A Signal Research Publication

CES SPECIAL

GAME Players™

CES VIDEOGAME AND COMPUTER GAME GUIDE

The LATEST ELECTRONIC GAMES From The LEADING ENTERTAINMENT COMPANIES At CES!

DOUBLE DRAGON II: THE REVENGE

BEETLEJUICE

AFTER BURNER

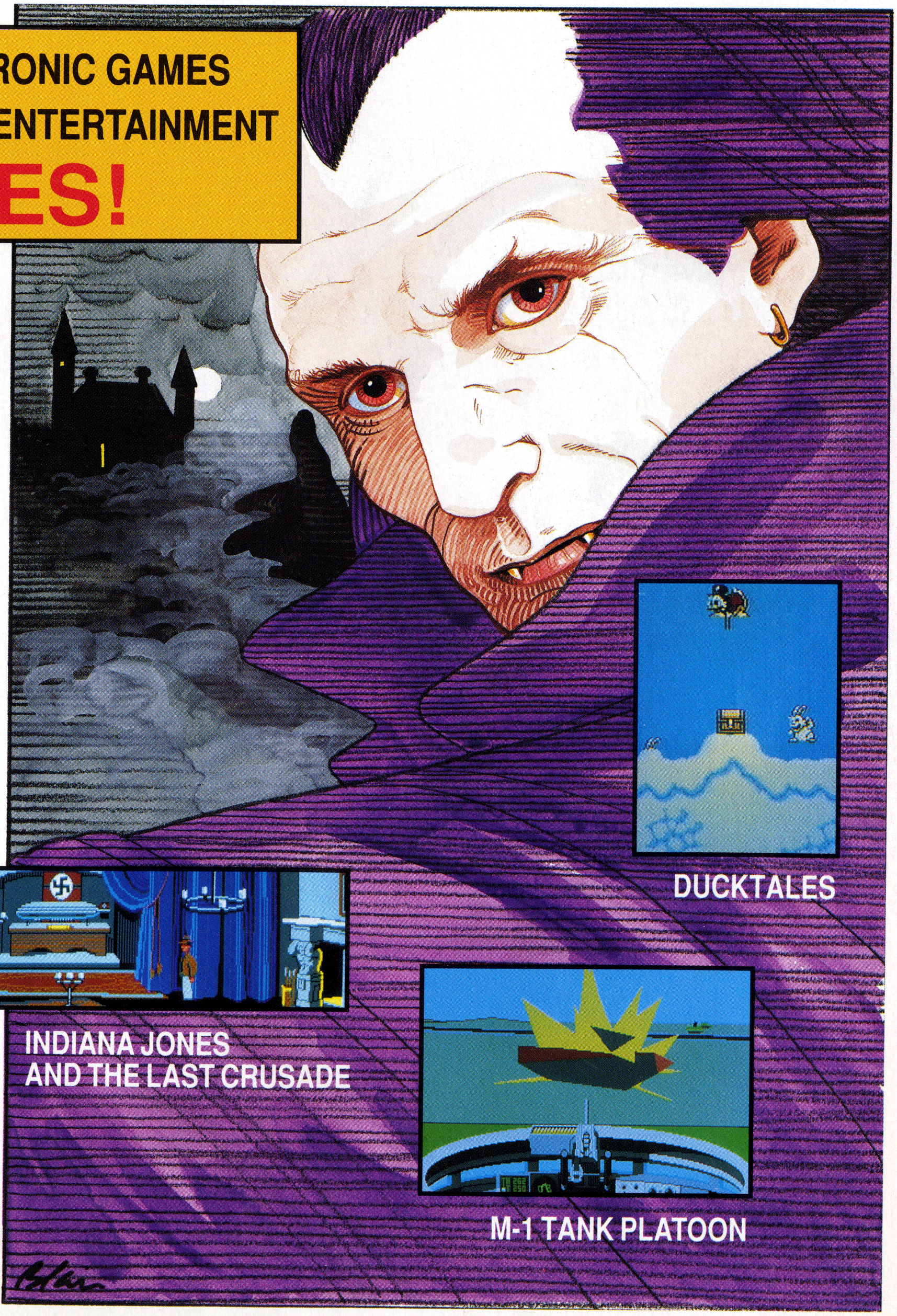
IT CAME FROM THE DESERT

JOHN MADDEN FOOTBALL

DINOWARS

WINDWALKER

GHOSTBUSTERS II



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CES

Fun & Games Fun & Games

Here is a compilation of companies exhibiting new videogames, computer games, and related products at the Summer Consumer Electronics Show. Note that some companies are showing their products in meeting rooms or hotel suites rather than on the show floor, and advance appointments may be required.

(Every effort has been made to insure this list is as complete as possible, but if you know of a company that was omitted, please contact *Game Player's*.)

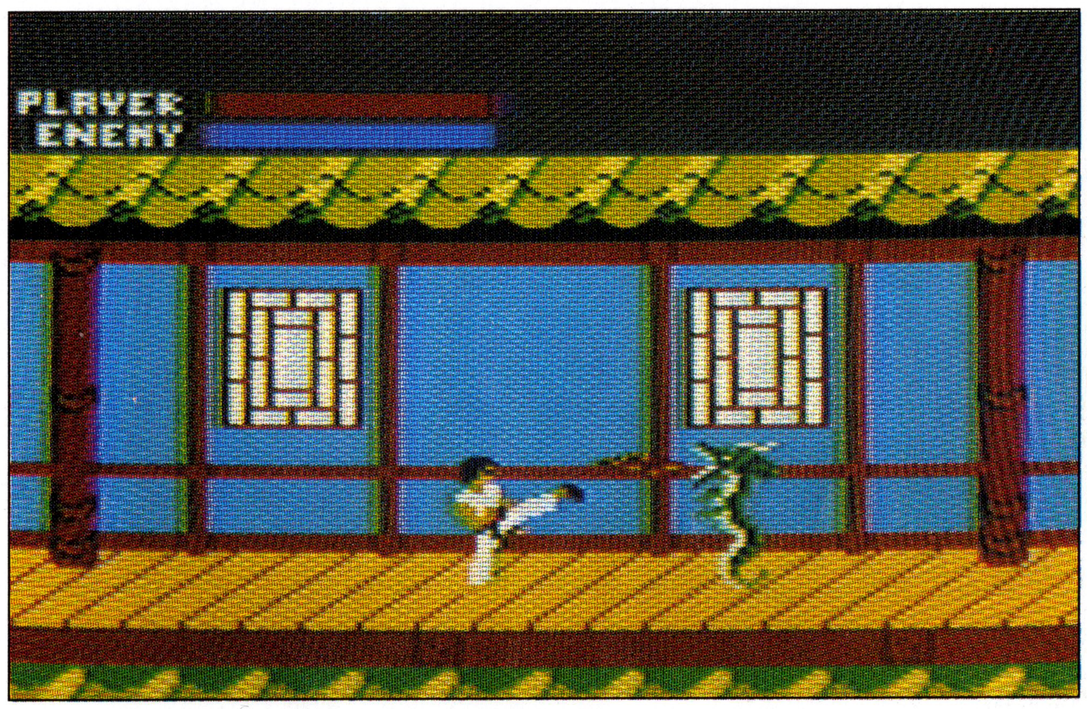
ABSOLUTE ENTERTAINMENT (Nintendo booth 7346-7958 McCormick North for NES products; Sega booth 6947 McCormick North for Sega; and Atari booth 7335 McCormick North for Atari 7800): For Nintendo, *A Boy and His Blob*, designed by David Crane; and *Shredder*, a sports game based on snow boarding. Sega games include *James Bond 007* and the radio control car game *R.C. Grand Prix*. Through Mediagenic, Atari 7800 games include *Kung Fu Master*, *Title Match Pro Wrestling*, *Pete Rose Baseball*; *Tomcat: F-14 Fighter Simulator*, *F-18 Hornet*, and *Super Skateboarding*.

ACCESS (Soft-Kat booth, 7341 McCormick North): A revised version of *World Class Leader Board* featuring *Realsound*, a new process that produces realistic digitized music, speech, and sound effects on ordinary IBM compatibles; and a new version of *Echelon*, a space-flight simulator for IBM compatibles, with *Realsound*.

ACCLAIM ENTERTAINMENT (Nintendo booth, 7346-7958 McCormick North): Nintendo titles include *Double Dragon II: The Revenge*, a sequel to the popular martial arts game, planned for release around Christmas; *Bigfoot*, an off-road racing game with four-wheel-drive trucks; and *Cybernoid*, a space action game from Europe. Also exhibited is the Double Player System 2 wireless remote controller, which allows two people to play a Nintendo game simultaneously; and four new Superplay hand-held games, including *Knight Rider*, *1943*, *Wizards & Warriors*, and *The WrestleMania Challenge*, plus a boxing game to be announced.

ACCOLADE (7341 McCormick North): Eight new games for IBM compatibles, including two sports simulations, a role-playing game, an adventure game, a driving simulation, and a flight simulator.

AD LIB (6857 McCormick North and also at the Soft-Kat booth, 7341 McCormick North): *Visual Composer Staff Notation Print Utility* is a new music composition tool designed to work with Ad Lib's plug-in sound card for IBM-compatible computers. Ad Lib is also demonstrating games from other software publishers that are compatible with the Ad Lib card, including *Kings of the Beach* and *688 Attack Sub* (Electronic Arts); *Omnicron Conspiracy* (Epyx); *Murder Club* (Kyodal); *Indiana Jones and the Last Crusade* (LucasFilm); *F-19 Stealth Fighter* version 3.0 and *Red Storm Rising* (MicroProse); *Times of Lore* (Origin); *Doctor Doom's Revenge* (Paragon); *King's Quest IV*, *Leisure Suit Larry 2*, *Police Quest 2*, *Silpheed*, and *Space Quest 3* (Sierra); and *Renegade* and *Sky Shark* (Taito).



Kung Fu Master - Absolute Entertainment

ADVANCED GRAVIS (6537 McCormick North): The Mousestick, an ergonomically designed joystick particularly suited for playing games on large-screen monitors, as well as use with drawing programs and similar applications. There are versions for the Macintosh, Apple IIGS, Amiga, Atari ST, and IBM compatibles.

AMERICAN SAMMY (Nintendo booth, 7346-7958 McCormick North): Nintendo titles include *Thundercade*, a motorcycle battle to save the world; *Ninja Taro*, an action game with a pint-sized martial-arts expert; and *Twin Cobra*, an action game involving a super helicopter. All three were adapted from popular arcade games.

ARCADIA (Virgin Mastertronic booth, 6941-6944 McCormick North): New IBM-compatible games include *Double Dragon II*, a sequel to the popular martial arts action game; and *Artura*, a new action game.

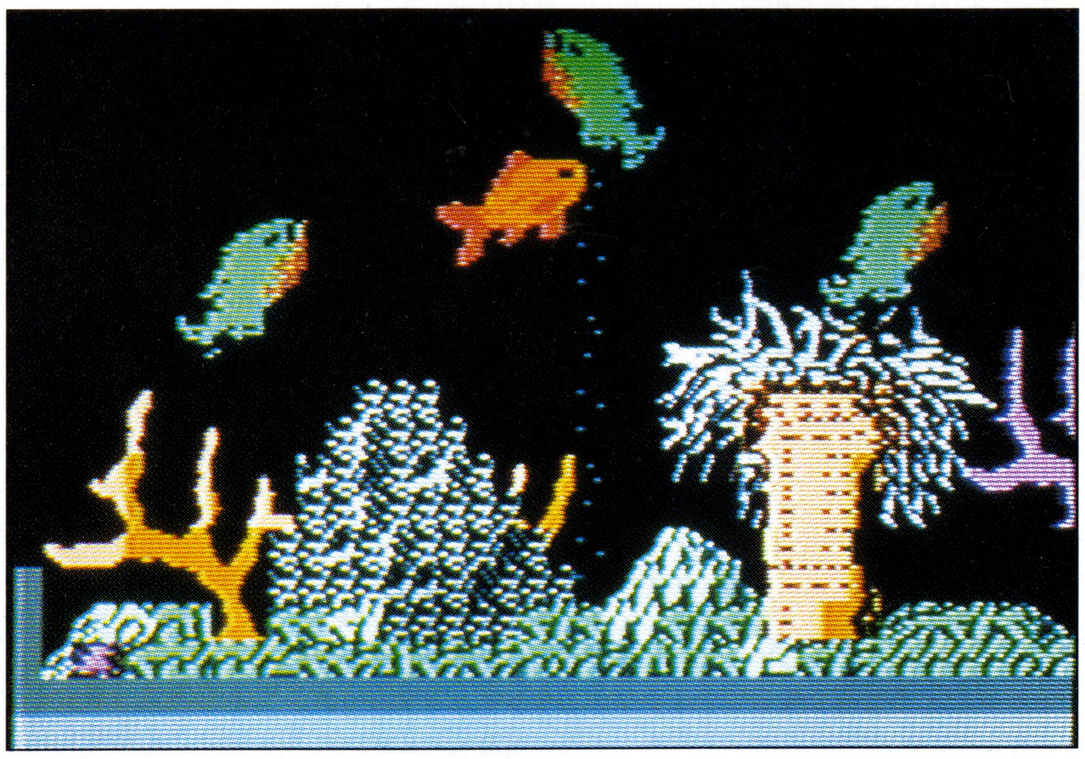
ATARI CORP. (7335 McCormick North): Atari's booth is divided into videogame, computer, and calculator sections. Among the new videogame products are five titles for the 7800 Pro System, three for the 2600 VCS, and three for the XE game system. In the computer section, Atari is showing its Portfolio, a handheld IBM PC-compatible computer.

AVALON HILL (6641 McCormick North): *Police Blotter*, a text-and-graphics detective game with lots of puzzle-solving and seven different cases to investigate, for the Apple II, IBM compatibles, and the Macintosh; *Combots*, a game that allows players to construct their own robots and then do battle with invading aliens from outer space, for the Commodore 64 and Amiga; *The Rise And Decline of the Third Reich*, based on the board game of the same name, for the Atari ST, Amiga, Macintosh, and IBM compatibles; *World War II Wipe Out* (working title), a man-to-man combat game based on the board game *Ambush*, for the Atari ST and IBM compatibles; *Legends of the Lost Realm*, a fantasy role-playing game for the Macintosh; *Computer Acquire*, based on the board game *Acquire*, in which would-be Trumps and Hiltons wheel and deal with hotels, for IBM compatibles; and *Win, Place, and Show*, a horse-racing game for IBM compatibles.

BANDAI (Nintendo booth, 7346-7958 McCormick North): New Nintendo titles include *Dr. Jekyll and Mr. Hyde*, based on the classic horror story; *Wild Boys*, a kung fu action game in which players can be any one of four characters; *Star Trek V*, based on this summer's movie; and *Monster Party*, in which a young baseball player is mysteriously transported into an alien world, still armed with his baseball bat. For the power pad, *Athletic World* offers unusual, often comic, sports for participation; and *Street Cop* puts the player on a city beat, nabbing crooks on seven different levels. *Shooting Range* is a light-gun game for single players or groups which moves the shooting gallery to remote locales such as a town in the wild West, a haunted house, and outer space.

BEESHU (7159 McCormick North): In addition to its other joysticks and peripherals for computer and videogames, Beeshu is introducing the Gizmo. This joystick offers three speed controls with auto fire (as fast as 30 shots per second), left- or right-hand play, one- and two-player options, four turbo buttons, a headphone jack, and a volume control.

BRODERBUND (7735 McCormick North for software; Nintendo booth, 7346-7958 McCormick North, for NES products): The newest *Carmen Sandiego* game will be announced for IBM and compatibles and Apple formats. Affiliate features will include Domark's *Licenced to Kill*, based on the James Bond movie, for IBM and compatibles; Kyodai's *Murder Club* for IBM and compatibles; and Maxis's *Sim City* for IBM and compatibles and the Macintosh. For NES, Broderbund will demonstrate their U-Force, which translates the player's physical motions into on-screen results. Games featured will be *Legacy of the Wizard*, an action role-playing adventure to save a wizard imprisoned by a dragon; *The Guardian Legend*, in which the player must battle through an alien world to save the earth; and *The Battle of Olympus*, a quest by Orpheus to save his wife, Helene, whose soul has been stolen by Hades.



Chomp! - Cosmi

CALIFORNIA DREAMS (6655 McCormick North): New titles include *Hot Rod*, a car racing game with 25 different vehicles from which to choose, and *Block-Out*, a 3-D puzzle game.

CAMERICA (7935 McCormick North): The Freedom Connection, a device that converts any wired joystick into a wireless controller; and the Freedom Stick, a wireless infrared joystick. Both products are for Nintendo, Sega, Atari, and Commodore systems.

CAPCOM (Nintendo games are being exhibited at the Nintendo booth, 7346-7958 McCormick North, and computer games at the Soft-Kat booth, 7341 McCormick North): For Nintendo, Capcom is showing *Willow*, based on last summer's fantasy movie; and *DuckTales*, a Disney-licensed game about the adventures of millionaire Scrooge McDuck. Capcom's computer titles include *Pocket Rockets* for the Commodore 64, a driving game with high-performance motorcycles; *Last Duel*, in which players drive and fly into battle; *Side Arms*, adapted from the arcade game involving an attack on alien forces in the 21st century; and *LED Storm*, another arcade translation, which takes players for a ride down the elevated hyperways of the future. *Last Duel*, *Side Arms*, and *LED Storm* are available for the Amiga and Atari ST.

CAPSTONE: (see INTRACORP).

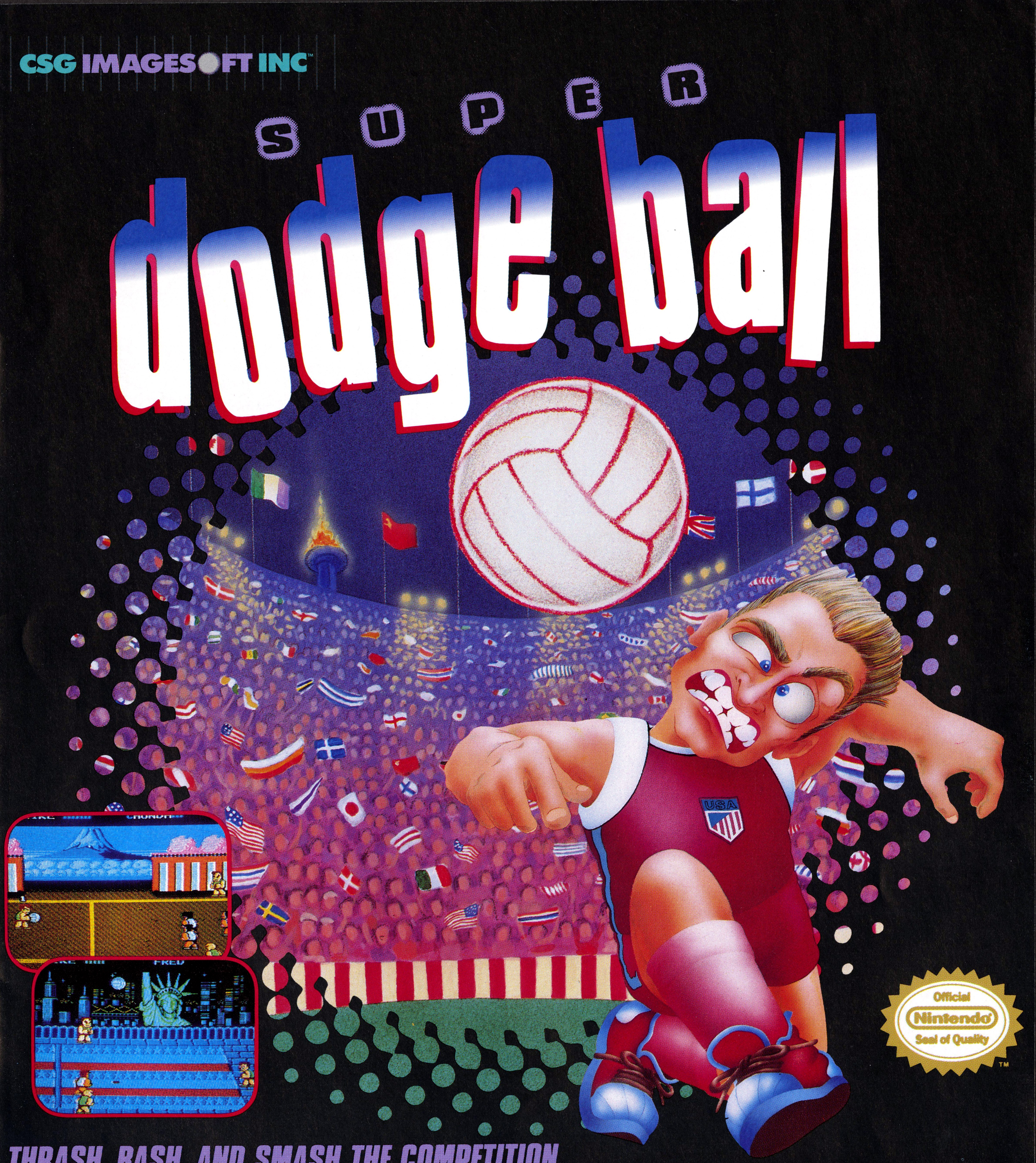
CINEMAWARE (hotel suite at the Ritz Carlton, by appointment only): New titles include *It Came From the Desert*, based on the classic mutant-bug science-fiction movies of the late 1940s and '50s, and *TV Sports Basketball*. Also being shown: the Atari ST version of *TV Sports Football*, and ST and Apple IIGS versions of *Rocket Ranger*.

CONTRIVER TECHNOLOGY (6544 McCormick North): UFO remote joysticks for the Commodore 64/128 and the Nintendo Entertainment System.

(Continued on page 6.)

CSG IMAGESOFT INC™

SUPER dodge ball



THRASH, BASH, AND SMASH THE COMPETITION

Team USA is on its way to a Cinderella success story in the Super Dodge Ball World Cup Championships. From out of nowhere, this scrappy bunch of rookies is advancing to the final round of competition. But, seven powerful teams still stand between Team USA and their ultimate challenge; the long awaited grudge match with the undefeated, defending world champions, Team Russia. Only you can lead the U.S. to victory over the highly-favored competition, and give them the chance to crush the mighty Soviets.

- 1 or 2 players
- Multi-dimensional, high-resolution graphics
- 3 increasing levels of challenge

Watch for details on the Super Dodge Ball World Cup. It's coming soon to a city near you. Co-sponsored by CSG Imagesoft Inc™ and Sony® Corporation of America.

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Nintendo ENTERTAINMENT SYSTEM®

(Continued from page 4.)

COSMI (hotel suite at the Ambassador East, by appointment only): *Navy SEAL*, a military game for IBM compatibles that takes a player through training and eventually to combat missions; *Chomp*, an action game for the Commodore 64 in which players assume the role of a goldfish in an aquarium; *Presumed Guilty*, a strategy game of international intrigue for IBM compatibles; and *Swift Music*, a music-composition program for the Commodore 64.

CSG (Nintendo booth, 7346-7958 McCormick North): Challenge matches with members of the U.S. National Video Team as part of CSG's "*Super Dodge Ball* World Cup '89" tournament. Other featured titles include *Super Sushi Pinball*, a seven-level pinball game; *Soccer Boy*, a soccer simulation; and *Super Rescue*, in which players take the role of a fireman rescuing people from a burning building.

Gold of the Americas - SSG

CULTURE BRAIN (Nintendo booth, 7346-7958 McCormick North): Nintendo titles include *Flying Dragon* and *Kung Fu Heroes*, two martial-arts combat games; *The Magic of Scheherazade*, an Arabian fantasy adventure; and *Baseball Simulation 1000*, a batting simulation game.

DATA EAST (6237 McCormick North): "Data East MVP Sports," a line of sports simulation software will be launched. Personal computer games include *Heavy Barrel*, an arcade battle adventure currently for IBM and compatibles, Commodore 64, and Apple II; *Super Hang On*, an arcade racing game for Macintosh, IBM and compatibles, and Commodore 64; *Robocop*, based on the popular action movie and shown for CES on IBM and compatibles, Amiga, and Atari ST; *Vigilante*, an action game for IBM and compatibles; Commodore 64/128, and Amiga; *Batman, the Caped Crusader*, based on the comic book hero new for Amiga and soon for Apple II; and *Karnov*, Data East's second Macintosh game.

DIGITEK (exhibit plans incomplete at presstime): Preview of *Dinowars*, a strategy and action game for IBM compatibles; and finished examples of the VGA, EGA, and Hercules versions of *Hole-In-One Miniature Golf*, an action game for IBM compatibles.

ECLECTIC (6856 McCormick North): Eclectic's Pro Play Home Arcade is an arcade-style cabinet for housing videogame machines, and comes with arcade controls. Also in the Eclectic booth will be Doc's Game Busters, a videogame repair company, and Studio Video, a company that produces videogame guides.

ELECTRONIC ARTS (6938 McCormick North): Four new titles for IBM compatibles, including *John Madden Football*, a professional football game; *Star Flight II*, a sequel to the earlier popular space adventure; *Celtics vs. Lakers: NBA Playoff Basketball*; and *Budoken*, a martial arts action game.

EPYX (Meeting room M8135, McCormick North): New IBM-compatible titles include *California Games II*, a sequel to the hit sports game; *Hexstar*, a hyper-speed space racing game; *Snow Strike*, an easy-to-learn flight simulator and aerial combat game; and *Ishido*, a computer version of the ancient Oriental strategy board game, from the creators of *Shanghai*.

California Games II - Epyx

FCI (Nintendo booth, 7346-7958 McCormick North): In addition to its recent fantasy role-playing game, *Ultima*, FCI is exhibiting two new Nintendo titles — *WCW: World Championship Wrestling* and *Phantom Fighter*, a kung fu adventure.

FINAL FRONTIER (Electronic Arts booth, 6938 McCormick North, with Interstel affiliates): *Space M+A+X*, a space station construction simulation for IBM compatibles and the Amiga.

(Continued on page 10.)

BAD DUDES MAKES DOUBLE DRAGON PALE BY COMPARISON

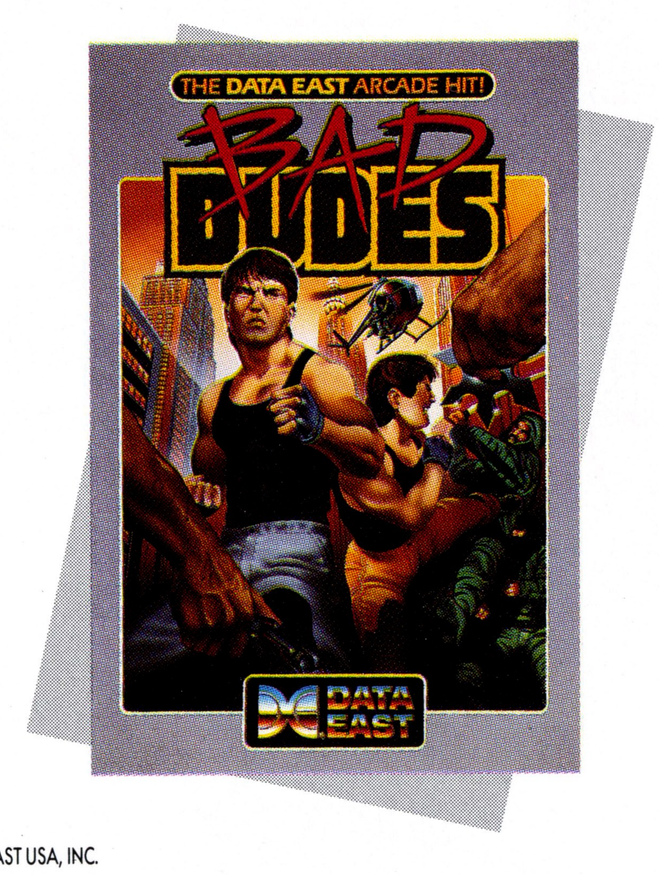
Ask anyone who's played them both in the arcade. Bad Dudes is clearly the game of choice. It's no contest.

BAD DUDES has better graphics. Better action. Better playability. From the arcade to the Nintendo to computer formats, you can count on a better game with BAD DUDES. And we're even available on more systems than they are.

The joystick play is incredible—fast, smooth and responsive. And the game play and graphics of the home versions are amazingly true to the arcade original.

Check it out for yourself. The martial arts excitement of BAD DUDES makes Double Dragon play like a dinosaur. One soon to be extinct.

BAD DUDES. From Data East. Now available on Commodore, IBM, Tandy, Amiga, Atari ST and Apple II personal computers and the Nintendo Entertainment System.



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GAME PLAYER'S™

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- Reviews of the latest hit games for Nintendo, Sega, Atari, PC, Commodore 64, Amiga, and Macintosh — even arcade hits.
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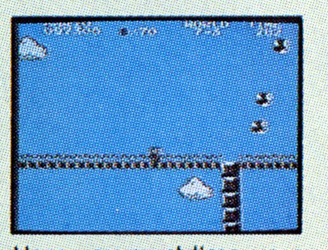
Each issue is filled with color and packed with solid information, hundreds of hints and tips, game descriptions, even maps and complete solutions to complicated games!

NINTENDO GAME of the MONTH

SUPER MARIO

The editors and game players



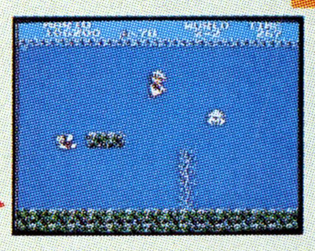
Here you must time your runs to keep from being killed by the cheep-cheeps.

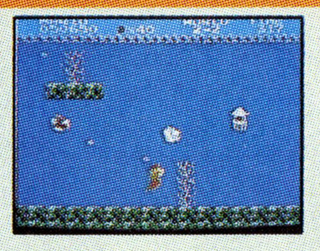
Wait for them to fly up, then run under them.

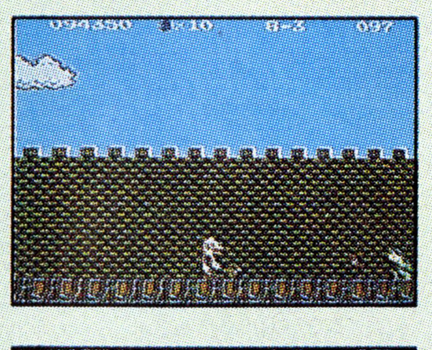
Millions of Nintendo players now own *Super Mario*. And we suspect that a few haven't yet played all of the way through. Here are some clues, maps, hints, and tips that our editors and game players put together for you.

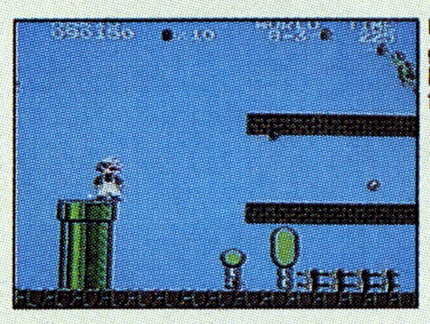
Throughout this game your timing is very important. Jumping and leaping are critical skills in the treetop worlds. You just have to work your way through, learning when to jump and when to wait.

They're rough in the water worlds, too, but not as aggressive as the Bloobers (jellyfish). Use the A button to swim up. The water worlds are much easier if you're fiery Mario.



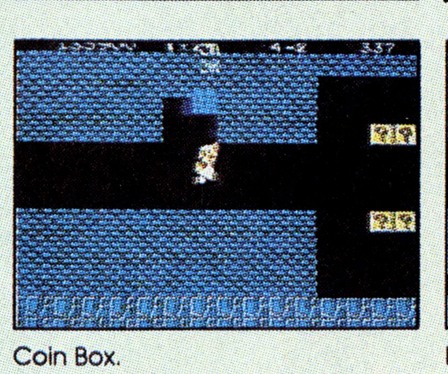




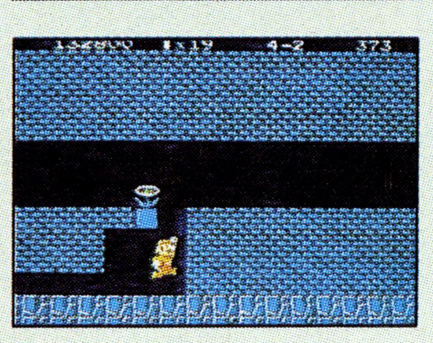


Uh oh... It's the Hammer Brothers. These guys are bad! It's best to be fiery Mario whenever you have to get past them.

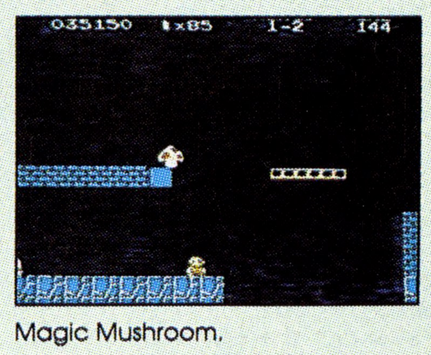
All through the game you'll find hidden coin boxes, fire plants, magic mushrooms, and more. These samples show you what you're looking for.



Coin Box.



Fire Plant.



Magic Mushroom.

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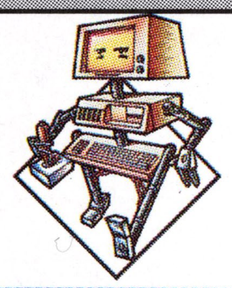
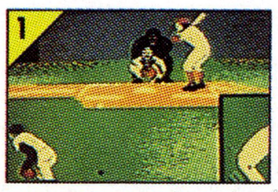


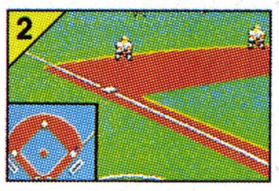
PC PLAYERS

Take Me Out To The Videogame

Neil Randall

All right, I admit it. I get excited about the return of baseball. I follow the results during spring training. I make a few phone calls about season tickets, hoping that somehow they're on sale for 70 percent off. And I watch the season opener and home opener as if each was the seventh game of the World Series.





One more confession. When spring training begins, I find myself searching for my computer baseball games. I play Accolade's *Hardball* while watching a game on TV. I look to Gamestar's *Pete Rose Pennant Fever* when I want to test my skills at building a franchise. Mondays, with the sports pages in front of me, I boot up Electronic Arts' *Earl Weaver Baseball*, change some statistics, and play the games my favorite team will be playing that week.

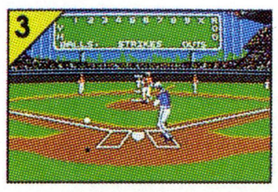
Why do I have three baseball simulations? Because each one has its own particular focus. *Hardball* is purely an action game, with an emphasis on the classic confrontation between pitcher and batter. *Pete Rose Pennant Fever* is a franchise-building game, in which you have ten seasons to assemble a championship team. *Earl Weaver Baseball* focuses on managing the individual game; all of its many features are designed with that in mind.

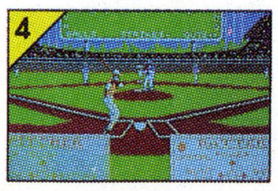
Hardball

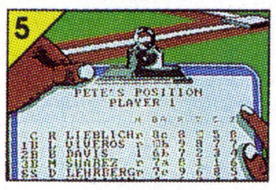
In *Hardball*, the screen you see most often shows your pitcher (either left-handed or right-handed) preparing to throw to the plate. It's the classic viewpoint of televised baseball, as seen from somewhere in left-center field.

The menus at the bottom of the *Hardball* screen show your options. Using the keyboard, joystick, or mouse, you select the pitch you wish to throw. If you're batting, you choose to bunt, steal, or swing away.

Once the defensive player has selected the pitch, and the offensive player the batting option, the menus change. Now the pitcher chooses a location for the pitch, while the batter selects whether he will swing high, low, inside, or outside. When you're batting against a human opponent, the catcher's glove moves as a signal to where the pitch might be going. When playing against the computer, you're at a distinct disadvantage — the glove does not







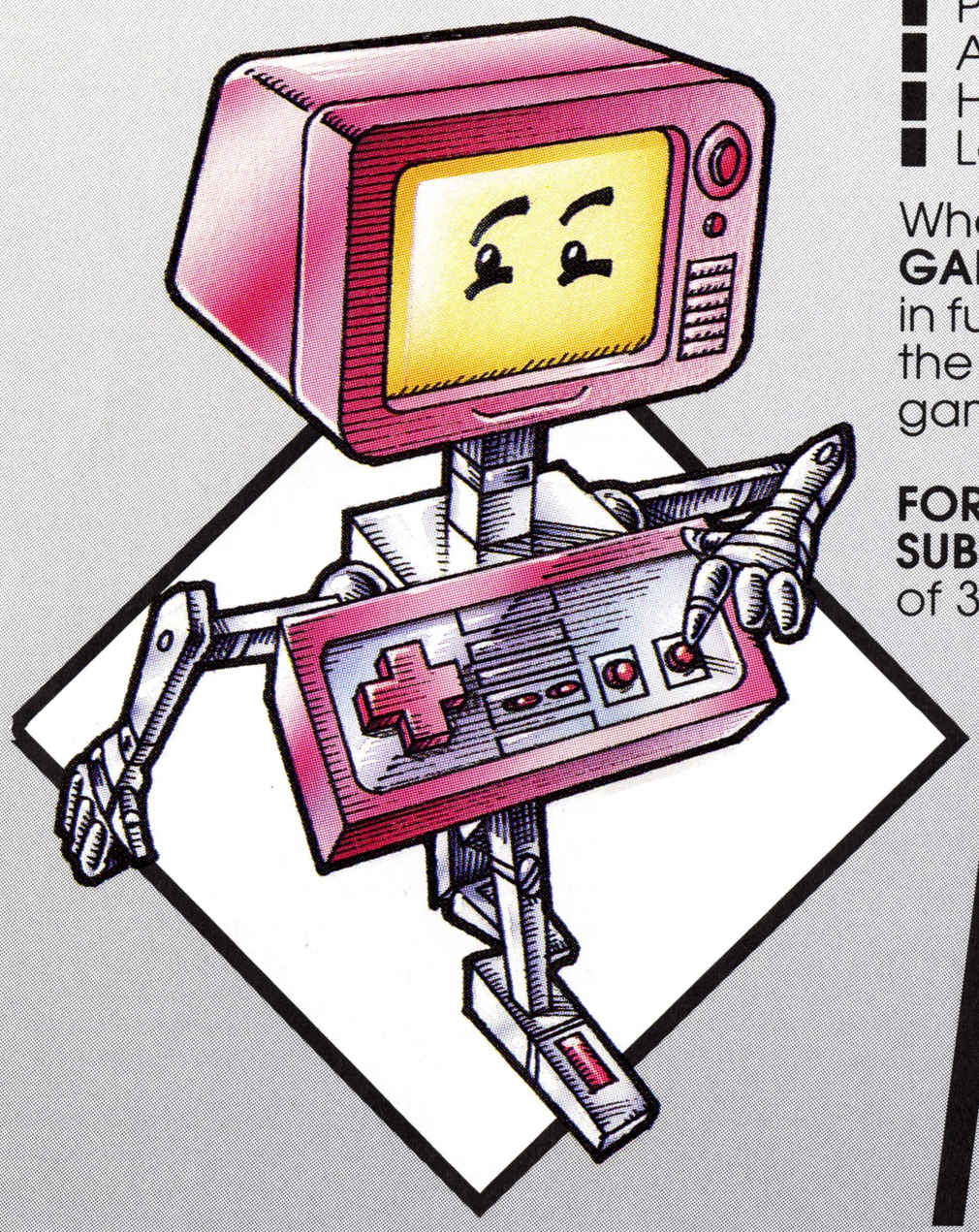
1 *Hardball*: The pitcher-batter screen.

2 *Hardball*: Fielding a batted ball.

3 *Pete Rose*: The main view from behind home plate.

4 *Pete Rose*: The pitcher-batter screen.

5 *Pete Rose*: Selecting Pete Rose's position.



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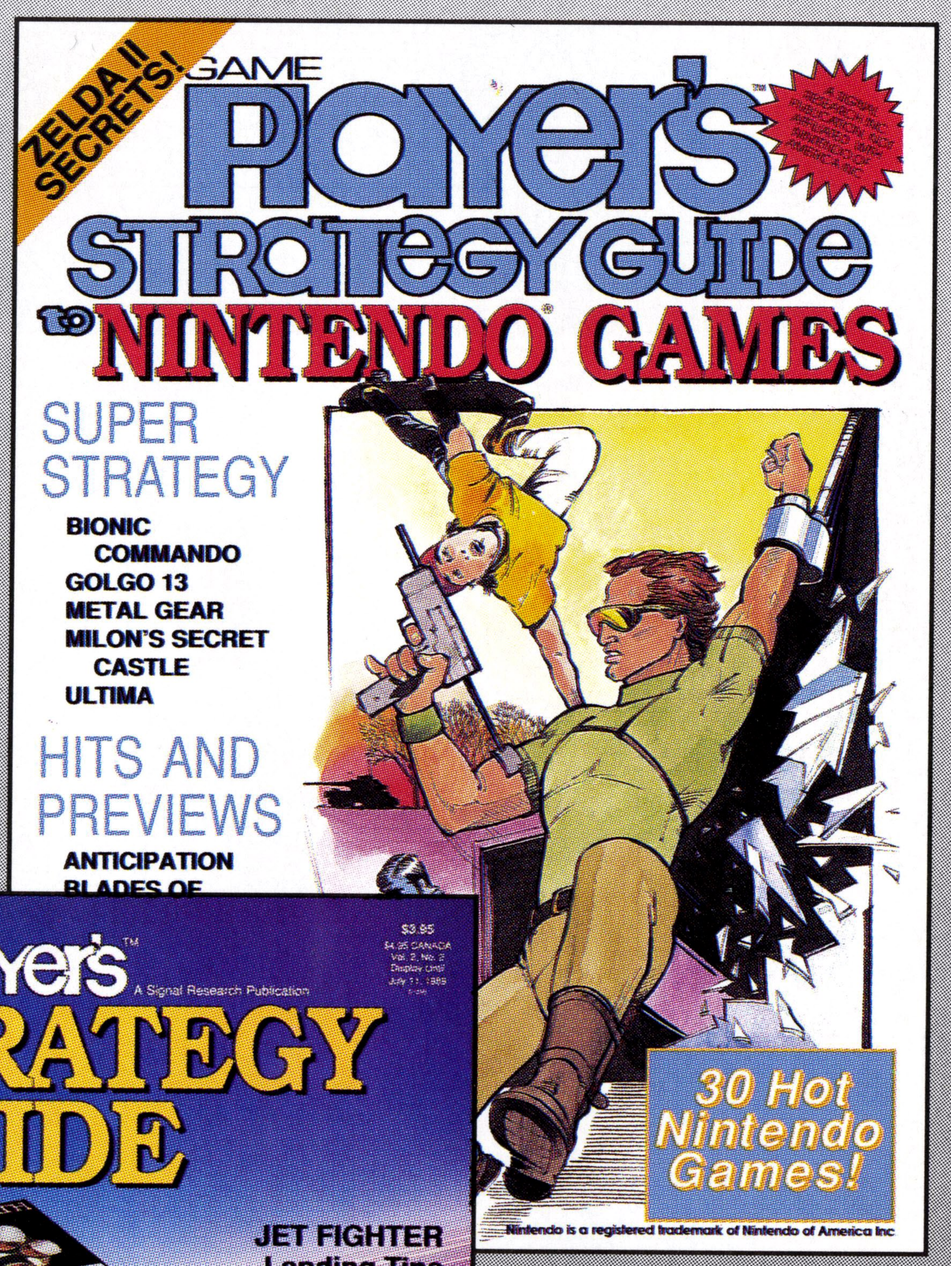

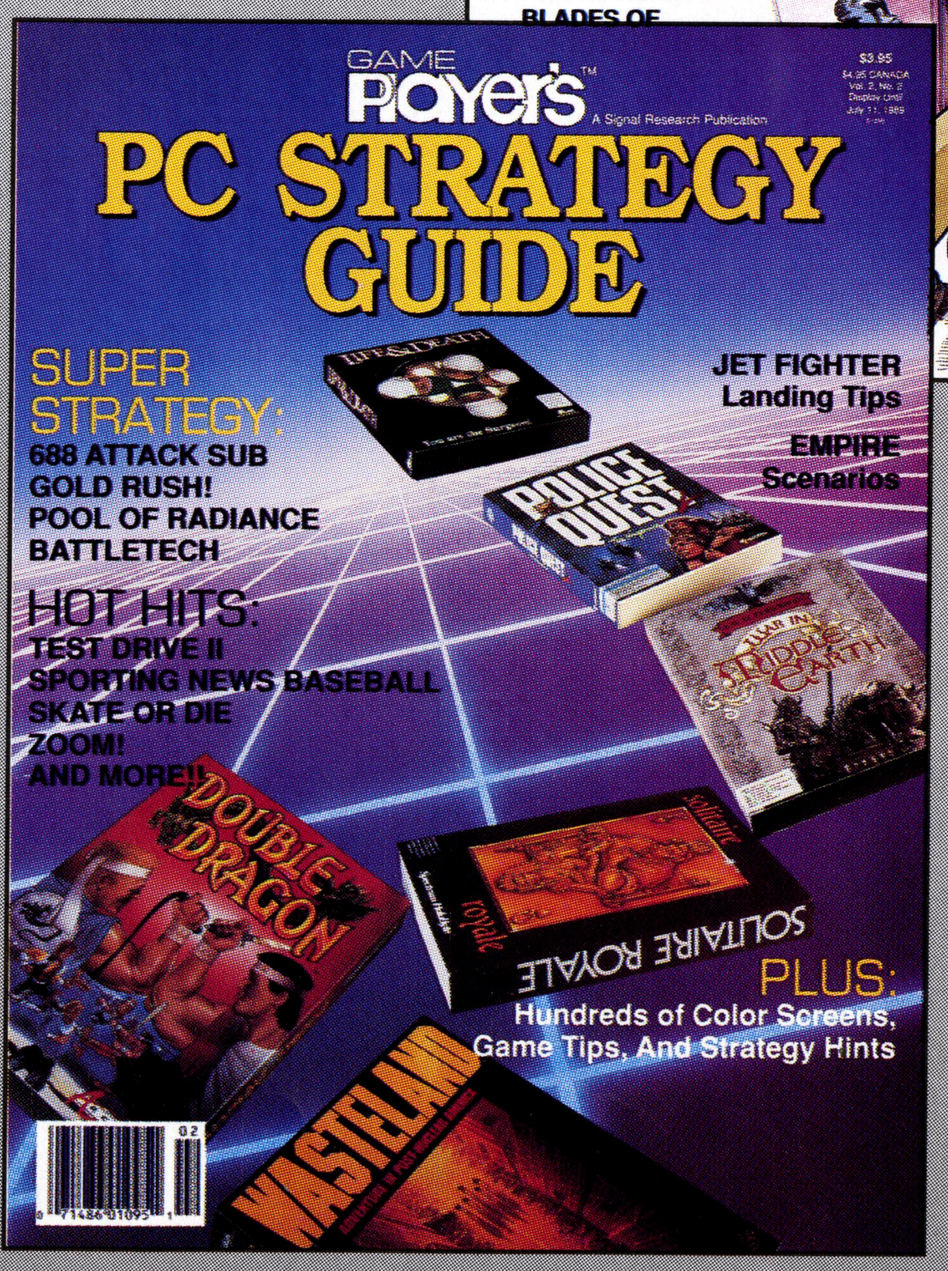

In the days before Christmas, people hunting for Nintendo cartridges to stuff into the stockings of their loved ones mainly found empty racks. Every new game seemed to be in short supply.

But since January there has been a consistent stream of new releases. Even *Super Mario Bros. 2* and *Double Dragon* are now available. And it seems the new releases have more personality than games of the past — which all too often seemed interchangeable, like clones of each other. Certainly *Amagon*, *Bubble Bobble*, and *Golgo 13* are not imitations of games that have come before.

NINTENDO NEWS

New Titles Perk Up Nintendo Library

Leslie Mizell

Bionic Commando

Neither is *Bionic Commando*, Capcom's new adventure. Okay, our hero is single-handedly battling hordes of heavily armed soldiers, trying to rescue Super Joe, and attempting to destroy the Imperial Army's arsenals at the same time. And yes, he's armed with a gun that gets more powerful throughout the game until it becomes a "hyper bazooka."

Still, the Bionic Commando does not run, jump, and karate chop his way through enemy lines. Instead, he has a special grappling mechanism called a bionic arm. When he reaches a chasm, or when he needs to reach a high ledge, he just shoots a wire (remember Spiderman?) which is immediately anchored. Then he can either jump across the chasm or raise himself to the ledge.

The game begins on a map of 19 areas. The helicopter which drops the Bionic Commando can travel to any of the zones. Watch out for enemy trucks, however, because when you run into one, you automatically descend and battle the enemy. Areas 1 through 12 are each different, with dangerous missions to complete. Areas 13-19 are "neutral zones." They contain masses of enemies to defeat, but always in the same patterns. You'll pick up vital supplies in the neutral zones that you'll need to complete other areas. A flare gun in zone 13, for example, lights the tunnel in area 4 so you won't have to battle soldiers in the dark.

When you encounter the enemy, you descend into one of two locales — a beach or a desert. Here, you fight the enemy on a short,

1. Study the *Bionic Commando* map to decide when to descend and when to transfer.
2. In area 1, you should quickly get behind this soldier and shoot him before he shoots you.
3. This power beam is deadly, so hoist yourself up and shoot out the generator.
4. Fire directly into the core of the main system to destroy it, but watch for soldiers!
5. When you eliminate armored soldiers in the vertical scrolling scenes, you earn eagles worth extra firepower.

GAME PLAYER'S 20 APRIL/MAY 1989

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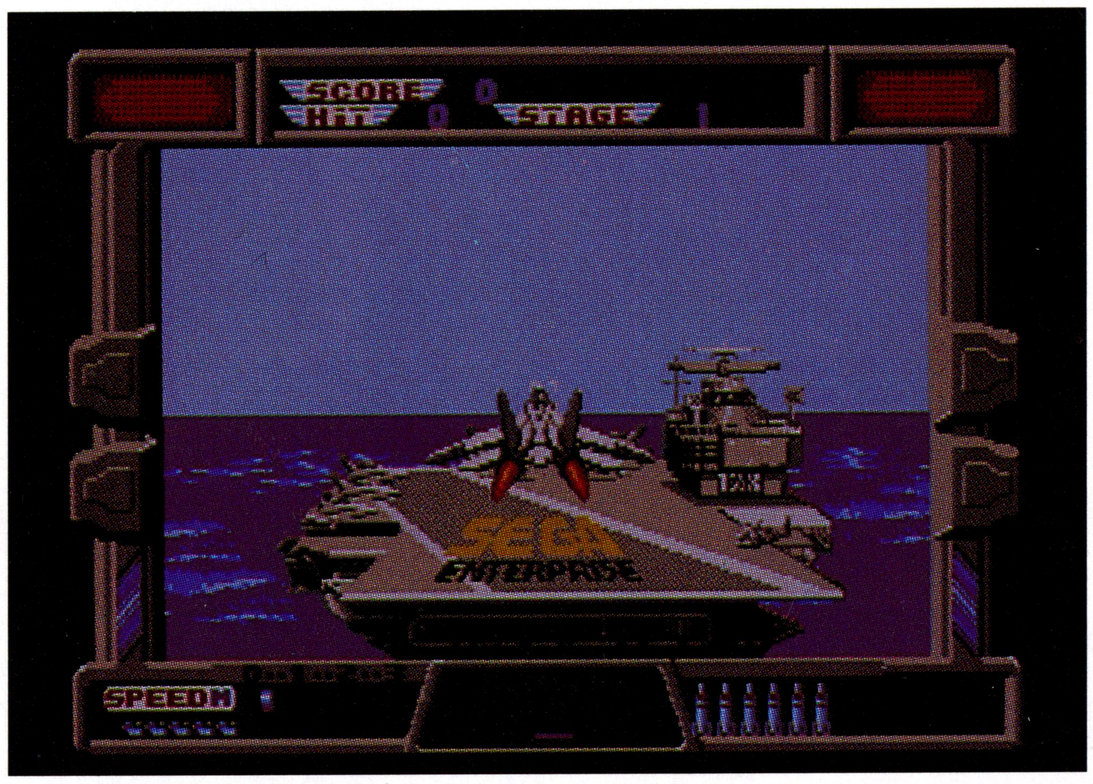
(Continued from page 6.)

FIRST ROW SOFTWARE PUBLISHING (suite in the Hilton Towers; by appointment only): Featured games include *The Twilight Zone* for IBM and compatibles, Amiga, Commodore 64/128, and Apple II; *The Honeymooners* for IBM and compatibles and Commodore 64/128; and the space odyssey *Star Empire* for IBM and compatibles and Commodore 64/128.



After Burner - IDG

GAME PLAYER'S (6836 McCormick North): *Game Player's: The Leading Magazine of Video and Computer Entertainment*, a full-color bimonthly magazine covering the entire range of electronic gaming, including Nintendo, Sega, Atari, and NEC videogame systems, plus entertainment software for IBM-compatible, Commodore 64/128, Amiga, Apple II, Macintosh, and Atari ST computers. *Game Player's* is published by Signal Research, an independent magazine and book publishing company. Signal Research also publishes bimonthly *Game Player's Guides* for Nintendo games and IBM-compatible games, and produces *GameTapes*, VHS video tapes that provide playing hints for popular videogames.

GAMETEK (computer software at 7265 McCormick North; Nintendo games at the Nintendo booth, 7346-7958 McCormick North): New computer versions of classic games include *Hollywood Squares, Double Dare, Super Password, Candy Land, Chutes & Ladders, Sorry, Big Boggle*, and *The Price Is Right*. Fisher Price titles for personal computers include *Fire House Rescue, My Grand Piano, Fun Flyer, I Can Remember*, and *Perfect Fit*. All computer games are for IBM compatibles, the Commodore 64, and Apple II. New Nintendo titles include *Wheel of Fortune* and *Jeopardy!* (both also in junior editions), *Double Dare*, and *Hollywood Squares*. Fisher Price titles for Nintendo are *Little People Bowling Alley* and *School Bus Driver*.

HAL AMERICA (Nintendo booth, 7346-7958 McCormick North): Nintendo titles include *Rollerball*, a pinball game; *The Adventures of Lolo*, a maze adventure and strategy game; *Vegas Dream*, about Las Vegas gambling; and *Air Fortress*, a space adventure. Hal America is also showing its first hand-held games.

HI-TECH EXPRESSIONS (computer software at 6541 McCormick North; Nintendo games at the Nintendo booth, 7346-7958 McCormick North): New computer games based on TV game shows include *Win, Lose, or Draw, Fun House*, and *Remote Control*. Other titles include lines of *Sesame Street, Electric Company*, and Jim Henson software. All computer games are available for IBM compatibles, the Apple II, and Commodore 64. For Nintendo, new titles include *Remote Control, Fun House, Win, Lose or Draw, Muppet Adventure*, and *The Chessmaster*.

HUDSON SOFT (Nintendo booth, 7346-7958 McCormick North): New Nintendo titles are *The Adventure of Dino-Riki*, a prehistoric exploration game; *Star Ship Hector*, "the ultimate shooting game"; *Princess Tomato in the Salad Kingdom*, an adventure game; and *Xexyz*, a shooting adventure. Hudson Soft is also unveiling its Joycard Sansui SSS, headphones that bring stereo sound to Nintendo games.

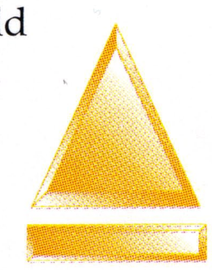
IDG (Mindscape meeting room, M8142 McCormick North): Four action titles, including *After Burner*, an F-14 jet fighter simulator, and *Thunder Blade*, an attack helicopter game (both for IBM compatibles, the Commodore 64, and Amiga); and *Out Run* and *Shinobi*, two popular arcade games adapted for IBM compatibles.

INFOCOM (hotel suite at the Ritz-Carlton, by appointment only): *Arthur — The Quest for Excalibur*, a graphics/interactive fiction program in which the player is cast as Arthur, for the Macintosh, Amiga, Apple II, and IBM compatibles; *James Clavell's Shogun*, an interactive fiction title based on the popular novel, for IBM compatibles; *Journey*, the first title in a new series of "Role-Play Chronicles" for IBM compatibles; and *Zork Zero*, a prequel to the popular *Zork* trilogy, also for IBM compatibles.

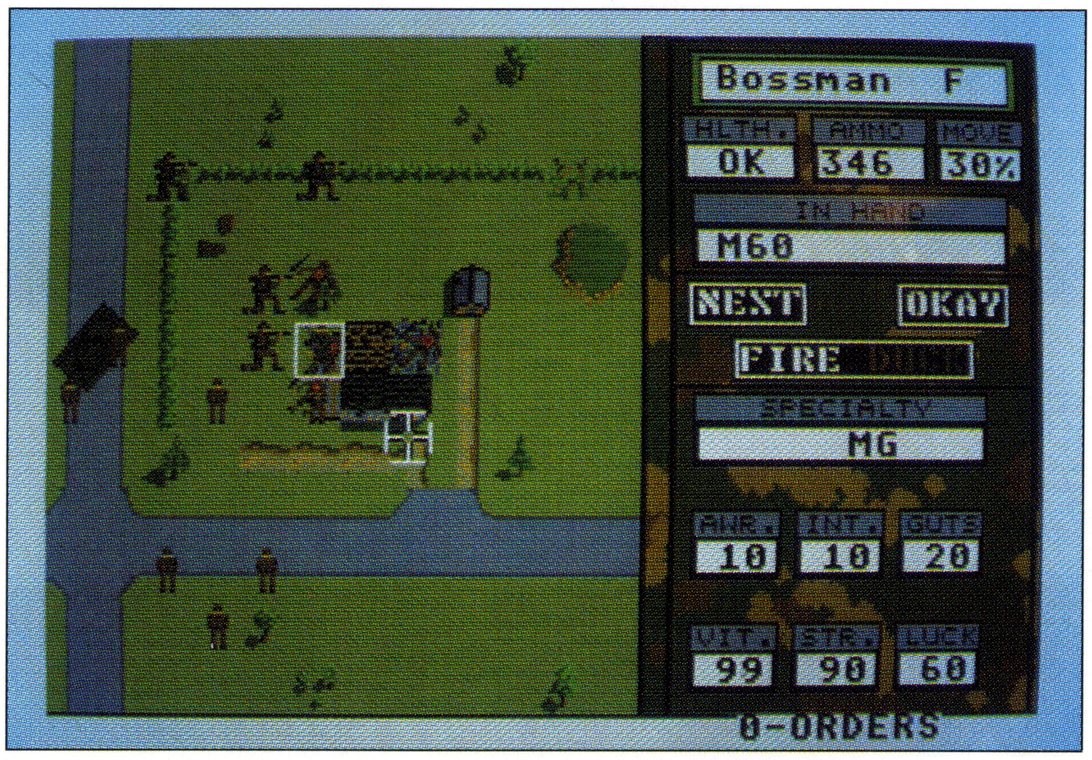
INTERPLAY (hotel suite at the Ritz Carlton, by appointment only, and also at the Mediagenic booth): *Dragon Wars*, a state-of-the-art fantasy role-playing game featuring automapping, advanced graphics, and multiple combat options; plus new versions of *Battle Chess* and *Neuromancer*.

INTERSTEL (Electronic Arts booth, 6938 McCormick North): *Dragon Force*, a combat/strategy game featuring a seven-man elite strike team. Also being shown is the Commodore 64 version of *Empire*, the IBM-compatible version of *Reel Fishin'*, and a new version of *Scavengers of the Mutant World* that upgrades the CGA graphics to 16-color EGA and Tandy standards.

INTRACORP (6448 McCormick North): *Miami Vice*, an interactive arcade-action game scheduled for July release for IBM compatibles, Commodore 64, Amiga, Apple II, and Atari ST; and new versions of *Search for the Titanic* for the Commodore 64 and Apple II.



JALECO (Nintendo booth, 7346-7958 McCormick North): Nintendo titles include *Bases Loaded* and *Bases Loaded II: The Second Season*, a pair of baseball games; *City Connection*, a cops-and-robbers game; *RoboWarrior*, an android fights to save a planet; *Hoops*, a basketball game; *Goal!*, a soccer game; *Bashi Bazook: Morphoid Masher*, a space adventure; and *Super Trux*, a truck-driving game.



Dragon Force - Interstel

KOEI (Nintendo booth, 7346-7958 McCormick North): New Nintendo versions of Koei's popular IBM-compatible historical strategy games — *Nobunaga's Ambition*, *Romance of the Three Kingdoms*, and *Genghis Khan*.

KONAMI (Nintendo booth, 7346-7958 McCormick North): Nintendo cartridges include *Top Gun II*, the sequel to Konami's 1987 air combat game; and *Jack Nicklaus' 18 Holes of Major Championship Golf*, adapted from a personal computer game.

LEISURE GENIUS (Virgin Mastertronic booth, 6941-6944 McCormick North): IBM-compatible versions of the popular board games *Clue*, *Risk*, and *Monopoly*.

LJN (Nintendo booth, 7346-7958 McCormick North): New Nintendo titles include adaptations of the films *Friday the 13th*, *Back to the Future*, and *Who Framed Roger Rabbit?*; the football simulation *NFL*; and a comic book adventure, *Marvel's X-Men*. Titles under development include *A Nightmare on Elm Street*, *Beetlejuice*, and *Pictionary*. LJN is also demonstrating its Roll & Rocker controller.

LUCASFILM (6938 McCormick North): *Indiana Jones and the Last Crusade*, two new computer games based on the latest Indiana Jones action movie. Lucasfilm will also preview two games scheduled for release this fall — *Loom*, a new fantasy adventure; and *Battle of Britain*, an air combat simulation.

MATTEL TOYS (Nintendo booth, 7346-7958 McCormick North): Mattel will be featuring its first NES game, *Bad Street Brawler*, the first in its Power Glove gaming series. The Power Glove is a peripheral with sensors which pick up finger and hand movements and translate them to character actions in Nintendo games.

MEDALIST INTERNATIONAL (MicroProse booth, 7541 McCormick North): Among the titles from the Medalist affiliated labels are *Dr. Doom's Revenge*, a comic-book action game for IBM compatibles and the Commodore 64; and *X-Men*, another comic-book action game, both from Paragon. Hewson is showing several action games for the PC, including *Eliminator*, *Exolon*, and *Netherworld*. MicroPlay is displaying *Keith van Eron's Pro Soccer*, *Destroyer Escort*, *Xenophobe*, and *RVF Honda*.

Bashi Bazook: Morphoid Masher - Jaleco

MEDIAGENIC (hotel suite at the Ritz Carlton, by appointment only; and at the Nintendo, Sega, and Atari booths, McCormick North): At the Nintendo booth (7346-7958 McCormick North), Mediagenic's Activision label is showing five new titles — *Ghostbusters II*, based on this summer's movie sequel; *Tombs and Treasure*, in which the player, a companion, and a guide journey to the Yucatan in search of evil spirits and ancient secrets; *Archon*, a chess-like game that combines strategy and battles with animated monsters; *Stealth ATF*, an air-combat game; and *The Three Stooges*, based on the famous comedy trio. At the Sega booth (6947 McCormick North), Activision titles for the Sega Master System include *Galaxy Force*, *Bomber Raid*, *Rampage*, and *Cyborg Hunter*. At the Atari booth (7335 McCormick North), Activision is showing *Rampage* and *Double Dragon* for the Atari 2600 and 7800. Mediagenic is showing its latest computer games at its hotel suite. New Activision titles for IBM-compatible computers include *Ghostbusters II*; *Die Hard*, based on last year's hit movie; *F-14 Tomcat*, an air combat game; and *Power Drift*, a driving simulation adapted from the Sega arcade game. Another new Activision title, for the Macintosh, is *Cosmic Osmo*, about a humorous creature in another universe.

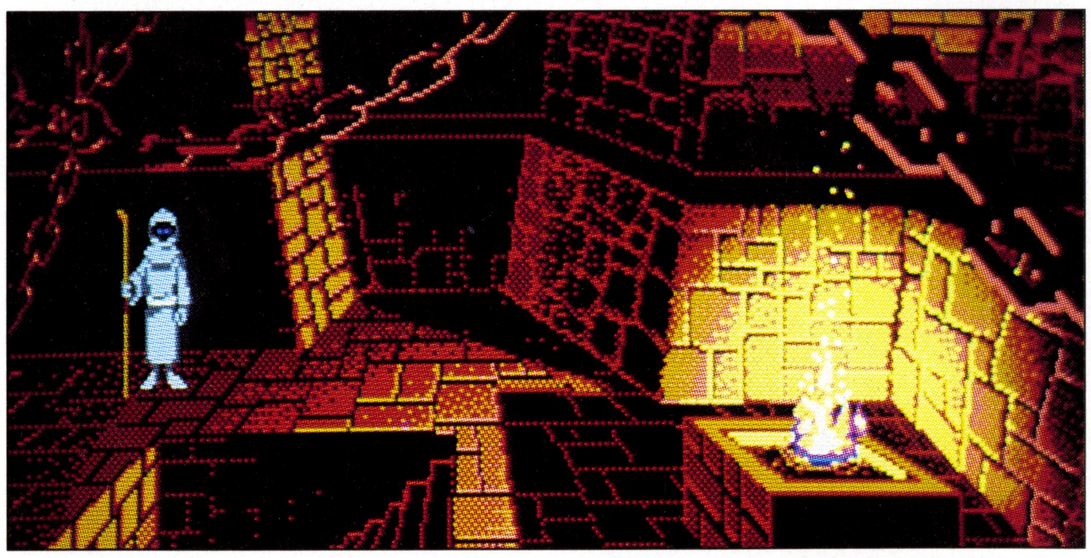
MELBOURNE HOUSE (Virgin Mastertronic booth, 6941-6944 McCormick North): New IBM-compatible sports games include *Magic Johnson's Basketball, World Trophy Soccer, Orel Hershiser's Strike Zone,* and *Greg Norman's Ultimate Golf.* Another featured game is *Shark Attack* for IBM.

MICROPROSE (7541 McCormick North): Among the new IBM-compatible titles are *M-1 Tank Platoon,* a tank simulation game; *F-15 II,* a sequel to the popular *F-15 Strike Eagle;* and *Sword of the Samurai,* a fighting game.

MICROSOFT: (see SUBLOGIC).

MILES COMPUTING (Electronic Arts booth, 6938 McCormick North): *The Puzzle Gallery,* a new Macintosh program that works with a series of data disks containing challenging puzzles. The first data disk (included with *The Puzzle Gallery*) is *The Carnival,* which has 180 puzzles of 10 different types revolving around a trip to "a slightly warped carnival." Also being introduced is a version of *A Fool's Errand* for IBM compatibles and *The Magic Candle,* a fantasy role-playing game.

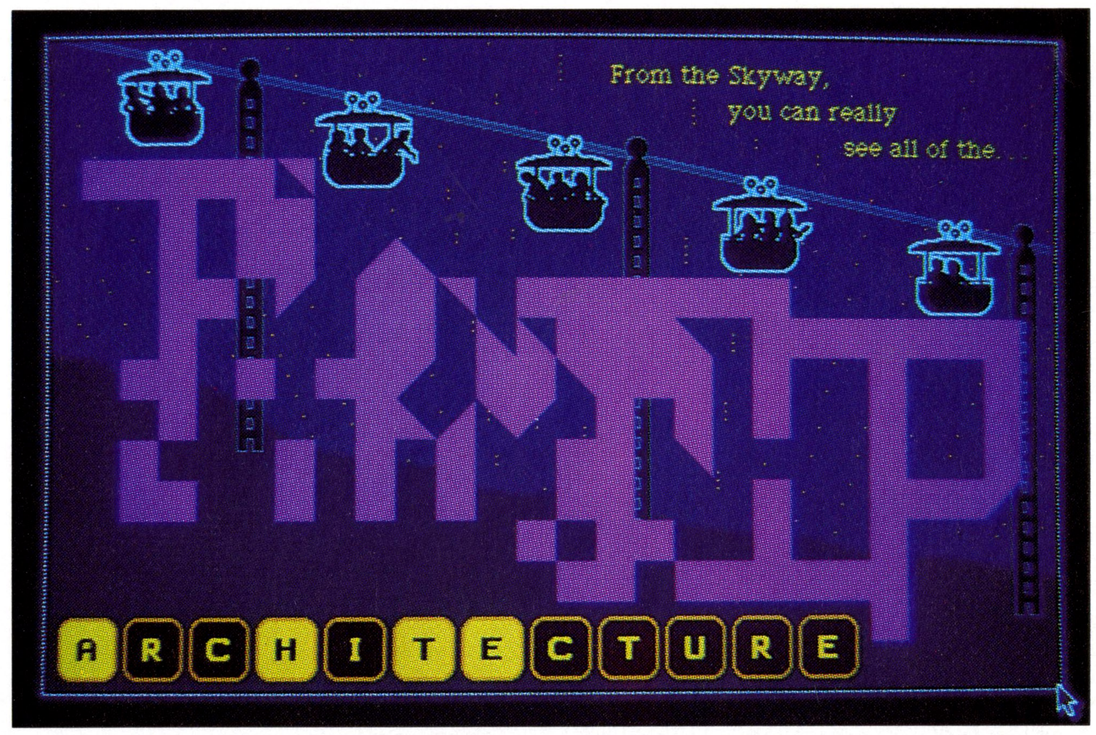
MILTON BRADLEY (Nintendo booth, 7346-7958 McCormick North): Games include sports simulations *California Games, World Games,* and *Jordan vs. Bird: One-on-One; Marble Madness,* a puzzle game; *Cabal,* a military action game; *Captain Skyhawk,* a combat flight simulator; and *Time Lord,* a fantasy adventure.



Loom- Lucasfilm

MINDCRAFT (Electronic Arts affiliated label): The new Commodore 64 version of *The Magic Candle,* a fantasy role-playing game previously released for IBM compatibles.

MINDSCAPE (meeting room M8142 McCormick North): *Captain Blood* and *Hostage,* new versions of strategy games for the Macintosh and Apple IIGS; *Gauntlet II,* an adaptation of the Atari arcade game for the Commodore 64, Amiga, Atari ST, and IBM compatibles; *Fiendish Freddy's Big Top o' Fun,* a circus game by the author of *Infiltrator,* for the Amiga, Atari ST, and IBM compatibles; a still-untitled game based on the movie *Star Trek V;* and *Road to Sturgis,* in which players participate in the annual motorcycle Olympics in Sturgis, North Dakota.



The Puzzle Gallery- Miles Computing

NINTENDO OF AMERICA (7346-7958 McCormick North): Nintendo is featuring a wide variety of new and upcoming games for its Nintendo Entertainment System. The large Nintendo exhibit also includes the booths of independent licensees who sell Nintendo game cartridges. (Licensees are listed separately in this guide.)

ORIGIN SYSTEMS (Soft-Kat booth, 7341 McCormick North): Origin will be displaying four new titles: *Omega,* a cybertank strategy game; *Knight of Legend,* a fantasy role-playing adventure; *Space Rogue,* a science fiction role-playing game featuring 3-D spaceflight simulation; and *Windwalker,* a sequel to Origin's popular *Moebius* martial arts game.

PARAGON (MicroProse booth, 7541 McCormick North): *Dr. Doom's Revenge,* an interactive comic book game featuring Captain America and Spider-Man, for the Commodore 64 and IBM compatibles; *Wizard Wars, The New Dimension,* for the 64 and IBM compatibles; and *X-Men,* based on the comic book series, for the 64, Amiga, and IBM compatibles.

ROLANDCORP (at the Sierra On-Line exhibit in the Soft-Kat booth, 7341 McCormick North): The Roland LAPC-1 LA Sound Card is a new tone generator and intelligent MIDI interface for IBM-compatible computers. It is capable of producing a wide variety of musical instrument sounds and special effects, and works with many popular MIDI music and entertainment programs, including those from Sierra On-Line. The LAPC-1's tone generator is functionally equivalent to Roland's MT-32 Multi-Timbral Sound Module.

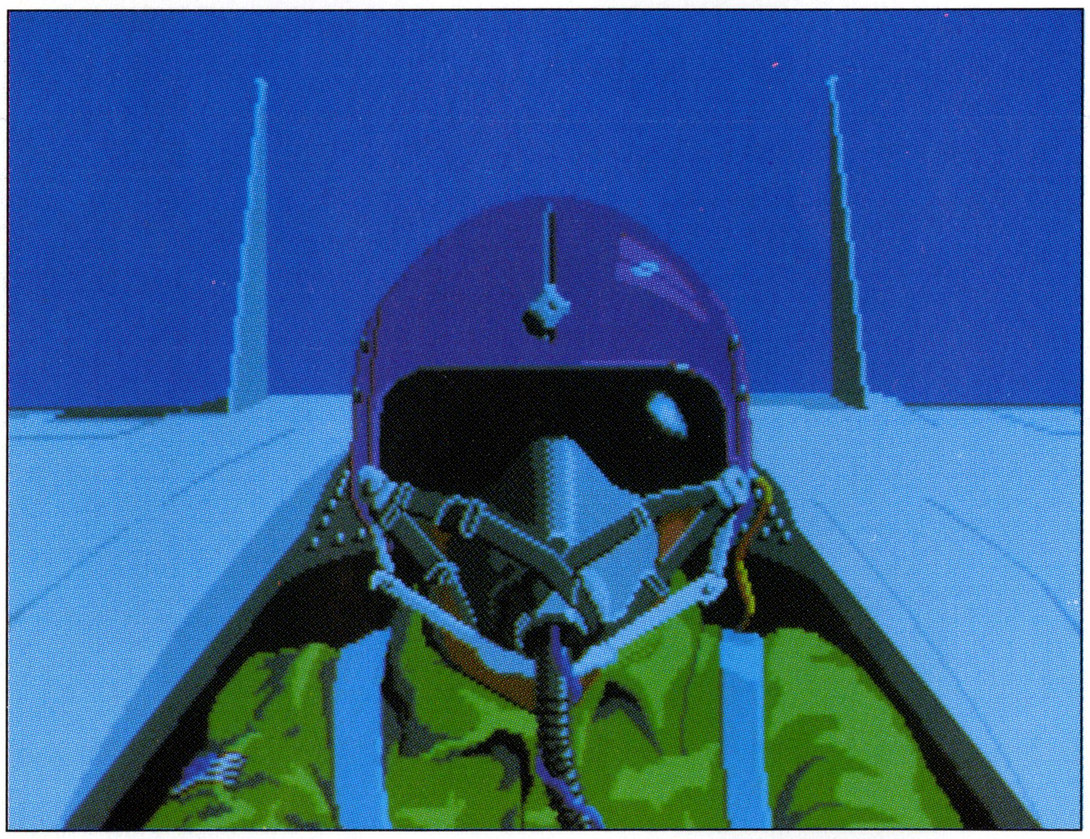
SEGA OF AMERICA (6947 McCormick North): Genesis, a new home videogame system based on a 16-bit microprocessor, with advanced graphics and stereo sound.

SEGA/TONKA (6947 McCormick North): Games featured include arcade transfers *Dead Angle, Dynamite Dux, Scramble Spirit*, and *Golden Axe*; action games *Captain Silver, Cloud Master, Wonder Boy III: the Dragon's Trap*, and *Ultima IV*; sports simulations *World Games, Tennis Ace*, and *Golf*; and the shooting game *Wanted!*

SHAREDATA (6251 McCormick North — by appointment only): IBM-compatible versions of *Nightmare on Elm Street — Dream Warriors*, based on the Freddy Krueger series; *RollerGames*, featuring hi-tech team rollerskating; *Wipeout*, a trivia game based on the TV show; and *Avoid the Noid*, in which players must deliver a pizza in less than 30 minutes.

SIERRA ON-LINE: (see SOFT-KAT).

SIGNAL RESEARCH: (See *Game Player's*).



F-15 II - MicroProse

SNK (Nintendo booth, 7326-7958 McCormick North): *Guerrilla War* and *P.O.W.*, two combat action games, are featured along with *Lee Trevino's Fighting Golf*, a simulation developed with help from the legendary pro; and *Baseball Stars*, a sports simulation in which players can form leagues, with a memory feature that keeps all stats.

SOFT-KAT (7341 McCormick North): Products from a number of companies distributed by Soft-Kat are on display, including Comwell Systems, Sierra On-Line, Accolade, Access, Capcom, One Step, Origin, Franchise Football League, Shortcut, Top Ten, and others.

SOFTWARE TOOLWORKS (Electronic Arts booth, 6938 McCormick North): Two new entertainment titles for IBM compatibles — *The Journey Through the Black Hole* and *Cribbage/Gin King*, a card game.

SPECTRUM HOLOBYTE (6967 McCormick North): *Tank*, a simulation of the M1A1 Abrams battle tank; and *'Vette*, a street driving game set in San Francisco which pits four models of Corvettes against top European racing cars. Both games are being released first for IBM compatibles, to be followed by versions for the Macintosh and Amiga.

SPINNAKER (6965 McCormick North, upper 53 level): *StarGoose*, an arcade-action space game for the Atari ST, Amiga, and IBM compatibles; *Quadralien*, a maze game that requires both strategy and skill, for the Atari ST, Amiga, and IBM compatibles; *Sargon IV* a chess game for the Macintosh and IBM compatibles; *StarLords*, a science-fiction space adventure for IBM compatibles; *The Scoop*, an Agatha Christie-type murder mystery for the Apple II, IIGS, and IBM compatibles; and *VCR RoboCop* and *VCR Baseball*, interactive games for videocassette recorders.

SSG (Electronic Arts booth, 6938 McCormick North): Three titles for IBM compatibles — *American Civil War, Volume II*, a sequel to the earlier Civil War strategy game; *Gold of the Americas*, a strategy game of conquest in the New World; and *Fire King*, an arcade fantasy adventure.

STRATEGIC SIMULATIONS (Electronic Arts booth, 6938 McCormick North): SSI's new titles include *Hillsfar*, an action-adventure game set in the same fantasy world as *Pool of Radiance*; *Curse of Azure Bonds*, a sequel to *Pool of Radiance*, for IBM compatibles and the Commodore 64; and *Red Lightning*, a post-World War II war game for IBM compatibles and the Atari ST.

SUBLOGIC: *Instant Facility Locator*, an accessory for *Microsoft Flight Simulator* version 3.0, adds a menu that allows simulator pilots to instantly locate airports, runways, and VOR locations without entering coordinates; *Thunderchopper*, a helicopter simulator with combat and rescue missions for IBM compatibles; *UFO*, a flying saucer simulator and game for IBM compatibles; *Microsoft Flight Simulator Scenery Disk #9* for IBM compatibles, Amiga, Atari ST, and Macintosh; *Hawaiian Odyssey Scenery Adventure*, a special scenery disk for *Microsoft Flight Simulator*, for IBM compatibles, Commodore 64, Apple II, Amiga, Atari ST, and Macintosh; *Flight Simulator Trainer*, an accurate flight-training tool for IBM compatibles; and Flight Control I, a yoke controller that works with *Microsoft Flight Simulator* version 3.0 and *Flight Simulator Trainer*.

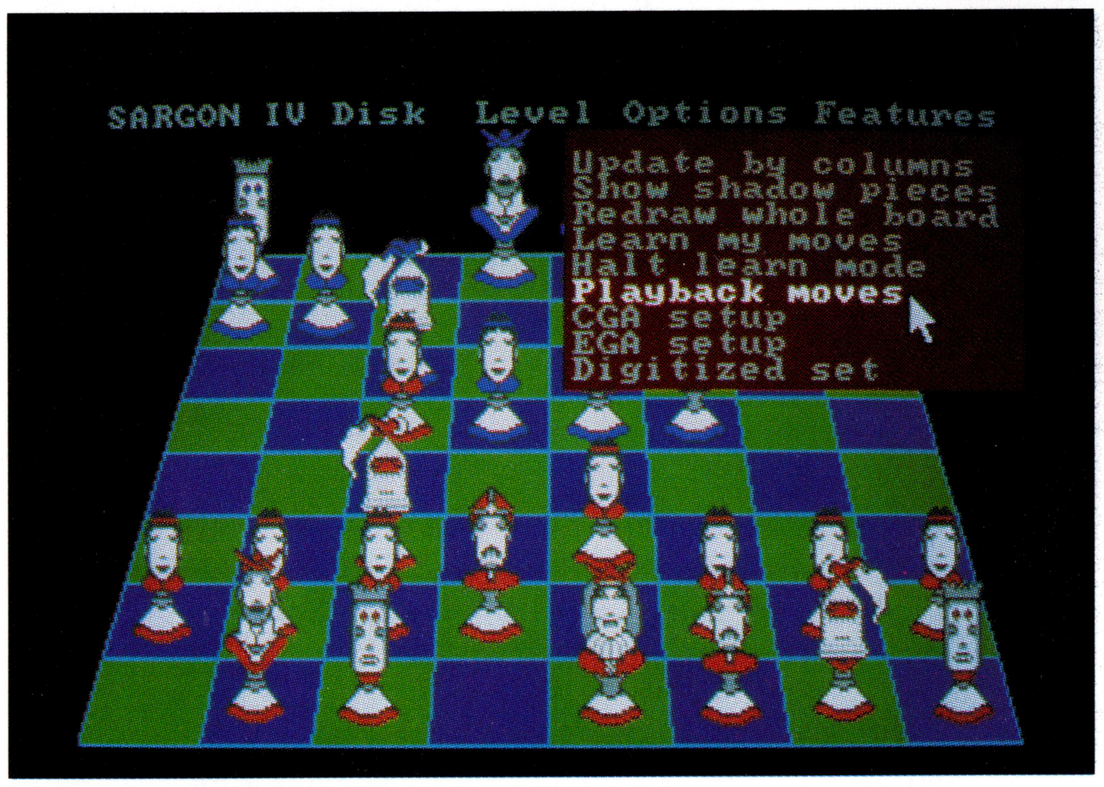
SUNSOFT (Nintendo booth, 7346-7958 McCormick North): Along with its most recent Nintendo releases — *Blaster Master* and *Platoon* — Sunsoft is exhibiting three new Nintendo titles based on movies and TV shows: *Batman, The Terminator*, and *Fester's Quest*.

TAITO (6547 McCormick North): New titles for Nintendo include *Sky Shark*, an air battle game featuring a P-40 fighter plane; *Target Renegade*, the street-fighting sequel to *Renegade*, which travels from city alleys to shopping malls; and *Demon Sword*, a fantasy game in which players must locate the missing blades to a legendary sword before battling an evil magician.

TAXAN (Nintendo booth, 7346-7958 McCormick North): New Nintendo cartridges include *Star Soldier*, a space action adventure; *Mappy Land*, a mouse's whimsical quest to find presents for his girlfriend; *Fist of the North Star*, a hand-to-hand fighting game; *Mystery Quest*, an adventurous search through castles; and *8-Eyes*, a journey by a man-and-bird team in search of mysterious gems hidden in castles.

TECMO (Nintendo booth, 7346-7958 McCormick North): Nintendo titles include the martial-arts games *Rygar* and *Ninja Gaiden*, plus three sports simulations — *Tecmo Bowl*, *Tecmo Baseball*, and *Tecmo World Wrestling*.

TENGEN (6959 McCormick North, upper level): Nintendo-compatible cartridges include the Soviet puzzle game *Tetris*; the maze adventure *Gauntlet*; the baseball simulation *R.B.I. Baseball*; the classic videogame *Pac-Man*; the Grand Prix race game *Supersprint*; and *Vindicators*, a combat game with futuristic battle tanks. Computer games include *Blasteroids*, a space shoot-em-up with four levels; *APB*, featuring cops and robbers in high-speed chases; and *Vindicators*. All computer games are available for the Amiga, Atari ST, and Commodore 64, with IBM-compatible versions to follow.



Sargon IV- Spinnaker

TITUS (7262 McCormick North): *F40 Pursuit Simulator*, a car racing and car chasing game for IBM compatibles, Commodore 64, Amiga, and Atari ST; and *Titan*, a strategy puzzle game for IBM compatibles, Commodore 64, Amiga, Atari ST, and Macintosh.

TRADEWEST (Nintendo booth, 7326-7958 McCormick North): Along with recent releases *Taboo*, a fortune-telling game, and *John Elway's Quarterback*, a football simulation, Tradewest is introducing *Magic Johnson's Fast Break*, a basketball simulation.

ULTRA (Nintendo booth, 7346-7958 McCormick North): Two new Nintendo cartridges have been adapted from popular computer games — *Silent Service*, a submarine adventure originally published by MicroProse; and *Kings of the Beach*, a volleyball game from Electronic Arts.

VIC TOKAI (Nintendo booth, 7346-7958 McCormick North): In addition to the recently released *Golgo 13* and *Bump 'n' Jump*, Vic Tokai is showing four new Nintendo titles — *Kid Kool*, an adventure game similar to *Super Mario Bros.*; *Clash at Demon Head*, a quest adventure to rescue a princess held captive on a dangerous mountain; *All-Pro Basketball*, a true five-on-five basketball game; and *Terra Cresta*, a space shoot-em-up.

VIRGIN MASTERTRONIC INTERNATIONAL (6941-6944 McCormick North): Among the action-adventure titles being shown are *Ray Trace and the Mega Death Aliens*, *Demons II: The Awakening*, and *Vegas Casino II*, all for IBM compatibles. Also, for the Commodore 64, *Formula One Simulator II*.

WICO (2844 McCormick Hall): EasyStick, a joystick simulation device that mounts on the numeric keypads of IBM-compatible computers; and Ergosticks, a premium line of ergonomically designed joysticks for Atari, Commodore, Apple, and IBM-compatible computers.

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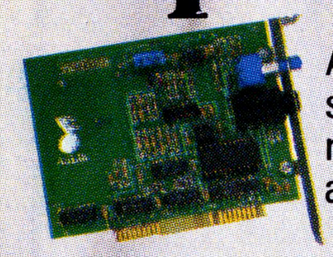
The Ad Lib Music Card: Open your ears and blow your mind.



Asteroids are hurtling by. Enemy photons are destroying the rear deflectors. Engines strain as they reach critical mass. Suddenly you hit the retros, loop around, and fire with everything you've got.

And what kind of awesome, breath-taking music is your computer playing? "Bleep, bop, beep." Pretty weak, eh?

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Confront the dark overlord, and Ad Lib's 11-piece orchestra will back you up with gutsy, heart-swelling music. And if you meet an untimely death, rest assured that Ad Lib's funeral dirge will bring tears to the eyes of your loved ones.

In fact, the Ad Lib sound is so hot, major game developers are now designing dozens of new adventures with special soundtracks just for the Ad Lib Music Card.

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New Compatible Games.

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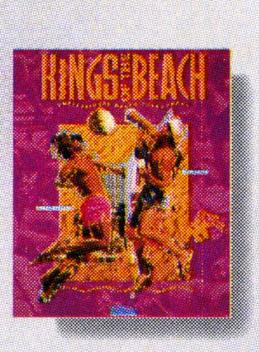
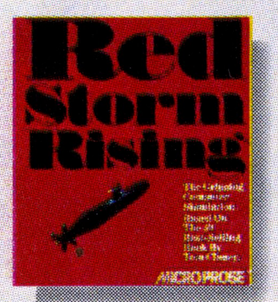
Sierra's Space Quest III The Pirates of Pestulon



Electronic Arts' Kings of the Beach

Epyx's Omnicron Conspiracy

Taito's Renegade



MicroProse's Red Storm Rising

Sierra's Silpheed

System requirements: IBM PC, XT, AT, or compatible with 256K RAM, DOS 2.0 or higher, CGA, EGA, or monochrome graphics adaptor, and headset or external speaker.

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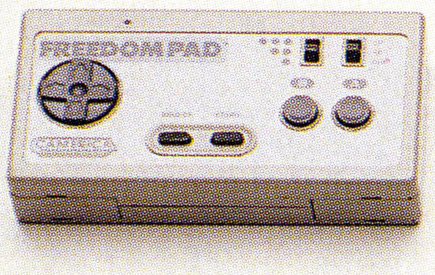

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