

## **Why Gaming?**

There is little doubt that computer and video games are important purchases consumers continue to make, despite the lessening of discretionary dollars for recreational purposes. Games are the measure of our sanity. Without such diversions, our stress levels rise, our work becomes work without relief, and our souls no longer soar at the thought of something “fun” to do after we leave our offices or classrooms. Games bring us challenge and sport, they afford us a look at another reality, and allow us all-important breathing room.

## **Bold Development**

Electronic games are the medium wherein developers attempt new technologies. Virtual reality, real-time texture mapping, none of those technologies would have appeared as quickly as they have, had not the pleasures of gaming beckoned to the coders and producers to initially try such features in an entertainment title.

Now software entertainments are packed onto CD-ROMs, thereby enabling gamers to enjoy not only top-drawer story lines and graphics, but also state-of-the-art digitized sounds, animations in both polygon and bit-mapped formats, superb user-interfaces, and morphs as quick as the speed of CPUs. Realistic, real-time, interactive adventures are becoming the standard, not the exception.

Throw into this mix new online technologies and gaming technology will soon be brought to home and office alike, all via fiber optic cable. Networks will carry not only single-player involvements, mind you, but entertainments that can be played against other gamers, in real time, all over the world. Game delights will be beamed via satellite to the black box atop your video tuner/receiver where you’ll download them to your CPU to entertain yourself. (An expected \$13.0 million in revenue is expected to be recorded this year by the major online services—just from their games offerings!)

## **Charter Chat**

*Inside Games Update* (IGU) is a member of the publications and online forum family of IMG Publications, in Glenview, Illinois. IMG is an independent operation and presents a variety of game information environments. There’s *Inside Mac Games* (IMG), already a highly successful disk-based game publication for Macintosh gamers that includes not only superb commentary and game reviews, but also QuickTime examples of games under review, plus hints and tips.

The new, yet-to-be published *Inside Games* (IG) will be a monthly, multiplatform, game magazine, with its prime audience those who subscribe to online services. In both ASCII and formatted version, IG will present in-depth reviews and analysis of electronic gaming environments. Appropriate material will be extracted from IGU to become part of the monthly, disk-based *Inside Mac Games* (IMG). As content builds, IG will also release disk-based subscriber versions for many more game platforms.

*Inside Games Update* is also targeted at online services subscribers. Each week, this multiplatform publication presents the latest in game news and product information, First Impression mini-reviews of the most recent games, The Clue Corner for a variety of game hints and tips, H.E.L.P. (Help End Losing Play) requests from gamers who need assistance overcoming a specific obstacle within a game, and a variety of guest commentaries and editorials.

There are two versions of IGU: one is in text (ASCII) format, enabling the content to be read immediately online, or by downloading it for study via a word processor; the second version contains formatted text and also contains graphics, such as screen shots and QuickTime examples of the games being discussed. In the future, IGU may also appear with *Inside Mac Games* on the disk that is mailed to subscribers.

*Game Players’ Forum* will soon be available on a leading online service. The forum will feature all of the above mentioned publications as well as an extensive game shareware library, special game message boards, an active chat room and auditorium, plus special game prices for subscribers who wish to order direct through the

|forum.

## Your Voice

Reader participation is highly desired by all of the IMG family of publications. When online, weekly awards for the best game hint and tip, the highest score for a particular game, or even a skill contest, will find the most popular game titles being awarded to participants. Reviewers will also be encouraged to submit their material to any of the publications for editorial consideration, with the best writers offered future assignments.

IM and IGU intend to become the premiere, online, software entertainment publications. Each compliments the other, with IM expanding upon the immediate content found in IGU. Your thoughts or comments will always be appreciated.

The editorial staff of *Inside Games Update* looks forward to your involvement with this publication. Please don't hesitate to contact us with your comments or queries. We hope you'll join us each issue!—*P.J.*, Editor-in-Chief

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### —Mudgeon's Distillations—

*A weekly intelligence report from a rest stop  
somewhere along the still-under-construction,  
digital highway*

**N**ot all bungee-based entertainments are *physically* dangerous, my friends. Not all require you to take a header from a bridge with only an elastic rope attached to one's person. Thankfully we've also got **Bungie Software**, the folk who produced *Pathways Into Darkness*, featuring rich, on-the-fly, texture mapping, the first time seen in a commercial product for the Macintosh. This game is certainly dangerous to your on-screen personae, but you won't find yourself hung upside-down by a super-elastic rope that occassional has the penchant for breaking!

Now what is Bungie up to? How about two new titles. The first is to ship around MacWorld San Francisco (January '94) with texture mapping 2 orders of magnitude greater than their *Pathways*. And the second goodie is claimed to possess speed improvement factor of 10 over *Pathways*. It has the development name of Marathon and is expected to be in its beta testing at MacWorld San Francisco. Cool stuff continues to be forged from this company!

**W**ord is out that **Panasonic** is finally making *3D0* review units available to publications. However, if the wait for an actual review unit is as long as the request has waited for action, it'll be **Atari** and *Jaguar* who could well win the day with game magazines!

Why is that? Simple —only the *major* mags are receiving the units! So, your

*Newsweeks* and your *New York Times* and your bought-and-paid Ziff and IDG mags'll get 'em first. Then, the little folk,

game and entertainment magazines who aren't considered worthy so much as to gather up the crumbs under Trip Hawkins' table, might see a unit.

And in the meantime, **Atari** might possess some intelligence and reason that game magazines are purchased and subscribed to . . .by GAMERS! And they'll do everything they can to ensure *Jaguar* units are sent to those publications whose content is directed at the game consumer! (Yeah, but more'n likely, they'll blow this one as well.)

As my sainted grandmother always used to say, give credit where credit's due! **3D0's** PR and MARCOM team is certainly one of the most effective I've seen operate within the electronic entertainment industry! Heck, they've not only got the international press covering the roll-out of an expensive game machine that shipped with **one** title, but they're also making a fortune for Trip, whose IPO was one of the few to make its mark spewing smoke!

Stay tuned as I run this here STOP sign at Atari Way and 3D0 Place, somewhere chilly on the digital highway, on my way to more warmer climates and more important concerns!

**A**ll you SEGA fans—remember the virtual reality (VR) unit the company was supposed to have ready for rollout for hungry consumers this Christmas buying season? Forget it! It seems the ocular circuitry couldn't be completed on time. Now you can expect the VR unit sometime next summer.

Entertainment '93, sponsored by **Alexander & Associates, Inc.** (212/684-2333), brought out a wide variety of digital and analog entertainment experts. Held in Santa Monica at the

Loew's Hotel, the conference proved that no one really has a handle on the expected convergence between Silicon Valley and Hollywood.

Ah, yes, there were many suppositions, numerous subject-matter expert briefings, and a plethora of self-engrandisement company demos, but no definite sense that anyone has a real handle on this expected, multi-billion dollar a year market.

One of the few exceptions was Jim Clark. He's the chairman and founder of **Silicon Graphics**. How refreshing to hear the leader of one of the leading computer manufacturing companies actually commit his company to the move into interactive entertainment with the SGI platform. As he indicated, it's those companies who manufacture the hardware and own the operating systems that'll drive interactive entertainment, not Hollywood.

His company's strategic partnership with **Nintendo** is an indicator of how serious SGI plans to continue its future domination of this market through various strategic alliances. With the powerful SGI platforms and a thorough understanding of what drives interactive entertainment, SGI could well be positioned as the next popular hardware platform and game environment for the 21st Century.

I sure wish SGI well, for they seem to be quite cognizant of the fact that entertainment is a \$6 billion dollar business. They want a portion of those bucks. Perhaps other "business" platforms had best take note, unless they wish to surrender their share of the market to SGI and vision of Jim Clark.

**A** cool looking product that's still looking for majority rule is **Philips's CD-I** disc format. The 5-inch beauties now offers digital video for super movie presentation, and the Magnavox box packs in pricing around \$399.00. However, for most of the digital video movies, you're gonna need the MPEG cartridge for the unit—and that's another \$350 or so. (Reaching the price of the 3DO machine, right?)

But the CD-I unit can also play your audio CDs. And, there are several interactive games for the box. These games include the 7th Guest and Mad Dog McCree. With a new

gamepad and gun I/O device, Philips could certainly garner new interest as the Christmas buying season approaches. I know I'm going to buy one.

**H**ey, a quick plug for one of the nicest PR folk employed within the computer entertainment industry. It's none other than *Kathy Gilmore*. Formerly with **MicroProse**, Kathy has moved west to the lush and verdant valleys of Oregon after accepting the position as Director of Corporate Communications for **Dynamix**. I certainly wish her well with her new company—she is a class act and most apt at her job in dealing with a plethora of ego-bound editors and writers. Wishing you success . . . —  
*Mudgeon*

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**T**here are few software offerings that garner instant recognition. There are even fewer that develop such a following that a TV show is required to take advantage of a software title's popularity.

However, mention *Where in the World is Carmen Sandiego?* and you realize, instantly, you're talking about a classic title.

**Brøderbund Software** (415/382-4400) has now released the *Deluxe Edition* of this program, available for approximately \$60 in most retail stores everywhere.

This is one heckuva enhanced version as it offers over 60 countries, 130 digitized photos, 150 traditional and folk music selections, Carmen and 19 villains plus 10 additional talking characters, 3,200 clues with higher levels of difficulty, 500 digitized foreign language clues, hundreds of animations, and 3 world map representations . . . **phew!** The cool thing is—the *Deluxe Edition* is available for Macintosh and PC/MS-DOS platforms with CD-ROM drives!

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One of the most highly respected, and beautiful, golf courses in the world is Pebble Beach Golf Links. **Access Software** (801/359-2900) has released

their true-to-life Pebble Beach Course disk for their Links, Links 386 Pro, and Microsoft Golf programs for PC/MS-DOS platforms.

More than one man-year was involved in producing this course. The simplicity of installation with your Links program means that, once on your hard disk, all you have to do is select the course you wish to play once you boot your simulation! The SRP is \$39.95.

Other news of interest involves a new, Macintosh version of Links. You should expect to see this fantastic conversion released next year. But, this Links isn't just a conversion—the program has been recoded to take advantage of the Mac interface and graphics capabilities! In fact, one of the best Mac programmers in the business is hacking at the code even as this issue goes to press. Expect a classic Mac offering that'll send thousands of units. I can't wait to get my hands on it.

And for PC/MS-DOS gamers, Access indicates you can expect a new course about every eight weeks or so.



You've seen 'em—you've wanted 'em—and now you can own one! That's right, those great flight simulation cockpits that abound in arcades and entertainment centers can now reside within your *OWN* entertainment center.

**Simpkins Design Group** formed their own division, named it **FLY•IT** (619/434-1940), and have produced a low-cost cockpit motion platform. Cockpit bodies that reflect WWI, WWII, contemporary fighter, civil aviation, or helicopter themes can be attached to this platform.

All you do is plug the platform into your personal computer, load in your program, and fly your simulator! Highly suitable for other areas, such as retail establishments, FLY•IT deliveries will commence in early December of this year.



Many Mac users already know and enjoy *The Oregon Trail* from MECC (612/569-1500). Players become pioneers enroute to Oregon and they must make life or death decisions enroute to their destination during the frontier days of the United States.

Now there's a version for Windows and MPC platforms. Added enhancements include expanded graphics and artwork, stereo sound, and digitized speech. The SRP ranges from \$59.95 for the Windows version to \$79.00 for School MPC.

MECC is also included on Apple's new CD-ROM-based sales vehicle, *The Software Dispatch*, which is being distributed to a broad range of markets. What a great way to buy software!



What's the sports world coming to?

Parachutists targetting the ring of the world heavyweight fight, only to become entangled in the ropes, careening into the spectators, where he receives the pummelling of his life! And what's going on in the ring? Well, find out for yourself with *Body Blows* from

**MicroLeague Interactive Software** (302/368-9990).

This new fight program is the result of an alliance between MicroLeague and Team 17 Software Ltd. of West Yorkshire, England. This fight sim not only requires you defeat your opponents, but you also must solve a mystery! With four modes of play, including tournament play for as many as eight players, and four different closing sequences, there's a lot of punch to this package. The SRP for PC/MS-DOS computers is \$39.95.

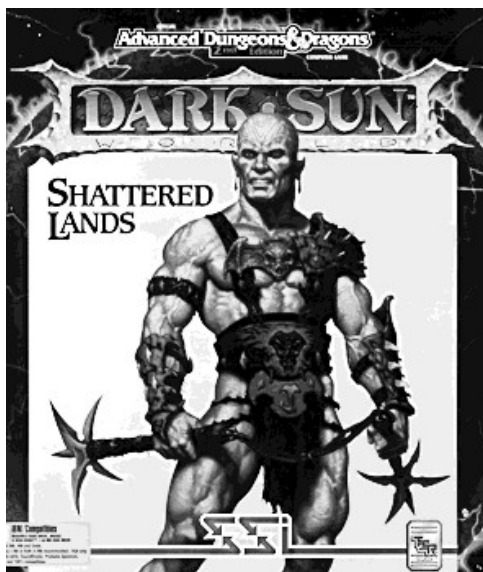
Also coming from MicroLeague is *Alien Breed*, described by the company as a futuristic maze of adventure that requires you to not only destroy aliens, but also a space station. This offering is also for PC/MS-DOS platforms.

Mac gamers also have a treat heading their way. It's called *Silverball*, a terrific pinball game with four different tables of play. Plus,

when you mail in your registration card, you  
receive more tables for this pinball sim.

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**Adventure Game of the Week**  
**—PC/MS-DOS—**  
**Dark Sun from SSI**  
**Recommendation: Buy it!**

A hostile environment, odds against you that are staggering, and yet . . . you **can** conquer all adversities! There's nothing like a little heat, a plethora of critters of disreputable repute, and magic, to win the hearts of gamers everywhere!

Strategic Simulations brings brings TSR's new fantasy world environment to your computer. For the most part, the game is well-done, with sharp VGA graphics and a magic system that'll leave you wanting more. On the other side of the coin, play is linear—forget or remain ignorant of a task you must accomplish earlier in the quest, and you'll find the way a lot tougher and the quests far more difficult to complete.

The game occurs on the world of Athas. It's a bleak place, and it's ruled by sorcerer kings who delight in slavery. In fact, you start out as a slave in the gladiator pits in the city of Draji. And what a time you'll have, trying to escape the pits. Your goal is to ultimately unite the slaves in the wilderness into a cohesive rebel army and destroy the sorcerer-kings. Hundreds of game hours will be involved as you encounter quest after quest, all designed to increase your prowess in the environment to ultimately conquer and destroy the enemy. (Be sure to check out the Dark Sun playing hints within The Clue Corner!)

### Cool Features

- Cool music soundtrack throughout the game—well designed sound effects, too!
- Realistic animations, such as when you search a bed the covers are thrown back.
- An active overhead map that not only shows you everything you need to view, but also reveals the location of living things! It's also a great way to move to an area of interest by simply clicking in the area you viewed in the map and check it out *before* you commit your party of adventurers.
- Ability to save your game *whenever* you wish to do so!
- Super quests throughout the game—NPC interaction substantially enriches the game experience.
- When you move your “look” icon onto another character, you can easily determine its friendliness or hostility by the flashing color. This sure helps determine those enemy troops who might have fallen under your domination spell, and those that haven't, especially if there are many of them surrounding your position.
- An easy-to-use interface allows you to “point-and-click” with your mouse for everything from movement to commands.

### Negative Bits

- When you enter the combat arena, your entire party is represented by only a single character icon—whoever you've initially selected to be your party's leader. When other combatants enter the screen, your other party members suddenly appear. However, they don't show up on your screen *until* the opponents are extremely near to your party leader icon—you've absolutely no time to position them, defensively or offensively, to sustain, defend, or initiate an attack.
- The time required to load a new screen can be extremely frustrating, even if you're running a '486. This is especially true if you're anxious to move into the next screen to further an activity ended in the previous screen.

- No matter what kind of creature your opponent might have been, when you kill it, the body morphs into a dead human, with the same pool o' blood, time after time. Not a very accurate representation of what you've encountered and defeated.
- The only place you can rest is at a fire ring!
- No matter how long you rest, all the NPCs you saw earlier remain in *identical* positions!

TSR's *Dark Sun* game environment has the potential of overtaking their already highly popular *Advanced Dungeons & Dragons Second Edition* fantasy role-playing game environment. With a more complex and realistic magic system, *Dark Sun* provides more gaming for the buck.

*Dark Sun* may not set any computer gaming technology trends, but this software title certainly packs a large wallop for your buck!—*Mudgeon*

#### System requirements—PC/MS-DOS:

At least an 80386 CPU, 2 MB RAM (4 MB highly desirous), VGA graphics, hard drive, mouse, 1.44 MB disk drive, and a variety of sound cards.



**Simulation of the Week**  
**—Macintosh—**  
**SimCity 2000 from: Maxis**  
**Recommendation:**  
**You Gotta Have It!!!**

Many gamers remember the original *SimCity*. In fact, there are thousands of us who *still* have this city simulation resident on our hard disk drives. Whenever there's a free moment or two, we re-attack a particular problem with the city we've saved—perhaps it's taxes that are driving residents out. Or could it be that we haven't done as good a job as possible in building a commercial infrastructure?

*SimCity 2000* from **Maxis** has now been released. This is the *most* awesome product Maxis has yet designed and implemented. Take *SimCity* and iterate it to such a level of excellence that you'll probably *not* wish to play anything else for thousands of hours. Not only do you build your city on the surface of the land, but *underneath* as well. You can not only build libraries and biospheres, but also subways, tunnels, and underground utilities.

The visual display has also been improved. Take the 3D viewpoint of another Maxis published game, *A-Train*, and toss with *SimCity* itself. You can zoom in and out at will, define your own zoning areas, and now there are *nine* power plants from which you may choose to energize your city.

You can also check on your city to see how it's faring with other cities within the same geographic region. Nice touch!

*SimCity* is a city building simulation, for those of our readers who may never have experienced the environment. You build residential zones for your Simmers to live within, commercial zones for them to conduct business within, and industrial zones for them to work within and earn their salaries. Your power plant energizes your city, and power lines carry the power from the plant to individual areas where power is required. You build roads, railroads, and subways to enable your Simmers to get to work, to school, to the hospital . . . wherever.

As your city grows, you'll add more zones with varying density levels. Police, fire, prisons, and hospitals—they're your responsibility. After all, you certainly want your Simmers protected from the criminal elements and you'll want to be able to put out disastrous fires. You'll custom landscape areas and build innovative water systems. You might wish to add a stadium to improve the life your Simmers lead, or a zoo. Add airports and seaports to infuse all sectors of life with increased activity and revenues.

### *Cool Features*

- Well-written manual eases and simplifies your gameplay. An included tutorial is well-designed.

- Not only a super sim to run on your desktop Mac, but it also plays well on your PowerBook!
- When you're in the City window, the Toolbar has new features. But, instead of populating the Toolbar with a bunch of new icons, sub-selections pop-up in their own submenu window when the mouse access the parent icon. This really helps reduce player confusion.
- The sim now includes a Terrain Editor so you can create your own world, right from the start. Nothing extra to buy! This enables you to create land mass with has many as 32 levels of altitude.
- You can create your own mass transit systems by connecting subways to your trains.
- You can control far more options in the Budget window. Plus, you can promote ordinances through the city council that'll help ease your population's plight. Of great assistance in building your city's work-base to a higher level are such things as a reading program, libraries, and the institutions of higher learning. Better jobs equate to better wages which equate to more ability to pay taxes . . . even sales taxes!
- Cool newspaper articles allow you to track population opinions and trends. Pay attention to the words you read!

#### Negative Bits

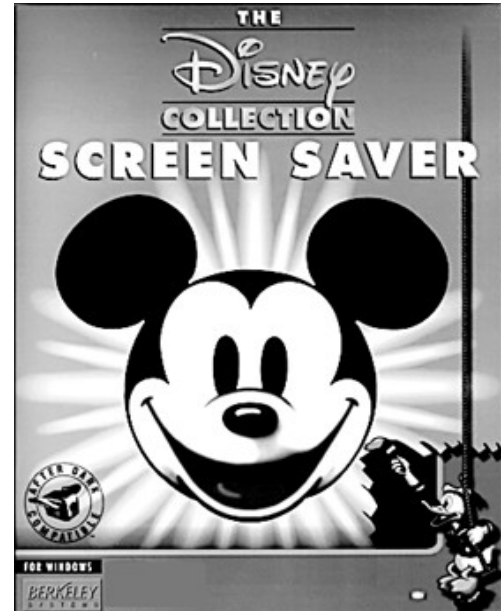
- Occasionally, your water systems will disconnect for no apparent reason. However, the next time you return to that area, you may find the pipes have mysteriously been reconnected and are operating correctly.
- Rambunciousness will be your undoing. Maxis has created a program that is so cunningly addictive, you'll forge ahead *too* quickly! You must be extremely patient, otherwise you'll outstrip your resources as you build your city. The tutorial doesn't adequately emphasize the need for constructive patience.

*SimCity 2000* definitely hits the mark! The simulation will be one title that'll cause you to consider installing it not only on your Mac at home, but also the Mac at the office, simply so you can access its environs during those times when you have a couple of free moments. With the tutorial under your belt, the ability to save games whenever you wish, you'll soon find yourself so enamored with its environment that you'll regret

leaving it to actually have a life. *SimCity 2000* could, quite easily, become **THE** Macintosh Game-of-the-Year from this publication! – *Mudgeon*

#### **System requirements–Macintosh:**

LC, Performa II, Centris & Quadras; Color Classic, PowerBooks (except for 100s through 145s), and the Duos. You need 4 MB RAM with 2.5 MB free, mouse, hard disk, color monitor with 8-bit graphics, and Macintosh System Software v. 7.0 or higher.



**Multiplatform Title of the Week**  
**The Disney Collection Screen Saver**  
**from Berkeley Systems**  
**Recommendation:**  
**Another Gotta Have It!**

**W**hether you already run a screen saver utility or not, there's no question that Berkeley's latest addition to their ever-growing library of screen saver programs is top-notch! These are really great files that protect your screen from burn-in, should you happen to leave your monitor on for an extended period of time without engaging in any activity.

The INSTALL program automatically places the Disney Screen Saver files and control panel within your system folder, whether you're running System 6.x or System 7.x. However, because of the large number of multimedia files that comprise

|this

product, you're going to need about 5MB of hard disk storage to accommodate the entire library.

Once installed, you may select to password protect your entire system once the screen saver is running. You may determine which corner of your monitor can also be used to initiate the screen saver. There are 17 Disney files, from my favorite DIGITAL INK to Scrooge and the Sorcerer.

Expect the highest quality animations and MIDI sound. Watch as the croc hunts for Captain Hook as he is oared across your screen by Smee. Or be captivated by the Magic Kingdom castle, floodlit at night, as fireworks arc across the sky and explode in a delightful display of colorful pyrotechnics. If you select DIM as the environment for this display, you'll note the Magic Castle reflecting the various colors of the fireworks that explode above its battlements. Grin as the 1001 Dalmatians bark and scamper across your monitor. Or become engrossed as the Digital

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Ink screen saver produces an on-screen paint-like program that creates your favorite Disney characters in various mini-cartoons.

You may activate any of the files to automatically start-up at your designated time period. Or, use the randomizer to initiate your files in either a random, or pre-set, order. As is the case with Berkeley System Screen Savers, high quality and high entertainment value result in a truly useful tool to protect your monitor's screen.—

**Mudgeon**

#### **System requirements—Macintosh:**

Mac Plus or greater with a hard drive, 2 MB RAM for black & white, 4 MB RAM for color, Macintosh System Software v. 6.0.4 or later, Macintosh System Software v. 7.0 compatible.

#### **System requirements—Windows:**

Microsoft Windows v. 3.0 or greater, 4 MB RAM, hard drive, VGA. Both character voices and sound effects require Windows Enhanced Mode.

*Mudgeon*

*Inside Games Update* is published by IMG Publications, Glenview, Illinois, at least 24 times per year.

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