

## Special Consumer Electronics Show Report

The winter Consumer Electronics Show (CES) traditional ritual in Las Vegas was an awesome affair, especially the first couple of days. Registration lines were long, tempers on the short side, taxis hard to locate, and the Nile River boat ride at the Luxor was one of the biggest rip-offs the plastic city has ever perpetuated. Although there was naught in the way of truly significant technical advancements, many new software entertainments hold promise for gamers. In fact, some of the titles look absolutely fantastic. Unfortunately, several others hold the promise of nothing more'n plot rip-offs of titles already on the market. If you wanna learn about all of the CES parties, better read another publication—there's so much to report to you that we didn't have time to attend any of the parties, nor do we feel you pay your money to read about someone else's nights of schmoozing. We'll cop to one entertainment that was absolutely a "must see" if you get to Vegas: the **Treasure Island** hotel presented *Mystérie*, a fantastic environment wherein all manner of dance, acrobatics, trapeze and trampoline were arranged within original sound envelopes created by a super, New Age band to entertain and delight everyone in the audience. Definitely worth the \$\$\$ to see!

Back to C.E.S. We've never seen so many soccer games under a couple of roofs. There was soccer this and soccer that, but only **U.S. Gold** has the "official" license for the World Cup. They also had the official World Cup pins **AND** they'd also wrapped up the license for the Winter Olympic Games. Now let's hope they can produce software that excites as much as the real events should! (A word to the wise—check out a soccer game enroute from **I•Motion**—we happened to glance at a beta demo at play in their booth and were blown away by the super smooth animation and realistic on-screen game play!)

**Sierra** and **Dynamix**, in our humble opinions, will release some of the best titles we demo'd at CES. Of particular note should be *Outpost* from Sierra and *Battledrome* and *Front Page Sports: Baseball* from Dynamix. The latter completely blows away all other baseball sims—yep, it's that good.

**Interplay** is another company from which some super titles are enroute, like the FRPG *Stonekeep*, the science-fiction *Star Reach*, and the next *Star Trek: Judgment Rites*. As usual, **Maxis'** *SimCity 2000* continues to hold sway as one of the most popular titles ever produced. The company's new affiliated labels will punch for attention, especially a new "multimedia" astronomy program entitled *Red Shift* from English developer **Maris**. It's certainly the best star involvement media we've witnessed.

**Ebook** unveiled their latest interactive book, *Aladdin and the Wonderful Lamp*, which possesses fine screen artwork and three-dimensional animations—plus, you can "play" the stories in your CD-ROM or view them on-screen.

For 3D0 owners, **MicroProse'** *C.P.U. Bach* is a real treat, a title which could—all by itself—re-energize this platform beyond one *just* for games! This trend-setting music program generates J.S. Bach-like music and is truly an art form. Sid Meier is the author and his talent in bringing revolutionary product to silicon is quite evident here. Let's just hope 3D0 manages to increase its market penetration so thousands can enjoy this delightful and creative program.

Other good looking stuff on display included the *Jaguar* from **Atari**. Basically, you've got a 64-bit video game platform with a price point that is bearable—under \$200.00.



The titles on the *Jaguar* weren't all that revolutionary, but when you consider what WAS on the *Jaguar* was as good as anything currently seen on the 3D0 machine, then the \$\$\$ the consumer must spend to own one of

these platforms become a huge issue—like around \$500 less! What Atari DOES need to do is to invest in some additional, original game development if they wish their platform to remain competitive with cool titles. Reworks of *Tempest* and *Joust* simply aren't gonna impact the consumer.

**Advanced Gravis'** was demo'ing the new **Forte VFX1** Head Mounted System for PC Virtual Reality (VR). The headset packs 2 color LCDs with 428 x 244 high resolution imaging. Your head's every move is tracked with accurate input and responsive feedback into your game. An Advanced Gravis UltraSound system creates 3D holographic sound. When you're not engaged in VR, simply flick up the visor and use your computer as you normally do—the interface for the VFX1 connects directly to existing VGA cards! **Thrustmaster** was doing a land office business showing off their new joysticks and steering wheel I/O devices.

One of the most original, and coolest, CDs viewed was **MacPlay's** new Peter Gabriel title, *Xplora 1*. We know this title is definitely bound for hit-dom as it sports superior multimedia presentations, tightly edited, with four of Peter's hit songs bound up in QuickTime movies (including *Kiss That Frog*, our favorite!). With video work completed by one of the best multimedia techies we know, Mike Morgan, *Xplora 1* defies categorization. Other than Peter's own hype for *Amnesty International*, the disc is a cool buy. Some feel political issues *should* be examined by stars, others believe it detracts from the pure creativity of the work. Whatever—if you don't want to listen to the material, don't. Just enjoy the rest of the production.

Enough of our editorial comments. This issue's **Under the Cellophane** department is basically dedicated to revealing some of the better titles that debuted at CES as well as Macworld. In fact, there are so *many* new products to debut, we have to cut the material in half. The conclusion of our CES coverage will appear in Issue #6. We hope you enjoy the section.

### Off to e•World

There is an important item to add for our readers—*Inside Games Update* will appear within the **Inside Games** Forum online with Apple Computer's new online service, **e•World**. Announced at Macworld by Apple Online Services' Peter Friedman, the online service is expected to roll-out commercially on April 1st of this year. With 9600-baud service worldwide, **e•World** definitely offers an exciting alternative to those services already available to consumers. The service offers a "place" metaphor which enables users to easily locate and enter areas of interest without the need for learning complex mnemonics or various page addresses. **e•World** is about the coolest service around!

We'll be there to present more news, more reviews, more hints and tips, and more game demos than you can believe possible! Within the **Inside Games** Forum, we'll be joined by our sister publications, *Inside Mac Games* and *Inside Games* magazines. With multiplatform coverage, cool game demos and software specials, hints and tips for tons of games, and special guests, **e•World** should be the place you head for when you need to learn more about electronic entertainments. More info to follow in subsequent issues of *IGU*. . .

Thanks for joining us. **By the way, we have a new subscription price—\$39.95 per year.** This will bring you *at least* 24 biweekly issues of *Inside Games Update*. Subscribe today! If you have any comments about the publication, please write to us at the address on the back page, or leave us online mail. We'll continue do our very best to follow-up right away and ensure you remain delighted with the content of this newsletter—*P.J. & Mudgeon*

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—Mudgeon's Distillations—

*After a surrealistic detour into the worlds of plastic reality at Las Vegas, Mudgeon—with migraine headache and an unfocused stare—rejoins the digital highway somewhere to the west of Nevada, praying for Visine™.*

#### **Watch for it in February**

If I hear much more about photorealistic titles, I think I'm gonna become quite ill. If something is photorealistic, doesn't that then become a photograph? I mean, a realistic photo is just that—a photo! Talk about redundant. . .

A new title called *Wrath of the Gods* is expected to be released by **Luminari** (415/821-0536) this February for Mac'sers. About a month later, a version will debut for Window-watchers.

What is it? 'Tis an action adventure game wherein, should you become deceased, you continue play in Hades or Olympus, wherever you might end up. The plot revolves around your escape from an Oracle's foretelling. To top things off, you're a prince! You'll encounter all manner of Greek mythology. The game employs stop-frame animation for much of its action. It looks like it could be a winner!

#### **Not so much gas**

Hear tell that one company usually full of hot air, and one company that can occasionally produce a great deal of hot air, have decided to join forces to produce content for cable television. Not that you'd think of these folk as being in the same ballpark, either. But you get a true thermal reading when you combine **Pacific Gas & Electric, Microsoft, and Tele-Communications, Inc.** They've decided to sign a good, ol' MOU (that's Memorandum of Understanding) to produce test a variety of information services for distribution via cable TV. Well, as long as my utility bill doesn't increase . . .

#### **Predictions predict . . .**

If predictions were the basis of most company profit, why, there'd never be a loss in that company's history. Fortunately for most consumers, predictions are taken with a grain of salt—some manage little relation to reality,

while others are certainly more on target with the way things really culminate.

With this in mind, **Nintendo** broadcast at CES a growth of 15 percent for their next fiscal year that commences April 1st. This means they want to be able to report total retail sales of more than \$4.9 billion for fiscal 1995. This equates to about 7 million hardware units sold and 45 million software SKUs. However, we're certain **SEGA, Atari,** and **3D0** will have something to say about the depth of Nintendo's market penetration.

Nintendo also debuted its new Super FX chip which is incorporated into their **Stunt Race FX** for the SNES. According to Nintendo, this chip doubles the speed of their original chip which results in more fluid screen animations.

#### **New General Manager at EA\*Kids**

**EA\*Kids** has just hired *Greg Bestick* to serve as General Manager. He was formerly Group Vice President at **Jostens**

**Learning**, the largest educational software company in the United States as well as the founder of **MediaShare**, a multimedia software company.

The company has also announced support for the Macintosh and 3D0 platforms (the latter shouldn't be a surprise). Already released for Mac are *Ping and Kooky's Cuckoo Zoo, Scooter's Magic Castle,* and *Peter Pan: A Story Painting Adventure*. New titles before the end of the year are *Eagle Eye Mysteries, Eagle Eye Mysteries in London,* and *EA\*Kids Art Center*.

#### **Combining talents . . .**

Bring **Walt Disney** and **Ziff-Davis Publishing** together and you obtain a new magazine entitled *Family PC*. The target audience is families with personal computers. Look for the pilot issue sometime during the third quarter of 1994, with monthly editions to commence in 1995.

#### **Interest acquired . . .**

Ronald Spitzer is pretty well known in the

electronic entertainment industry. He was one of the founders of **New World Computing** and then moved on to **Electronic Arts** where he directed affiliate labels and licensing. With a brief stint as the publishing director for **Crystal Dynamics**, he departed to start his own company, **North Star Studios**, to develop 32-bit software titles. **Interplay**

became interested in the work of the company and has now acquired an equity interest in the company. This should lead to even more outstanding titles from Interplay.

#### **From 3D0 to Sega**

The *one* title that shipped with the Panasonic 3D0 game machine was *Crash 'N Burn* from **Crystal Dynamics**. But the company has been pretty active of late, beyond the 3D0 confines. They've signed a deal with **Sega** to publish several titles for that platform, including Sega's yet-to-debut 32-bit **Saturn** game system that's expected later this year. Additionally, **P.F. Magic** will become an affiliate label of the company's Publishing Partner Program. Look for *PaTaank* and *Ballz* for Genesis platforms plus an interactive movie for CD-ROM platforms.

#### **More Devotees to Jaguar**

Needing additional clout, **Atari** claims to have signed 15 additional developers for their **Jaguar** game system. This list includes **21st Century Software**, **Brainstorm**, **id Software**, **Millenium Interactive**, **UBI Soft**, **Virgin Interactive**, **3D Games**, **Gremlin Graphics Software**, **Interplay**, and **Phalanx Software**. Currently, the Jaguar is only shipping in New York and San Francisco. A national roll out should occur within the next few months—it had better, if Atari hopes to capture any significant percentage of the video game market.

#### **Bustin' at the seams . . .**

Needing more room, **Konami** now plans a new development center near their Buffalo Grove, IL., site. Plus, another R&D building is planned outside Tokyo. Who ever said gaming ain't serious business!

#### **Classy Combo**

A deal has been inked between **Children's Television Workshop** and **Electronic Arts** to produce interactive media products for children. These products will appear on a variety of computer, CD, and video game platforms.

#### **National Simulation Club formed**

To address the needs of gamers who are really into sims, **MicroProse** and **Spectrum HoloByte** have created the *Simulation Club*. A newsletter, bulletin board service, and product discounts, are going to part of this national program. No information as to what the annual dues might be was available at press time. The club will be targeted toward gamers who enjoy simulations at any level of play and wish to share their experiences with others of like interest.

#### **Imagination worth \$50,000!**

Two grand prize winners may receive \$25,000 each in scholarship money if their creative idea entries are received by **Electronic Arts** (415/571-7171) by June 30, 1994. One winner will be from the aged 3 to 7 group and one from the 8 to 14 group. Contestants need to generate a great idea, send in the information in accordance with the rules and regulations, and leave the decision to the judges.

The contest is sponsored by **EA\*Kids**, **MindPlay**, **Morgan Interactive**, and **Sanctuary Woods Multimedia**. Other prizes include computer equipment and software. An official entry form may be received by writing to Electronic Arts, Inc., College Scholarship, 1450 Fashion Island Boulevard, San Mateo, CA 94404.

#### **Bringing Virgin to the Mac**

The exclusive distribution agreement has been signed! **MacPlay** (714/553-3522) is bringing **Virgin Games** titles to the Macintosh. Development schedules include: *Monopoly*, *Kyrandia* and *Kyrandia II*, *Caesar's Palace*, *Lands of Lore*, *Scrabble Deluxe*, and *Risk*. This delightful array of games will assuredly be welcomed by the ever-increasing number of Mac gamers.

Parent company **Interplay** has just obtained a license from Sega to develop titles for the Genesis and Sega CD platforms. Watch for *The Lost Vikings*, *Rock n' Roll Racing*, and *Clay Fighter* to be released this year.

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—WITHIN THE CELLOPHANE—

NEW PRODUCTS OF NOTE FROM  
C.E.S. & MACWORLD



CES proved to be fertile ground for a number of new **Accolade** (408/985-1700) titles.

*Speed Racer in: My Most*

*Dangerous Adventures*, finds players deciding whether to play the teenage driving hero or mysterious Racer X. Racing will take place in exotic locales around the globe and you must match your driving skills and wits against many notorious villains. The SNES version uses Mode 7 technology for realistic contouring of hills and slopes. For SNES, the SRP is \$69.95. A Sega Genesis version, *Speed Racer in: The Challenge of Racer X*, will also be available for older gamers.

*Juggernauts: The New Breed* is for Sega Genesis at an SRP of \$69.95 and is expected to be available by June of this year. This fighting simulation takes place in a world where cybernetic surgeries are common and crime has escalated to alarming proportions. A breakthrough in DNA research uncovers a gene which is the trigger for benevolent mutation in all life on Earth, giving the beneficiary incredible strength, invulnerability, and other strange powers. A group of four powerful parahumans are created, and they are called Matrix Alpha. Some go astray, however, and therein lies the action. You can play either the goodies or the baddies!

*Network Q RAC Rally* is for PC/MS-DOS computers and is a racing simulation of this year's World Rally Championship, endorsed by England's Royal Automobile Club. Priced at \$59.95, this sim simulates all 35 courses used in the championship and you can race in one of five cars in one- or two-player game mode. Try not to damage your car.

*Rise of the Robots* is described by Accolade as the ultimate combat game. Set in

Metropolis 4, all human staff have been replaced by a super intelligent robot called the Supervisor. An ego virus has infected it causing it to take over security defenses. You must control a Cyborg and defeat the Supervisor and it's allies. The SRP is \$69.95.

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A subsidiary of **Spectrum HoloByte**, **Bullet-Proof Software** (206/861-9200) introduced several new titles during the Vegas extravaganza:

*Obitus*, a fantasy adventure game, features first-person perspective and 3D screens while transporting you into a mysterious land of wizards, knights, and monsters. You'll travel through four realms as you try to locate and recover the gems of the Tower Obitus. For SNES, no SRP has been indicated.

Then there's *The Twisted Tales of Spike McFang*, also for SNES. McFang is a young vampire prince and a budding magician. You've got to battle your way through numerous nasties to rescue the kings and queens of your homeland from the clutches of a traitor. Look for it this quarter!

*WildSnake* is a mind-boggling puzzle from Russia and is about to debut for SNES. You must guide different colors and lengths of snakes as they slither down your game screen. The trick is to match pairs by color which causes one of the snakes to disappear. Eliminate them, and win.

*CyberSlider* is another puzzle game that features a high-tech robot whose goal is to match three or more tiles of the same color or design in order to make the disappear. The more tiles you match, the faster the game becomes. Don't allow the playing area to fill up with tiles, or you lose. For SNES with a second quarter expected release date.

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Last, but not least, is *Wicked 18*, a video golf course packed with challenge. There are four modes of play in this battery-backed up game. You can consult

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a caddie for strategies and a 3D grid is available on every green to show you how the putts will break. This golf sim is available now for SNES gamers.

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Although this Macintosh title debuted prior to CES, it was only during the show that we were able to get a good look at this great program for anyone young (or young at heart).

*Kid's Studio* is an all-in-one multimedia application designed for children that offers precise controls for paint, text, sound, and special effects. Kids can create their own slide shows, QuickTime movies, and printed stories. Included with the program is a Treasure Chest library of 250 images organized into themes. This title also supports Kodak Photo CDs, so children can place their own photos into their stories. Other special features include cut and paste tools in 20 different shapes. The price is \$59.95.

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Definitely **Dynamix** (503/343-0772) proved to be one of the most exciting vendors we visited during CES. Their product line is exceedingly inviting.

By far the best baseball simulation we've ever experienced, *Front Page Sports: Baseball* will see release this summer. This is a fantastic pitch-by-pitch simulation of professional baseball. You select how much control you wish, camera angles, even which ballpark a game is to be played within. The fluidity of the player animation is engrossing. You may also play as the general manager, taking control of your roster to trade players,

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sign free agents, promote players—even place them on the disabled list. The statistical detail is enormously rich. We're predicting this title as a smash offering for Dynamix.

*Aces of the Deep* is a World War II submarine simulation from the German side—with over seven different U-boat types to select from as well as various missions, the title should please most sim aficionados. What's really cool is the new ocean wave algorithm incorporated into the game. You'll swear you can actually feel the swells as you scope up and locate your targets. But watch out for warships and aircraft, all intent upon sinking you as quickly as they can before you can destroy the convoys. This title is for PC/MS-DOS computers.

Yet another super title is *Battledrome*. You experience the future sport of robotic warfare by piloting one of ten fully articulated and customizable combat vehicles called Herculans (Hercs). With modem play and some of the best robot animation yet seen on a PC, you can compete against opponents wherever a modem resides. Watch for a version of this awesome game to appear on Sierra's Imagination Network. The game should be available for PC/MS-DOS computers this spring. Definitely a title that'll garner praise.

Dynamix hasn't forgotten about the 3D0 system, either. Two titles have been released for that platform: *Draxon's Revenge* and *The Even More Incredible Machine*. They're priced at \$59.95 each.

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Two Macintosh offerings are being released by **Ebook, Inc.** (415/571-7171). They include a collection of stories from the Thousand and One Arabian Nights, the magical tale of Aladdin who becomes the Master of the Lamp and its powerful genie. *Aladdin and The Wonderful Lamp* follows the traditional storyline, and viewers will meet Sheherezade in full motion video as the story unfolds. Interactive decisions during the story encourage you to participate in the adventure and throw Aladdin some unexpected curves. Included is a learning guide, a preface to the Thousand and One Arabian Nights, and an on-screen dictionary, making this a superb edutainment title.

*Trivia: The Multimedia Game,*  
*Volume I* leads to hours of fun as each

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player is presented with a photograph, sound bit, music clip, quotation, or question in one of five trivia categories. You must either answer the question about the subject or identify it correctly. As many as six players or teams can participate.

All Ebook titles are distributed by Electronic Arts.



**ELECTRONIC ARTS®**

You can *always* count on **Electronic Arts** (415/571-717) to have something new on their plate. This CES, they have some unusual new programs that rate investigation!

*Theme Park*, from affiliate label

**Bullfrog**, is a design and management simulation released for Macintosh, Macintosh CD, 3D0, PC/MS-DOS, and PC CD. You need quick thinking and fast reflexes to balance a broad range of activities. You must compete against 40 other theme parks around the world—watch out for competitors as they try to buy shares in your park and take it over. With Sandbox, you create the theme park. The Simulation lets you create a park and watch over the visitors to keep them safe and happy. Business Simulation, the hardest mode, finds you not only building the park and running it as a successful business, but also handling contracts and staff-salary negotiations. You will, hopefully, find the best location, determine the optimum services, and even adjust the height of your roller-coaster(s). There are 16 additional shops, from hot dog stands to a balloon shop, but they'd better be positioned strategically to keep your customers happy. The SRP is \$59.95.

For 3D0 gamers, there's *Shock Wave: Invasion Earth 2019*. This is an interactive science-fiction movie that blends film production techniques with computer technology. You're in the cockpit of a F-177 space aircraft flying over texture-mapped landscapes, fighting rendered alien craft. You'll also experience real video and radio broadcasts from other pilots as they fly combat missions around the world. Your base

is the UNS Omaha, the world's first aircraft carrier in space, and the year is 2019. Hang on, this is really an appealing title! The SRP is \$69.95.

Another 3D0 title is *Road Rash* which incorporates video games and alternative rock music videos. Huh???? Road Rashing is the term given to high-speed, anything-goes, outlawed motorcycle racing. This title features six alternative music bands and, thanks to a deal between Electronic Arts and **A&M**

**Records**, each band provided one to three tracks of music. With music thrumming through the game, you find yourself either in first place or chewing concrete.

*Escape from Monster Manor* finds 3D0 gamers in the world of the undead. You've got to clear your manor house of these nasties as well as find all the pieces of a shattered talisman to banish evil once and for all. SRP: \$59.99.

*Mutant League Hockey* is for Sega Genesis gamers and brings the thrills and fights of hockey to your system. The game is also compatible with Electronic Arts' new *4 Way Play* adapter. Play a single game, or enter the playoff series, but be certain to keep your wits.

*Noctropolis* an adult entertainment for PC/MS-DOS and CD-ROM. You manage a comic book shop and your favorite comic book, Darksheer, is going to be discontinued. A limited edition arrives in the mail and, when you open it, you're drawn into the world of Darksheer to the sinister city of Noctropolis. Digitized speech, MIDI music, and a custom-designed dialogue icon round out a very interesting title.

What do you get when you marry in-line skating with hitching a ride on the bumpers of vehicles? Try *Skitchin'*, for the Sega Genesis. It takes place on the open road and there aren't any rules. Anything goes as you race for the finish line—slingshot from one car to another, and avoid nasty impediments such as traffic cones, exploded tires, even weapons. There are 12 courses set in 12 different cities. The retail price is \$59.95.

Under the **EA SPORTS** line, several new programs have debuted. The best-selling football game of all time, *John Madden*

*Football*, has been enhanced and redesigned. It now features fully digitized player animations, 3D rendered field and stadium art, and CD quality

sound. There's an online scouting report featuring over 100 real NFL Films™ video clips and over 1,300 player ratings. There's also a lower field perspective. You can compete in post season mode as well as single head-to-head match ups. You'll also enjoy John's sports color commentary during the game. With a NFL license, authenticity has been added to the game and you can control the zoom and tilt of the instant replay camera from down field or even from the overhead blimp. The SRP is \$59.95.

Other EA Sports titles include NBA Showdown '94, MLBPA Baseball, Mario Andretti Racing, and Bill Walsh College Football.



This leading entertainment publisher is branching out into video game platforms as well as continuing their hit game assault with computer games.

Eight new Star Trek episodes are brought to PC/MS-DOS computers with **Interplay's** (714/553-6655) *Star Trek: Judgment Rites*. This adventure game combines role playing with 3D space flight. You have the opportunity to manage landing parties in the same format as the television show. Linear in nature, you must solve various puzzles and mysteries in order to progress to the next episode. You can also set your own difficulty level, so you can experience piloting the U.S.S. Enterprise at your own skill level. All of the original characters, from Captain Kirk to Spock and McCoy, are present. With digitized matte paintings and renderings, another smash PC/MS-DOS hit seems to be in the works for Interplay.

One of the most exciting projects, also with a Star Trek theme, is an upcoming program entitled *Star Trek: Starfleet Academy*. You enter the academy to be instructed by Captain Kirk and study the tactics and theories of star travel. Play the historic Kobayashi-Maru scenario. There are over 30 original missions based on Star Trek lore, and several unique paths to graduation unfold as

you progress through the Academy.

Another science-fiction theme title is *Star Reach*, a fast-paced game of strategic conquest. You control a vast fleet of space craft and troops and you attempt to colonize the galaxy, make economic decisions, and combat. 32-bit programming was used to produce this fast game for PC/MS-DOS computers. The SRP is \$59.95.

For fantasy adventurers, Interplay will offer *Stonekeep*. This title required 10 man years to produce, with filmed costumed actors in cinematic action brought to your monitor. There are 13 separate domains, with countless subplots at every turn. Thankfully, an automap feature frees you from the need to graph your progress. And that's good, 'cause a virtuous goddess has taken your soul for safekeeping as you quest to save the universe—and regain your human life. This title is also for PC/MS-DOS machines.

For SNES, *Blackthorne* will be released during the second quarter. An action adventure game, Prince Blackthorne must make his way from Earth to the planet of his birth, Tuul, and start his quest to recover the lost pieces of the Lifestone. He must face the evil Salrac and his minions in a final battle. Rotoscoping brings added realism to the animation in this SNES title. Other SNES titles include *The Lord of the Rings*, *Claymates*, and *Clay Fighter*.

One of the better titles we viewed at Macworld was the new Macintosh version of *Castles II*. With a superior interface and new features, this title finds you involved in medieval bribery, diplomacy, and war. Included is digitized movie footage as you try to appease the church and unite the land under your leadership. *Castles II* is definitely going to be a success on the Mac.

Other Interplay titles just released, or about to see the light of day, include: *Star Trek: 25th Anniversary Enhanced CD-ROM* (wherein all of the actors from the original TV series return to speak their lines); *Interplay's 10 Year Anthology Classic Collection* (containing PC/MS-DOS games from *Dragon Wars* to *Out of This World*, all on CD-ROM); *SimCity Enhanced CD-*

*ROM* for DOS, Windows, Macintosh, Amiga, and SNES (with professional actors cast in the roles of city officials); and *SimAnt Enhanced CD-*

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ROM (with some of the best rendered animation we've encountered).

Interplay is also addressing the 3D0 platform with *Out of This World*, *Alone in the Dark*, and *Battle Chess*. Look for cinematic zooms, pans, close-ups, and image scaling to be incorporated into these titles on the 3D0.



Some exceptional titles are enroute to your local retailer from **Knowledge Adventure** (818/542-4200), yet another of the top-notch publishing companies who believe edutainment is a hot genre.

Bundled with three-dimensional glasses is *3D Dinosaur Adventure*. For PC/MS-DOS and PC CD-ROM machines, this title drew a lot of attention at the SPA booth at CES. The title includes 30 realistic movies (CD-ROM version, that is) where these giant creatures seem to come alive and move out of the monitor. You can design your own dinosaur as well as investigate 150 million years' worth of paleontological findings. There's even a time-tunnel game for users to enjoy! The SRP is \$79.95 for the CD and \$59.95 for the disk version.

Other cool titles include *Dinosaur Adventure* for the Macintosh, *Zurk's Learning Safari*, *Bug Adventure*, *Space Adventure*, *Knowledge Adventure*, *Undersea Adventure*, *America Adventure*, *3-D Body Adventure*, *Speed*, and *The Discoverers*. Don't, even for a minute, think that just because this is edutainment that the titles aren't suitable for adults! They are—in fact, they could become quite addictive as titles everyone enjoys in their home.



An absolutely terrific title from **MacPlay** (714/553-3522) is *Xplora 1 Peter Gabriel's Secret World*. This interactive multimedia title enables Mac users to explore with Gabriel and his world. You can explore four distinct aspects of the singer's life, including how his music is created, the ability to remix a hit single, four music videos from his latest album *US*, and a looking into his personal interests, including an interactive family album. Included is a 60 page book of photographs and snippets of Gabriel's life. This title certainly topped our list of one of the best of show at Macworld!

For arcade game fanatics, probably the best arcade game ever to arrive on the Macintosh will soon be released by MacPlay. It's *Astro Chase 3D*. Developed by **First Star Software**, the game offers revolutionary speed, 3D graphics, and real time animation. This is the arcade game that turns the Mac into a video game machine. With five practice levels and 35 levels of action, you control an experimental Ultraship. Armed with solar plasma beams, cosmic energy weapons, decoy mines, and smart energy seeking missiles, you set out to protect Earth from Mega Mines. You have to see this game to believe you're playing it on a Mac!

*Alone in the Dark*, also for the Mac, is a chilling action adventure game styled in the suspense genre of H.P. Lovecraft. You must

make your way through the haunted rooms of a gloom-filled mansion. Watch for secret passageways, eerie talismans, and ancient tomes of history and magic to help you survive the horrors of this house. You must defeat the evil that lies at the heart of the mansion and its catacombs.

# Mallard

**Y**ou always need ways to better control your I/O device, whether that is a joystick, mouse, or pad. Now, from **Mallard Software** (214/539-2575) comes a nifty little device called the *kNeeboard*. This is a joystick holder that has Velcro attachments for fastening the pad to your joystick and around your leg.

Stability is greatly enhanced and you still have your hand free to operate your keyboard. At a SRP of \$14.95, we feel this unit could improve many of your games!

As far as software is concerned, Mallard continues with their ambitious schedule.

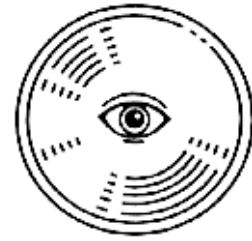
*Tower* should debut this February. It puts players in charge of ground and tower operations for major international airports. Features include photorealistic scrolling views and voice recognition software compatibility.

*Flight Adventure 825* is slated for release this month. It enables you to build an airplane, from scratch, with its own flight characteristics and performance levels.

*G-Nome* is a science-fiction adventure that puts you in the role of sheriff stationed on a distant planet. You must protect the planet from pirates, thieves, and other dangers. But of special note is that mutant G-Nome that escaped from a lab doing DNA research.

*Space Clipper* gives you the opportunity to actually fly a space shuttle. This simulation/adventure game puts you at the helm of the space ship where you'll be assigned missions and face the dangers of outer space. Both of the latter titles are due out in October of this year.

*Warpoint* is a space simulation set in the year 2049. Earth is about to enter a war with an alien race and you must develop tactics in real-time using the offensive capacity of your ship to maximum effect if you expect to survive. You must out-smart, rather than out-shoot, your enemy. For PC/MS-DOS, the price is \$59.95.



## MARIS

**H**aving won the "CD-ROM Of The Year" and "Technology Award" at the 1993 International CD-ROM and Online Conference in London, *RedShift Multimedia Astronomy* now makes its way to the States. This title enables you to travel anywhere in space over 15,000 years. What you see is one hundred percent accurate and realistic. You actually control what you see and the software responds interactively with you.

Maris' development facility is in Russia and that is where this advanced astronomy simulator was created. Virtual reality techniques are employed to present the user with photorealistic, 3D views of space and the solar system.

There are three software modules that drive the application. There's a proprietary celestial mechanics engine which can quickly and accurately plot the position of stars, asteroids, comets and deep sky objects as they appear in the sky from any point in the solar system.

An orbital mechanics engine positions the Sun, the planets and their moons for any point in time between 4,000 BC and 11,000 AD. The third module wraps a bit mapped image of a planet or moon's surface over a scalable, three-dimensional sphere which can be rotated in any direction.

This is a breath-taking title and should be viewed by any Mac or Windows user. You couldn't ask for a better, personal planetarium.

**O**nce upon a time, **Media Vision** (510/770-8600) was a peripherals manufacturer for PC/MS-DOS computers. They developed some of the finest sound and multimedia boards in the industry. Well, they haven't

forgotten their heritage, but they're now really  
into software!

During the first quarter, you can expect *Forever Growing Garden* (MPC & Mac) which packs over 300 screens of animation. Then there's *Peak Performance* (Mac and MPC) which combines a road race across the US with a trivia game. *Professor Gooseberry's I Can Read* (MPC & Mac) is the first of several early learning CD-ROMs, with other titles being *Always Arthur*, *Who Wants Arthur*, and *Buster's First Thunderstorm*.

A title that combines motion picture, video game, and computer-generated animation in a single interface is the *Critical Path* interactive adventure for Mac and MPC.

*Quantum Gate*, another title, is an interactive science-fiction story world featuring director Greg Roach's "VirtualCinema" techniques, also for MPC and Mac.

When you can pack hardware products and software titles from the same producer, bucks'll be acquired.

## MICRO PROSE

FRPGs continue to be extremely popular.

**MicroProse** (410/771-6411) certainly is aware of such consumer propensity and is about to release *DragonSphere*.

This title is described by the company as an interactive adventure with a fluid, storytelling element (and you thought moisture was *bad* for your computer). Conversation between your character and non-player characters (NPCs) advance the plot, not just to flood you with information. Whatever choices you make within the game determine the course of events.

What's really cool is that the usual, fantasy world has been reshaped to include unique races and cultures, as well as terrain. And, to top it off, there's an extremely unusual and exciting plot twist gamers' are dared to uncover.

*DragonSphere* is for PC/MS-DOS computers with at least a 286/12 configuration with DOS 3.0. Recommended is a 386/16 system, DOS 5.0. 2MB RAM with an EMS driver, VGA/MCGA graphics, and a hard disk

with 10 to 12MB of free space is also required. Mouse and keyboard are supported as well as most major sound boards.



A covey of new titles are expected from **New World Computing** (818/889-5600). First is *Inherit the Earth: Quest for the Orb*, an original fantasy adventure that takes place on Earth, but not the Earth we know. Morphs live and rule in peace. New territories will be explored as you attempt to uncover the mystery and danger surrounding an ancient human artifact.

*Zephyr* is the code name for the hover-tanks driven by combatants in the Interplanetary Battle Circuit.

Megacorporations vie for power in the gladiatorial arenas of over a dozen planets. As many as six players may play with or against each other as you enter this 3D battle tank game.

*heroes of Might and Magic* is the latest title in fantasy wargaming. You must conquer your world through the careful use of money management and battle savvy. Compete for the ultimate item of power, the Artifact of the Ancients. There are dozens of unique maps, customizable computer opponents, and great graphics and sound.

At last, *Empire Deluxe* will be available for Mac gamers. The game includes customizable opponents, a scenario editor, player handicapping, plus modem and network play. Also for Macs is *More Vegas Games Entertainment Pack for Macintosh*, where you can try your luck against the best casino games.



You're about to witness a real surge in edutainment titles for your computer and video game platforms. With expressed

interest from educators, and the knowledge that there's money in them thar children, software publishers have enlightened themselves as to the need for such titles.

**Sanctuary Woods** (415/578-6340), from its inception, stated an interest in title development for youngsters that entertain and educate. Their first couple of titles were adventure games with little to engender a sense of learning.

Now, however, the company has released *Sitting on the Farm*, a multimedia musical storybook that's based on a song about a little girl with some hungry friends. A lunch party finds animals arriving, one-by-one, and the gathering is getting bigger and messier.

For students aged 7 to 10, they can listen to the story being read in either French or English. Vocabulary expansion is attained when the children read along with the story and even capture their own singing with the Macintosh microphone or MacRecorder. Kids can also write along when they write their own stories to the pictures. These stories can be printed and may include both the text and the pictures.

With a choice of a girl or boy reading partner, children will learn the meaning of text, as well as learn new adjectives, verbs, and nouns. The title requires a Macintosh LC or greater with at least 4MB of RAM and a CD-ROM drive, speakers, and microphone. The SRP is \$49.95.



**L**ori and Corey Cole are on a roll, again. Their latest title has debuted from **Sierra** (209/683-4468)—*Quest for Glory: Shadows of Darkness*.

There's this cult that's kept the Dark One's image alive in an isolated mountain valley. Now a vampire has enlisted the aid of a crazed wizard to bring the evil back from his 200 year sleep. With a variety of dreadful hosts, you must tackle the nasties if you are to survive.

You may become either a Fighter, Magic User, or Thief. Game environments change according to the character type selected and its development. With fuzzy logic artificial intelligence (AI) to consider all elements before screen presentation.

You need a PC/MS-DOS machine with a

386/20 configuration, 4MB RAM, VGA graphics, mouse, hard disk and DOS 5.0 or better. The SRP is \$69.95.



**Y**ep, a brand new brand name for **Accolade** (408/985-1700)—**Sport Accolade**.

Due to the company's varied line of sports titles and licenses, this branding helps gamers select appropriate products they wish to play with athletic themes.

*Barkely: Shut Up and Jam!* is a two-on-two streetball jamfest with one arena, seven different street courts, and 16 players with varying personalities and signature moves. For SNES and Genesis in Q2 and PC/MS-DOS in the third quarter. SRP is \$69.95 for the video game version and \$59.95 for the DOS version.

*Unnecessary Roughness* for PC/MS-DOS systems is a football simulation that is highly graphical in presentation and aggressive in play. It features Infinity Cam™, a new graphics technology the lets players view the game from any angle they wish. You go head-to-head against real, NFLPA pros in each game, with one- or two-player competition. The SRP is \$59.95.

*Hardball III* will be released for the SNES. This version will feature over 700 real players from major league baseball, complete with their photos and 1993 season ending stats. A one- or two-player game, the SRP is \$69.95.

*Brett Hull Hockey* for Genesis, SNES, and PC/MS-DOS, not only features the names and stats of real hockey players, but also play-by-play commentary from Al Michaels. Design input into this title was given by Brett Hull himself. There are several modes of play, from an exhibition game all the way to an 84 game full season. The SRP is \$69.95.

There were a number of new products introduced at the Consumer Electronics Show . . .so many, in fact, that we simply



don't have the space to write about each one in depth. Here, then, are additional titles for your consideration—there will be even more listings in Issue #6!:

#### New titles for Nintendo and SEGA

- **Electro Brain Corp.** (801/531-1867) debuted a skiing and snowboarding sim entitled *Winter Extreme* for Nintendo systems.
- **DTMC, Inc.**, is going to release: *Lester the Unlikely* (from geekness to greatness), *Ramma 12: Hard Battle* (martial arts action game), *The Adventures of Dr. Franken* (find body parts while racing against the clock), *Firestriker* (pinball adventure game), *Square Deal* (GameBoy: poker game), *California Games II* (beach-based video game), *Sumo Fighter* (GameBoy: action adventure), and *Lazlos' Leap* (checkerboard puzzle game.)
- *Akira*, from **T•HQ, Inc.** (818/591-1310): a race game through Neo Tokyo between rebellious characters. Other new titles include *Sports Illustrated: Championship Football & Baseball*, *Time Killers*, *The Ren & Stimpy Show: Veediots*, *Total Carnage*, *The Lawnmower Man*, *Time Trax*, *The Mask*, and *seaQuest DSV*.
- **Tecmagik** (415/637-1350): your cartoon favorites, *Sylvester and Tweety*, are coming to your Genesis via *Cagey Capers*. Try stacking items to reach the verbose birdie! This cart has the potential to become an enormous hit!

#### New titles for Macintosh and PC/MS-DOS

- *Richard Scary's Best Neighborhood Ever* and *Richard Scary's Busiest*

*Neighborhood Ever*, from **Activision** (310/207-4500): new CD-ROM titles to expand the company's *Activision for Kids* game library. For ages three and older, kids enjoy favorite characters, games, music, and interactive fun.

- *The Beverly Hillbillies*, from **Capstone Software**: based on the 20th Century Fox film with Jed, Elly May, Jethro, and Granny. For PC/MS-DOS.
- **Humongous Entertainment** (206/487-0505) presents a number of new *Putt-Putt* programs: *Putt-Putt Goes to the Moon* (the fifth offering in the company's *Junior Adventures™* product line). Also intro'd were *Fatty Bear's Birthday Surprise* and *Fatty Bear's Fun Pack*. All titles are for Macintosh and PC/MS-DOS computers.

#### Hardware and Peripherals

- *Sega Genesis CDX Multimedia CD-ROM Entertainment System* from **Sega of America** (415/508-1448): available in March of this year, this is a 16-bit compact system that plays all Genesis cartridges plus all new Sega CD games. It weighs in at only 1-1/2 pounds!
- *SC-7 Sound Module* from **Roland Corporation USA** (213/685-5141): for both Macs and PCs, this peripheral brings sampled sound to your games and includes audio mixing capabilities SRP: \$399.00. Also from Roland is *RAP-10*, a desktop digital audio workstation. SRP: \$599.00.
- *Sound Machine Pro 16* from **Quickshot Technology** (510/490-7968): a 16-bit sound card with a

*built-in 6V speaker power outlet, bundled with a pair of 4-watt speakers and game controller. SRP: \$189.00.*

- *Sensory System™ 1, from **Cardinal Technologies** (717/293-3049): a multimedia upgrade kit for PC/MS-DOS computers with double-speed CD-ROM drive and five CD titles. SRP: \$599.00.*

## • Product Perusals •



### Featured Strategy Game — Macintosh —

#### BridgeMaster™ from Capstone Recommendation: Buy it if you LOVE Bridge!

For anyone that has ever wished to learn how to play bridge, or for bridge lovers that want to improve their game, BridgeMaster may be the answer. In many ways, BridgeMaster may be the perfect partner—the program offers lots of patience and never says anything.

BridgeMaster provides three basic type of bridge games, rubber bridge, duplicate bridge and pairs competition. You can set your computer partners by gender, personality and playing style. These features allow you to customize your bridge game to accommodate even the most experienced bridge players.

There are a number of secondary features, such as different card backs and table tops that add some fun to your game.

For those just learning the game, BridgeMaster offers a variety of features that guide and help you through the learning process. Bridge is not only a difficult game to learn, but it is even a more difficult game to master. BridgeMaster offers the beginner instructions and hints every step of the way. And, being a computer, your Macintosh will be forever patient. In addition, BridgeMaster offers the beginner the option of printing out hands which assists you in learning the game.

#### Cool Stuff

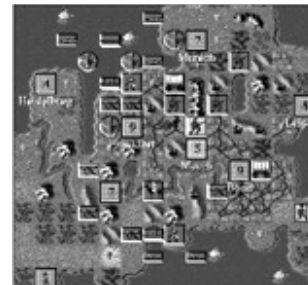
- Digital sounds provide a more realistic experience.
- There are a variety of methods for tracking each hand.
- Hints are available at every level.

- The game provides you with basic instructions at each level
- Moves are reinforced by digital sounds.
- The play interface is easy to understand and use.
- You can fast forward to preview a play or rewind to see past plays.

#### Negative Bits

- Game play can be snail-like on slower Macs.
- Even the bidding personality of an aggressive opponent may not be competition enough for experienced players.

If you are just leaning the game of bridge, BridgeMaster is a fun, effective and patient instructor. However, bridge has always been a social game. A time for friends to get together and play. For experienced bridge players, BridgeMaster lacks that “human” element that provides the incentive to play the game.—*Mark Veljkov*



### Featured Simulation Game —Windows—

#### Civilization from MicroProse Recommendation: BUY IT! NOW!

The Romans are moving in for the kill, marching their legions towards your capital after breaching the peace treaty. You should've known! But the enemy underestimates your expertise at strategic warfare. No matter, the fools will pay for their insolence! What? Someone is calling you from the real world, something about dinner being ready, but enough of the nonsense, you can't let something as trivial as hunger get in the way now! Prepare for destruction, betrayers of peace!

The Windows version of Civilization is a

winner, with much improved graphics over the  
previous DOS release. Designed by Sid

Meier, creator of *Railroad Tycoon*, and published by MicroProse, this game promises hours upon hours of diplomacy, betrayal, governing, and above all, supreme ruling of an entire civilization, *your* civilization! The game's sheer technological complexity will test your skills of tact and ingenuity to their limits.

What, or *who* rather, shall it be today? Mister Julius Caesar maybe? Napoleon perhaps? Genghis Khan? Civilization lets you decide who you want to be, and when it's time for a little change, you can opt to play your own customized civilization. Play on familiar Earth, or let the game generate a random map. Discover new technological advances (70 overall!), from the primitive wheel to modern fusion power. Command everything from cavalry units to artillery, restricted only by what your civilization knows; for example, you cannot build carrier or bomber units without first discovering electricity and the technology of advanced flight.

As you can see, Civilization is delightfully complex and learning all the intricate subtleties can take some time, time that will be well spent if you ever hope to rule the world!

#### Cool Stuff

- 5 difficulty levels, from Chieftain to King--play King level at your own risk!
- Incorporates everything from tactful diplomacy to military bullying.
- Random map generator offers unlimited replayability.
- Ability to play your own customized civilization.
- Excellent graphics and interface, much improved from the original DOS version.
- Technological advances and available military units are related in a logical and realistic fashion--to build catapults, you need the alphabet and then math, for musketeer units, you need masonry, then construction, engineering, invention (which requires writing and literacy), and finally gunpowder (which requires bronze and iron working)--seems difficult, but really isn't, because it all makes sense.
- Neat "replay" option that allows you to view your civilization from it's infancy to total world domination.
- Sounds in the game are well-done, despite

lacking music and a soundtrack.

- The Civilopedia in the game provides instant information on almost every important game element.
- Forget those expensive diets, lose weight playing Civilization by forgetting to eat!

#### Negative Bits

- I found it somewhat hard to save a game in the middle of a campaign and then come back to it with the same enthusiasm later on. It's more intense if you finish it all in one session, which can be quite long.
- Be prepared to lose some sleep with this addicting game!

This is definitely *not* a game for quitters or those weak-of-mind. Civilization offers hours of full-blown fun and enjoyment, talk about value for your dollar!—Gary "Neo" Le

#### System requirements

PC-compatibles/Windows 3.1 or later, 386SX minimum, 4MB memory, 256-color support SVGA, 5-6 MB Hard disk space, MPC Soundboard for Windows.



#### **Featured Sports Simulation —PC/MS-DOS—**

#### **Front Page Sports: Football from Dynamix Recommendation: BUY IT!**

This title is, by far, the finest football simulation available on any computer platform. The depth of its capabilities is truly awesome. From running and passing plays in basic, standard, or advanced modes, to designing your own offenses and defenses, Football Pro is as exhilarating as it is rich with strategic design.

Unfortunately, this simulation currently only runs on PC/MS-DOS machines. And that's too bad, for there are many Mac gamers out there who would appreciate the richness of this offering.

The joystick is your game I/O device. You select or order changes using either the A or B button on the joystick. Yep, it's that simple. There are also keyboard commands available should you prefer that method of play.

As part of the simulation's package included is a well-designed tutorial. This tutorial leads you through not only running and passing plays, but also through the necessities of field goal kicking and how to create or modify plays. The real thrill is seeing a play of your own design work well against the defense of Buffalo or Pittsburgh.

You may select to be any of the NFL teams at home or as a visitor. The manner in which you can view play is from any one of eight camera angles. And you can substitute players to meet the needs of an ever-changing game.

### Cool Stuff

- Audibles (available only in standard or advanced mode of play) when you're on offense: simply check out the defense to your play and, should you feel your called play simply won't work, press and hold down the B button. Pushing your joystick in a certain direction calls up a different play. For example, pushing the joystick to the right means you're changing the play to an inside run. Push the joystick down, and it's a short pass that you've called. You can also call audibles on defense
- You have a variety of passes as options. In standard play mode, give a bullet pass a try, especially effective on short outs and quick patterns when the receiver is nearer to the quarterback than to his defender. For those on a long pattern, try a lob pass to clear the heads of defenders and for more distance.
- Play design is super. Not only can you design your own offensive or defensive plays, but you can test them out on the field against specific defenses or offensives to see how they'll work. You can continually retry your designs, using various player elements, until you arrive at a play design that is effective.
- The practice mode enables you to learn more about football in an hour than you would've thought possible!

### Negative Bits

- No matter what I did, there could only be one sound card activated at a time. If you select Roland, all you get is music and no sound

effects during play. Although the sound does not in any way detract from the game play itself, it would be nice to hear cheering when you score a touchdown.

- When receiving a kickoff from an opposing team, it seems the receiver can't be controlled by you the instant he catches the football. Even a second or two delay in running a pattern can be disastrous when the computer controlled players are targeted on your helmet.

Over the past several years, a number of sports simulations have appeared from a broad range of game publishers. Some were absolutely idiotic in their presentation, others were exciting—none compare to the time and care Dynamix affords Front Page Sports: Football Pro. This simulation has everything!—*Mudgeon*

### **Featured Sound Title —Macintosh—**

**Kaboom! 2.0 and More Kaboom! from  
Nova Development  
Recommendation:  
Buy if you enjoy system sounds!**

My Mac is alive, with the sounds of...Luuuucy! Hearing strange sounds come from the Macintosh is nothing new. Since its beginning in 1984, the Mac has been capable of producing digital sounds. Over the years, developers have created various programs that made it easy for you to make and play sounds, and to also attach these sounds to the various system functions such as startup and shutdown beeps.

Kaboom! and More Kaboom!, from Nova development are excellent collection of professional sounds for your Macintosh. In fact, these two programs contain over 300 sounds for you to use.

However, Kaboom! is not just sounds. In addition to the great sounds (be sure to listen to "Another Dimension" on Kaboom! 2.0), both Kaboom!s offer you the Kaboom! Control Panel and the Kaboom! Factory. The Kaboom! Control Panel lets you to sample sounds and to attach sounds to individual Macintosh events such as opening a window, inserting a disk, and emptying the trash.

The Kaboom! Factory is a sound editing program. While not as powerful as SoundEdit™ from Macromedia, Kaboom! Factory does offer

the user enough features to combine several sounds, add silent spaces, and other effects. These effects include Amplify,



Echo, Fade In and Fade Out. Kaboom! Factory also allows you to record your own sounds using the Macintosh's built-in Microphone connection. Once you have the sound recorded, Kaboom! Factory provides some impressive formats for saving your sound files. These formats include a standard Macintosh sound file, a System 7 sound file (this is a file that can be double-clicked and played under System 7), AIFF (Audio Interchange File Format), .WAV (for use with Microsoft's Windows), and as a resource file that can be saved directly to a HyperCard stack.

#### Cool Stuff

- The sounds have been professionally created. They sound great!
- There are a large variety of sounds. You are not limited to only one category of sounds such as Star Trek sounds.
- Some of the sounds come from actual TV shows such as I Love Lucy and the Twilight Zone.
- Kaboom! Factory lets you save sounds in numerous file formats including the Windows WAV format.
- You can attach sounds to virtually ANY Macintosh event.
- You can access Kaboom! Factory directly from the Kaboom! Control Panel. This allows you to customize the sounds that are attached to Macintosh events.

#### Negative Bits

- Sounds take up A LOT of memory, both RAM and hard disk space. You would need over 13 megabytes of disk space for all of the sounds on Kaboom! 2.0 and More Kaboom!.
- If you are not careful, you can load up a sound that exceeds the available RAM. This has resulted in several system crashes under System 7.
- The sounds are fun, but lengthy sounds can add to the delay in starting your system, or saving to disk.
- Using strange sounds for EVERY little Macintosh event can be annoying!
- You cannot use the sounds provided for ANYTHING other than events on your own computer. This means that you can not use the sounds for presentations or in any multimedia

programs you might develop.

For you lovers of sounds, Kaboom! 2.0 and More Kaboom! are a must add to your collection. In addition, Kaboom! Factory is an adequate sound editing application with excellent support for various sound file formats; even if you only use sound for fun or to annoy your co-workers.—

**Mark Veljkov**

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**Featured Children's Title**  
**—Macintosh—**  
**Kid's Studio**  
**from Cyberpuppy,**  
**distributed by Maxis**  
**Recommendation:**  
**Try Before You Buy**

Imagine creating a story with words, pictures and sounds without having to draw a single picture. Kid's Studio from Cyber Puppy Software does just that, you can create words, images and sounds, attach them to a page, and then play those pages as a slide show—all without drawing a single picture.

Kid's Studio provides a variety of tools that allow children the opportunity to put together stories with their Macintosh. Kid's Studio provides Tool Chests that can contain images, sounds or stories. Kids can create a story by using any image in a Tool Chest, add then adding sounds and words. Once a story is created, it can be changed by using the Storyboard feature. The Storyboard allows kids to arrange their pages in any order they want.

All tools are selected from the Tool Bar. This includes support for selecting images from Photo CDs and full support for Macintosh recorded sounds. In addition to support for Photo CDs, Kid's Studio also offers the option to save your story as a QuickTime movie. This allows kids to create stories and then share them with others,



provided they have a computer that supports QuickTime.

Even though kids do not have to draw any pictures, Kid's Studio does supply some rudimentary drawing tools. These tools include the standard paint brush eraser, paint bucket and selection marquees that includes Cyber Puppy's own Cookie-Cutter Technology™.

The Cookie-Cutter allows kids to create special effect shapes. This is accomplished by selecting a shape from the Cookie-Cutter selectors, then using the shape to select the part of the picture you want. The picture selection will be in the shape of the Cookie-Cutter selectors. Pictures you create can then be added to your page by selecting the picture and clicking a glue button. There are other basic tools as well such as a text editor and simple sound recorder.

#### Educational Features

- Kids can easily understand the basics of story telling.
- Value-added features such as sound can be added to stories.
- All stories can be saved as QuickTime movies.
- Support for Photo CDs allow kids to add personal images in the stories.
- The Cookie-Cutter Technology provides a simple method for creating images in a variety of shapes.
- There are nine different transitions for kids to choose for their slide show.
- Teachers can use Kid's Studio to teach a variety of reading and writing skills.
- Students can share there story creations with other kids.

#### Negative Bits

- The tools can be difficult to use for younger children.
- No sounds are provided. You have to use existing sounds, record your own sounds or buy sounds from Cyber Puppy.
- Not everyone has a Macintosh that can use QuickTime.
- Drawing is slow, even on a Quadra 660AV!
- Adding to many graphic elements on each page creates QuickTime movies that are too large for

a high density disk. There is no warning for this.

- The transitions between slides is slow.

Kid's Studio is a good program aimed at helping kids learn how to create stories. With Kid's Studio they now have more than one way to tell their stories. They can use images from Photo CDs, sounds that they recorded and they can share their stories as QuickTime movies.—*Mark and Eli Veljkov*



**Featured Arcade Game  
—Macintosh—  
Spaceway 2000  
from Casady and Greene  
Recommendation: Gotta Have It!**

Stuck on the intergalactic freeways of space, you must survive level after level of unforgiving enemies simply to escape and, possibly, enhance your ship's weapons and defense. Spaceway 2000 is not your typical arcade game... its amazing graphics and sound can provide hours and hours of addictive fun. It's a game of strategy and pure blow 'em up fun. All arcade loving Mac users should not be without one!

Casady and Greene, who have brought other hit games such as *Crystal Crazy* and *The Zone of Avoidance*, have really done it for us now. This game is unique in the huge world of arcade software, where more often than not, an original game is hard to find. They have taken wonderful ideas and programmed a game that stands out more than most others.

| With 17 enemies to fight against and 8 possible  
| weapons to choose from, the action

### Cool Stuff

- ### Negative Stuff

- Spaceway 2000 is an excellent arcade game and it continued to hold my interest. Its graphics and sounds provide hours of arcade action.—*Tudor Popescu*



**Recommendation:**  
**Try out this one for yourself!**

The controller itself looks like a slightly larger Genesis controller. On the right side there are the three buttons "A", "B", and "C" and above each of those is a red switch that allows each of those buttons to function in turbo mode. Near the top of the controller, above the "B" button's turbo switch is a very small and, almost inaccessible, start button. Many games use the start button from pausing the game to activating special weapons, and I found myself fumbling with the button, often looking down to find where I needed to press with my finger.

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direction and find myself careening into enemy  
fire. To its credit, If given enough time, I have seen  
some people actually prefer

this controller over others, but it is a hard taste to acquire.

Overall, the controller feels very light, almost cheaply constructed. The buttons have an almost "plastic" feel to them, but the sensor seems fit to weather wear and tear.

#### Cool Stuff

- Turbo buttons allow for rapid fire action, leaving your fingers less fatigued.
- Sensor control prevents thumb from blistering.

#### Negative Bits

- The controller feels very light, with the buttons having a plastic feel to them
- The sensor is very sensitive taking some time to get used to, while for others may not get used to having their on-screen persona running off in the wrong direction.

If you are tired of having a video game thumb, than maybe Turbo Touch is for you, but I like using a joystick better, for I would rather have the game end due to a move in my error rather than moving my thumb for a millisecond in the wrong direction.—*blud*

#### Addendum to the review:

I had to try this puppy out on my PC, as Triax has released three versions of this device. One is for Sega, reviewed above, which is just about equal in overall feel to their SNES version. The third model was designed for PC/MS-DOS machines. I've been crying over the need for an alternative I/O device for PCs that was easy to use and get used to—I think Triax has done a pretty good for their PC version.

Overall, the real issue becomes one of what your own personal likes and dislikes are when using any I/O device. There's no doubt, as blud stated above, that learning how to use the Turbo 360 is the real key to your success in using it. I enjoyed using my thumb across the thin screen to move my on-screen personae. However, the responsiveness was not quite as acute as I thought it could be. Now, whether that's a problem with the manner in which some games process their commands from the Turbo 360, or the manner in which the signals were being relayed to the game by the device, I'm not certain. All I know is that I simply didn't have the time to continually restart my games just to get used to using the product.

The IBM PC version has a somewhat sturdier feel to it than the Sega and Nintendo versions. My recommendation is that if you are looking for a more responsive I/O device and can tolerate the learning curve required to use the Turbo 360, you should check it out for yourself at your local retailer.—*Mudgeon*

## THE CLUE CORNER & H.E.L.P

# MICRO PROSE

### **Civilization**

1) Catapults are your friends, to build a good defense towards the beginning, fortify a phalanx unit in your city and place a catapult unit on sentry. This way, you let the enemy come to you and let your catapult do the honors.

2) Place your units carefully and remember, enemy units cannot move anywhere adjacent to your unit after making contact.

3) Building roads can be the cheapest way of establishing borders and restricting enemy movement if you are under a peace treaty. This works great until the opponent acquires water vessels.

4) When you're at peace, don't be afraid to demand tribute for your patience when in dialogue with the opponent. Often times, when you're powerful enough, the enemy will pay tribute.

5) One of the most useful wonders to build at first is the Colossus, it will effectively double all trade resources, a great way to start saving for times when immediate purchase of an improvement or military unit is necessary.

6) Diplomats are extremely effective, they can move unmolested in enemy territory, cause havoc in your opponent's internal structure by bribing or sabotage, and can serve as great scouts with their 2 movement points when exploring new territory.—*Gary "Neo" Le*



### **Deliverance**

- 1) When spiders or any other creature comes too close, hack your way through instead of throwing your axes.
- 2) To jump to high ledges, move all the way to the edge (until you're almost about to fall off) and press the jump and direction you want to jump at the same time.
- 3) To defeat the dragon, just keep throwing your axes at it; it will force you to the right, to avoid harm, go to the extreme right and jump when it breathes.
- 4) To get pass the machine, jump and hit the ball hanging from the ceiling. To avoid harm, pick up the pattern of explosions on the ground, and time your jumps accordingly.
- 5) To conquer the spider, force it to the right towards the two sparking spheres. It will move right if you hit a certain area a number of times, this area is also the means by which the spider attacks.
- 6) For the last battle, pick up all Cherubs, and practice--the enemies attack in the same sequence each time you play the level, with time you'll quickly be able to anticipate where the enemy will appear.—Gary "Neo" Le



### **Spaceway 2000**

- 1) Sometimes it's a lot safer to run through a level, instead of sticking around to fight strong enemies.
- 2) Try hard to get strong shields, playing without strong shields is like trying to get a job

with no clothes on. Game play becomes much easier with medium or strong shields.

3) Don't put mines on your forward weapon space... they just do not launch.

4) Sometimes it's better not to try and out-smart the police.

5) Don't hold more then 2 or 3 items in your storage/loading dock—collecting crates is limited.

6) Learn the levels and plan for what you'll need (mines, laser, smart bombs, etc.).

7) Save the game often, and only save when you are successful on a level.—*Tudor Popescu*

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#### **This issue's super reviewers**

*Gary Le, Tudor Popescu, Eli Veljkov*

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**TO:**