Place Chatsworth, CA 91311

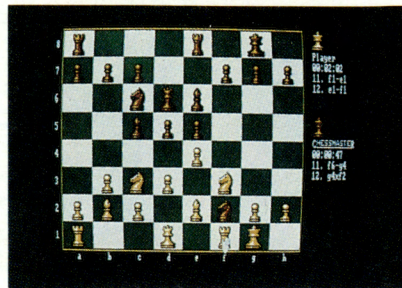
**THE FIDELITY CHESSMASTER
2100:** An advancement in the Fidelity



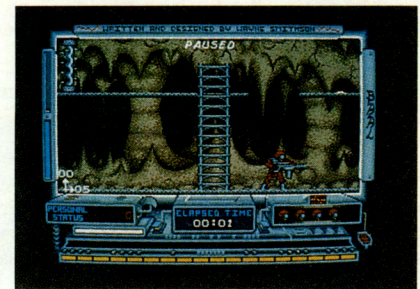
International Team Sports



Hometown, U.S.A.



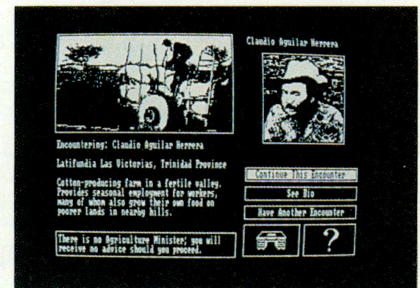
Chessmaster 2100



Baal



Chess



Hidden Agenda

series, this program offers 2-D and 3-D graphics, over 150,000 opening moves, unlimited levels of play, classic games and in-depth analysis. Rated at 2325, this is a big package! IBM (pictured), Apple II series, IIGS and IIC+ (\$49.95), and C-64 (\$39.95). Circle Reader Service #23.

Springboard Software 7808 Creekridge Circle Minneapolis, Minnesota 55435

HIDDEN AGENDA: The player assumes the role of a Central American revolutionary leader who has just come to power. You must appoint a cabinet, bargain, negotiate, compromise, deal with diplomats and journalists, show badges (Badges? We don't haff to show no stinking badges!) all the while improving the economy, and guiding your country to prosperity, or ruin. An in-

credibly detailed simulation, this looks like a real winner. IBM (\$59.95). Circle Reader service #24.

Conversions Received

For the Apple
Pool of Radiance (SSI)

For the Apple IIGS
Jigsaw (Britannica Software)

For the Atari ST
Tetris (Spectrum Holobyte)

For the C-64
Guerilla War (Data East)
Battles of Napoleon (SSI)

For the IBM
Barbarian (Melbourne House)
Jigsaw (Britannica Software)
Road Runner (Mindscape)

The Atlanta Journal

THE ATLANTA CONSTITUTION

Entertaining and Educational Games Now Cover a Wide Variety of Interests

I gather that there are still computer users out there who don't use their machines for entertainment, and for them there is no hope. For the rest of us, games are the ideal Christmas gift.

To that end, I've compiled a short list of the very best in every genre but arcade games. There is something here for everyone who likes to think, to one degree or another.

So here, with every best wish for the season, is my list of all-time greats:

- Flight simulators, dove division: Flight Simulator (Microsoft or Sublogic, all computers).

- Flight simulators, hawk division: Falcon (Sphere, Mac/IBM), F-19 Stealth Fighter (Microprose, IBM), Gunship (Microprose, IBM).

- Quiet diversions: Chessmaster 2000 (Software Toolworks/Electronic Arts, all), Shanghai (Activision, all), Grandslam Bridge (Electronic Arts, IBM), Tetris (Sphere, all).

- Fantasy role-playing: Wizardry series (Sir-Tech, all), Ultima III et seq. (Origin, all).

- Science fiction role-playing: Starflight (Electronic Arts, IBM).

- Science fiction strategy: Reach for the Stars (SSG, all).

- Historical role-playing: Seven Cities of Gold (Electronic Arts, all), Pirates (Microprose, IBM/Apple), Nobunaga's Ambition, Romance of the Three Kingdoms (Koei, IBM).

- Football: NFL Challenge (Xor, IBM/Mac).

- Baseball: Earl Weaver Baseball (Electronic Arts, IBM/Amiga).

- Golf: Jack Nicklaus golf (Accolade, IBM).

- Road Racing: Ferrari Grand Prix (Bullseye, Mac), Ferrari Formula One (Electronic Arts, Amiga).

- War game, grand strategic: War in Russia (SSI, Apple).

- War game, tactical: Kampfgruppe and its spinoffs (SSI, Apple/IBM/Amiga).

- War game, small unit/tactical: Panzer Strike, Typhoon of Steel (SSI, Apple), Under Fire (Avalon Hill, Apple).

- Naval game, historical: Ancient Art of War at Sea (Broderbund, IBM/Mac).

- Naval game, surface: Strike Fleet (Lucasfilm, Apple).

- Naval game, submerged: Silent Service (Microprose, Apple/IBM).

- Business management for non-businessmen: Managing for Success (Blue Chip, all).

- Business management for businessmen: Business Simulator (Reality Technologies, IBM/Mac).

- Business role-playing: What They Don't Teach You at Harvard Business School (Reality Technologies, IBM/Mac).

- Stock Market (for fun): Wizard of Wall Street (Synapse/Broderbund, IBM).

- Text adventure: The Zork series (Infocom, all).

The best games, for me, are those that educate as they entertain. The historical role-playing games are excellent examples of this, as are two which for the life

THE PERSONAL COMPUTER

By Jack Warner

of me I cannot classify. They may, however, be the best adult computer games ever devised:

Space Max (Final Frontier, IBM) is a game in which the player manages every aspect of a private-sector project to construct an orbital space station; bring it in on time and within budget or you lose. It's written by a former NASA expert; it's used by the Harvard Business School.

Balance of Power (Mindscape, Apple/IBM/Mac) is a towering achievement. You are the president of the United States; your task is to avoid Armageddon for eight years while maintaining the nation's place in the scheme of things. It's extremely sophisticated.

S P A C E
M * A * X

SPACE STATION CONSTRUCTION SIMULATOR

"CP Rating: 9.15 (9 = Excellent)... **SPACE M * A * X** is awesome." **COMPUTER PLAY**

"★★★★ (Highest Rating)... This is one of those programs that is so rich in layers of 'gaming' that it is impossible to truly do it justice."

COMPUTER ENTERTAINER

"★★★★ (Highest Rating)... Challenging? Are you kidding? We ran out of money before our station was fully completed every time. We recommend this program..."

FAMILY COMPUTING

THE SIMULATION IS COMPUTER GENERATED...
THE CHALLENGE IS REAL!

2FS FINAL FRONTIER SOFTWARE®

18307 Burbank Blvd., Suite 108
Tarzana, CA 91356, USA (818-996-0431)

How To Order: Visit your retailer or call 800-245-4525 for VISA or MasterCard orders. To purchase by mail, send check or money order to Electronic Arts Direct Sales, P.O. Box 7530, San Mateo, CA 94403. IBM version \$59.95, plus \$5.00 shipping/handling. CA residents add 6.5% sales tax. Allow 1-3 weeks for U.S. delivery. Not copy protected. Amiga version coming soon.

Distributed by


ELECTRONIC ARTS®

another
interstel®
product

#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; Josticks 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 Fighter; Beyond Zork; Spy Adventure Series; Warship Strategy; Battles in Normandy; Firepower; and more!

#43 - WARGAMING THEN & NOW - Shiloh; Grant's Trial; Border Zone; Mech Brigade Tactics; UMS Preview; High Seas; Darkhorn; Empire; Inside Trader; Legacy of the Ancients; Goodbye "G" Ratings Pt.3; Blackjack Academy; Into The Eagle's Nest; Airborne Ranger; and more!

#44 - FLIGHT ISSUE - Survey of Helicopter Simulations; Alternate Reality-The Dungeon; Apollo 18; Falcon; Arkonoid; Guild of Thieves; 2400 A.D.; Test Drive; Faery Tale Adventure; Jewels of Darkness; Chuck Yeager Flight Trainer Tidbits; 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; Skyfox II; Breach; SSI Company Report; Terrorpods; and more!

BACK ISSUES ARE AVAILABLE

Send \$3.50 per issue

Mail order to CGW Back Issues, P.O. Box 4566, Anaheim, CA 92803

When ordering please indicate alternate selections

#46 - SPORTS SURVEY - Spring Sports Survey; Dungeon Master; World Games; Police Quest; Fog of War Roundtable Part 1; Ferrari Formula One Preview; Sherlock; Skate or Die!; Strike Fleet; Demon Stalkers and Cauntlet; Sons of Liberty; Deathlord; Knight Orc; and more!

#47 - MIST, MAGIC & MYSTERY - Ultima V; Wasteland; CRP Editorial by Scorpio; Trust & Betrayal; Panzer Strike; The Future of CRP Games (by Dave Arneson); Game Design Insights from The Journal of Computer Game Design; 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's Ransom; Gaming on CompuServe and GENie; Video Gaming World (New Department); Mech Brigade Scenario; and more!

#49 - GAME DESIGN - Tom Clancy on Red Storm Rising; Lord British Talks About The Ultima Series; Advanced Dungeons & Dragons; Jinxter Tips by Scorpio; Space Quest II; Infocom's Computer Gaming Books; Rampage; Decisive Battles of the Civil War; Dark Castle Hints; Romance of the Three Kingdoms; Fire Brigade and more!

#50 - 50th ISSUE CELEBRATION - History of CGW; Questron II; Jet and F/A-18 Interceptor; History of Computer Game Design; Obliterator; Stellar Crusade; Strike Fleet Tactics; Three Stooges; Seven Spirits of Ra; Tobruk Clash of Armour; Scorpion's Mail; 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; Carrier Command; Star Trek: Rebel Universe; Rocket Ranger; CGW Game of the Year Awards; and more!

#53. CHRISTMAS BUYING GUIDE. Christmas Buying Guide; Paladin; Wizard Wars; First Expedition; Red Storm Rising Tactics; Bat-telehawks 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; Typhoon of Steel; Sentinel Worlds I: Future Magic; Decisive Battles II; Dragon-lance; Empire Designer Tips; and more!

#55 DANGEROUS FUTURES. Zork Zero; Alien Mind; Ocean Ranger; Battletech; Reach for the Stars (Third Edition); Leisure Suit Larry II; Visions of Aftermath; Times of Lore; Genghis Khan; F-19 Stealth Fighter; Top Ad Contest; and more!

#56 GAME DESIGN. Winter CES Report; The Colony; Game Designers' Conference; Corruption; Battletech; TV Sports Football; Modern Wars; Wizardry V; Police Quest 2; F-19 Designer Notes; Mars Saga; Adventure Game Construction Kit Survey; Scorpion's Mail; and more!

#57 CROSSBOWS, CLAIRASSIERS AND CRUISERS. Decisive Battles of the Civil War, 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 COMPUTER CAVALCADE OF SPORTS. Desert Rats; Jetfighter; F-14 Tomcat; Annals of Rome; Scorpion's Mail; Techno-Cop; The Magic Candle; Computer Cavalcade of Sports Survey; Captain Blood; Wayne Gretzky Hockey; Gold Rush; Scavenger Hunt Results; and more!

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 Star-bases, 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 three turns
- \$6.00 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



"The most impressive PBM offering during [GenCon/Origins '88]." FLAGSHIP MAGAZINE

Cyborg Games, Inc.
P.O. Box 71019
Milwaukee, WI 53211
(414) 332-1966

On the R.I.D. card provided opposite page 4, please rate the following games (if you have played them) and articles (if you have read them) by using a letter grade scale (i.e. A to F). Just rate the games as if you were an educator. As with the world of education, the scale will translate to:

- A= Excellent
- B= Above Average
- C= Average
- D= Below Average
- F= Failure

If you wish, you may assign pluses (+) or minuses (-) to your letter grade (i.e. B+, B-, C+, C-, etc.). As always, rate only those games that you have played.

Over the next three issues we will rerate all of the games on our current R.I.D. list and a number of other titles as well. Remember that thousands of gamers will be making buying decisions based on the results of these ratings, so help your fellow gamer out and let him know what is a worthy purchase and what is not.

Demographics

(List the appropriate number)

1. What is your age ?

- 1 = Under 14 years old
- 2 = 14-17 years old
- 3 = 18-20 years old
- 4 = 21-30 years old
- 5 = 31-35 years old
- 6 = 36-40 years old
- 7 = 41-50 years old
- 8 = 51+ years old

2. What machine(s) do you play games on?

(List all numbers that apply. List the machine you use most often first, the others in descending order of use).

- 1 = IBM, clones, Tandy
- 2 = Amiga
- 3 = Apple 8 bit
- 4 = Apple IIgs
- 5 = Atari ST
- 6 = Atari 8 bit
- 7 = C-64/128
- 8 = Macintosh
- 9 = Other (specify)

3. How much time do you typically spend playing computer games each week?

- 1 = Less than 2 hours
- 2 = 2-5 hours
- 3 = 6-10 hours
- 4 = 11-20 hours
- 5 = 21-30 hours
- 6 = 31+ hours

Games

RID #59 Questions

- 4. Dungeon Master (FTL)
- 5. F-19 Stealth Fighter (Microprose)
- 6. Wasteland (EA)
- 7. Red Storm Rising (Microprose)
- 8. Ultima V (Origin)
- 9. Battlehawks 1942 (Lucasfilm)
- 10. Project: Stealth Fighter (Microprose)
- 11. King's Quest IV (Sierra)
- 12. Magic II (New World)

- 13. Genghis Khan (Koei)
- 14. Sim City (Maxis)
- 15. Bard's Tale III (EA)
- 16. Battlechess (Interplay)
- 17. Combat Course (Mindscape)
- 18. Abrams Battle Tank (EA)
- 19. Gold Rush (Sierra)
- 20. Hostage Rescue Mission (Mindscape)
- 21. Journey (Infocom)
- 22. Wayne Gretzky Hockey (Bethesda)
- 23. Shogun (Infocom)
- 24. 688 Attack Sub (EA)
- 25. Jetfighter (Velocity)
- 26. Hidden Agenda (Springboard)
- 27. Tanglewood (Microdeal)
- 28. Tetris (Spectrum Holobyte)
- 29. Balance of Power: 1990 (Mindscape)
- 30. U.M.S. (Rainbird)
- 31. War In Middle Earth (Melbourne House)
- 32. Kings of the Beach (EA)
- 33. Mind Roll (Epyx)
- 34. The Honeymooners (First Row)
- 35. Space Racer (Broderbund)
- 36. First Over Germany (SSI)
- 37. Suzuki's RM250 Motocross (Gamestar)
- 38. Batman (Data East)

- 39. Hillsfar (SSI)
- 40. Bad Dudes (Data East)

Articles

- 41. Letters
- 42. Ancient Battles Review
- 43. First Over Germany Review
- 44. Scavengers Review
- 45. Inside The Industry
- 46. Prophecy 1 Review
- 47. Guardians of Infinity Hints
- 48. Deja Vu II Review
- 49. Sword of Sodan Review
- 50. 688 Attack Sub Review
- 51. Under The Ice Review
- 52. War In Middle Earth Review
- 53. Taking A Peek
- 54. Sim City Review

Questions

- 55. Which Title Do You Like For The War In Middle Earth Article?
A. Mordor, They Rode
B. Dial "M" For Mordor
C. From Mordor, With Love



Be it known to all gentle persons that the above named games have been well spoken of by our readers over a goodly period of time. Therefore they have been enshrined in the CGW Hall of Fame as games of renown and worthy of play by all

Game Ratings Chart

Conspicuously absent from "The Top 100" are the three new inductees into the CGW Hall of Fame. This month, we celebrate the secular apotheosis of Interstel's "Empire," the popular strategy game which won CGW's 1988 Game of the Year Award. The strategy game finished with a 9.97 rating under CGW's new system (7.84 in the old). Also, Microprose's "Pirates" (CGW's 1988 Action Game of the Year) anchors in the safe shoals of software stardom as it enters the Hall of Fame with a 9.71 rating in the new poll (7.57 under the previous guidelines) and "Earl Weaver Baseball" from Electronic Arts enters the Cooperstown of Computer Games with an 8.82 rating (7.31 on the old list and CGW's 1987 Game of the Year).

"Dungeon Master" continues to rank as the highest rated Role Playing Adventure and "F-19 Stealth Fighter" as the number one rated Simulation. "King's Quest IV" became the number one Adventure game. Historical figures loomed large in this rating period as "Genghis Khan" ended up as top Strategy Game and "Battles of Napoleon" ranked number one

among pure Wargames. The top-rated Action game was "Battlehawks 1942".

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 your alter ego through a storyline or series of events.

Role-Playing Adventures (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.

The Top 100

Name	Mfg	Machine	Cat.	Avg.# Resp.	Rating	Name	Mfg	Machine	Cat.	Avg.# Resp.	Rating
Dungeon Master	FTL	ST,GS,Am	RP	98	10.69	Jordan vs. Bird	EA	C,I	AC	47	7.96
F-19 Stealth Fighter	MicPr	I	SI	75	9.95	Wizardry V	Sir-Tech	Ap,I	RP	43	7.88
Ultima V	Origin	Ap	RP	135	9.73	Eternal Dagger	SSI	Many	RP	72	7.85
Red Storm Rising	MicPr	C	SI	53	9.57	Zork Zero	Infocom	M	AD	19	7.84
Battlechess	Interplay	Am,I	ST	22	9.55	Rommel	SSG	Ap,C	WG	20	7.80
Project Stealth Fighter	MicPr	C	SI	58	9.55	Halls of Montezuma	SSG	Ap,C,I	WG	44	7.75
Wasteland	EA	Ap,C,I	RP	127	9.50	Anc.Art War Sea	Brdbnd	I	ST,WG	108	7.74
Battlehawks 1942	Lucsflm	I	AC,SI	61	9.40	Phantasie III	SSI	Many	RP	105	7.74
King's Quest IV	Sierra	I,GS	AD	75	9.31	Phantasie	SSI	Many	RP	147	7.69
Might & Magic II	NwWrld	Ap	RP	51	9.31	Star Saga I	MstrPly	Many	AD	41	7.66
Bard's Tale III	EA	Ap,C	RP	124	9.26	Bard's Tale II	EA	Many	RP	166	7.64
Genghis Khan	Koei	I	ST,RP	41	9.22	Grand Prix	Accolade	I	AC	46	7.63
Battles of Napoleon	SSI	Ap,C	WG	33	9.18	Sorcerer	Infocom	Many	AD	71	7.62
Airborne Ranger	MicPr	C,I	AC	94	9.17	Spellbreaker	Infocom	Many	AD	93	7.62
Pool of Radiance	SSI	C,I	RP	97	9.03	Wizard's Crown	SSI	Ap,C,I	RP	133	7.62
NFL Challenge	XOR	I,M	ST	86	8.87	Dec. Battles III	SSG	Ap,C	WG	23	7.57
Rocket Ranger	Cnmwre	Am,C	AC,AD	90	8.86	Hitchhiker's Gde.	Infocom	Many	AD	198	7.57
Neuromancer	Interplay	Ap,C	AD	31	8.84	Demon Stalkers	EA	C	AC,AD	57	7.54
Battletech	Infocom	I	RP	48	8.77	Shadowgate	Mndscpe	Am,I,M	AD	66	7.53
Fire Brigade	Panther	Am,I,M	WG	22	8.77	Quarterstaff	Infocom	M	RP	23	7.52
Typhoon of Steel	SSI	Ap,C	WG	56	8.77	Wishbringer	Infocom	Many	AD	81	7.52
Falcon	SpHolo	Many	SI	61	8.73	Legacy Ancients	EA	Ap,C	RP	134	7.50
Sword of Sodan	Discvry	Am,GS	AC	28	8.68	Planetfall	Infocom	Many	AD	139	7.49
Police Quest II	Sierra	I,GS	AD	43	8.65	Battlecruiser	SSI	Ap,At,C	WG	42	7.48
Jack Nicklaus' Golf	Accolade	C,I	AC,ST	28	8.64	Reach for Stars	SSG	Many	ST	38	7.45
Nobunaga's Ambition	Koei	I	ST,RP	51	8.53	Autoduel	Origin	Ap	RP	175	7.44
Carrier Command	Rainbird	ST,Am,I	AC,WG	49	8.51	Bard's Tale	EA	Many	RP	81	7.43
Panzer Strike	SSI	Ap,C	WG	68	8.51	Heroes of Lance	SSI	C,I,ST	AC,AD	77	7.43
Silent Service	MicPr	Many	SI	257	8.50	King's Quest II	Sierra	Many	AD	115	7.43
TV Sports Football	Cnmwre	Am	AC,ST	51	8.49	Defender of Crown	Cnmwre	Many	AC,ST	253	7.39
Arkanoid	Dsc/Taito	Many	AC	69	8.38	Steel Thunder	Accolade	C	AC,SI	41	7.39
Wings of Fury	Brdbnd	Ap	AC	52	8.38	Lode Runner	Brdbnd	Many	AC	124	7.36
Strike Fleet	EA	Ap,C,I	WG	79	8.37	Guardians of Infinity	Paragon	I	AD	9	7.33
Leisure Suit Larry II	Sierra	I,GS	AD	52	8.31	Micro League BB	MicLg	Many	ST	137	7.32
Modern Wars	EA	C,I	ST	24	8.29	Zak McKracken	Lucsflm	I	AD	48	7.31
Manhunter	Sierra	I,GS	AD	72	8.25	Times of Lore	Origin	Ap	RP	63	7.29
Police Quest	Sierra	I,GS	AD	98	8.23	Crusade in Europe	MicPr	Ap,At,C	WG	81	7.25
Starglider II	Rainbird	Am,ST	AC	65	8.22	No. Atlantic '86	SSI	Ap,M	WG	40	7.25
Three Stooges	Cnmwre	Am,C	AC	68	8.21	Paladin	Omnitr	Am,ST	ST,RP	71	7.25
Battlegroup	SSI	Ap,C	WG	36	8.19	Space M+A+X	Final Fr.	I	ST	28	7.25
Stealth Mission	Sublogic	C	SI	36	8.19	Star Fleet I	Interstel	Many	ST	177	7.25
Shiloh	SSI	Ap,C,I	WG	54	8.09	War in So. Pacific	SSI	Ap,C	WG	53	7.25
Zork Series	Infocom	Many	AD	218	8.09	PT-109	SpHolo	M	SI	36	7.22
Faery Tale Adv.	Micrill	Many	RP	8.07	Seven Cities of Gold	EA	Many	AD,ST	186	7.22	
Russia	SSG	Ap,C	WG	8.05	Balance of Power	Mndscpe	Many	ST	99	7.21	
Sentinel Worlds	EA	I	RP	71	8.04	Legend of Blacksilver	Epyx	C	RP	28	7.21
WC Leader Board	Access	C,Am	AC,ST	97	8.00	F-14 Tomcat	Actvsn	C	SI	20	7.20
Leather Goddesses	Infocom	Many	AD	136	7.99	Anc. Art of War	Brdbnd	I,M	ST,WG	112	7.19
Breach	Omnitr	ST,Am,M	ST,RP	114	7.98	Hardball	Accolade	Many	AC	163	7.18
Enchanter	Infocom	Many	AD	115	7.97	Battle of Antietam	SSI	Many	WG	84	7.17

Advanced
Dungeons & Dragons®
COMPUTER PRODUCT

No PAIN, No GAIN.

The Forgotten Realms is no place for wimps.

To survive our AD&D® computer role-playing games, you need characters that are smart, strong, fast and experienced. These kind of heroes don't just grow on trees.

You get them by having your characters go through some serious training.

Send them to *HILLSFAR*, a magical city in the FORGOTTEN REALMS™ game world.

Transfer any character from *POOL OF RADIANCE* into *HILLSFAR* (or create one from scratch),

and play a game that's one vigorous workout.

Each time you play *HILLSFAR*, your character will stumble upon a quest. To fulfill this mission, your hero must engage in different exercises, but nothing quite as simple as weight-lifting.

For honing combat skills,

there's fighting in the arena against ill-tempered orcs or raging minotaurs like the one you see above (which incidentally is an actual IBM® screen display). Other activities include maze-running, lock-picking, archery, and horse-back-riding.



Every game inside *HILLSFAR* is a different experience: The quest and options available will change each time to suit your character's specialty (thief, mage, cleric or fighter).

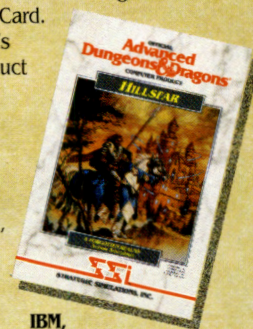
When you're done with

HILLSFAR, your character will emerge with

more potent skills and a wealth of experience that will serve you in good stead in our AD&D computer role-playing games.

HILLSFAR. The training grounds for all FORGOTTEN REALMS heroes.

To Order: Visit your retailer or call 1-800-245-4525 to charge on VISA or MasterCard. To receive SSI's complete product catalog, send \$1.00 to: SSI, 1046 North Rengstorff Avenue, Mountain View, CA 94043.



IBM,
C-64/128.



ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and the TSR logo are trademarks owned by and used under license from TSR, Inc. ©1989 TSR, Inc. ©1989 Strategic Simulations, Inc. All rights reserved.



STRATEGIC SIMULATIONS, INC.

Arcade adventure at its finest...

Fast-paced, exciting combat demands the use of all your wits and endurance to best a world teeming with assassins, wizards and monsters. Experience captivating graphics of an unprecedented calibre. Relentless opponents will hone your combat skills to a razor's edge. A simple yet powerful menu and icon interface provides effortless interaction with the world and its people, while the incredibly smooth



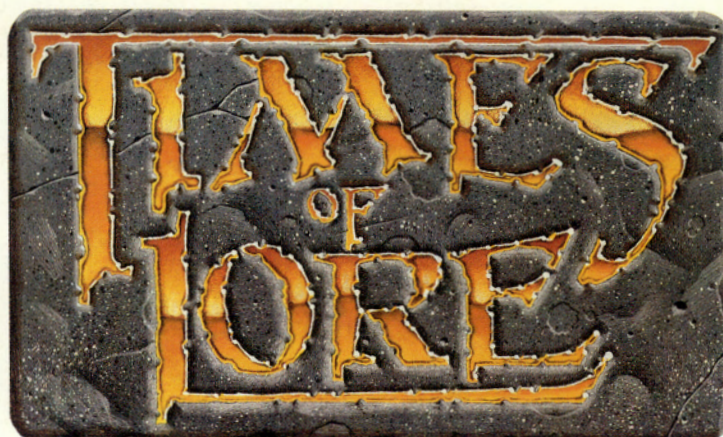
To get your copy of Times of Lore, either

- 1) visit your local retailer,
- 2) call 1-800-999-4939 8am to 5pm EST to order by VISA/MC, or
- 3) mail check (U.S. \$) or VISA/MC#, cardholder name and expiration date to Origin. All versions \$39.95 plus \$2.50 shipping and handling. Allow 1-2 weeks for delivery.

Try it! A demo disk of Times of Lore is now available for the Commodore 64/128K. Send \$2.50 to Origin for yours and credit it towards a direct order purchase.

Available for the IBM-PC/Tandy/compatibles, Apple II Series, Commodore 64/128, Amiga and Atari ST.

Times of Lore is a trademark of Origin Systems, Inc.



Fantasy role- playing at its best!

Astonishing realism is yours through scores of unique characters and sophisticated conversations. Immerse yourself in the sights and sounds

of an ancient world embroiled in turmoil—the disappearance of the king and his young son—the struggle for control of the realm. The stakes are high; your role as the hero-for-hire requires all the courage and savvy you can muster. Your quest for truth will teach you much of the distinction between appearances and reality. Magic and intrigue combined with finely crafted game-play bring you the best of fantasy in...



Screens shown are for the Commodore.

...Times of Lore

- Stunning graphics and animation
- Fast-paced combat action
- Dynamic conversations
- Compelling plot



136-B Harvey Road,
Londonderry, NH 03053