

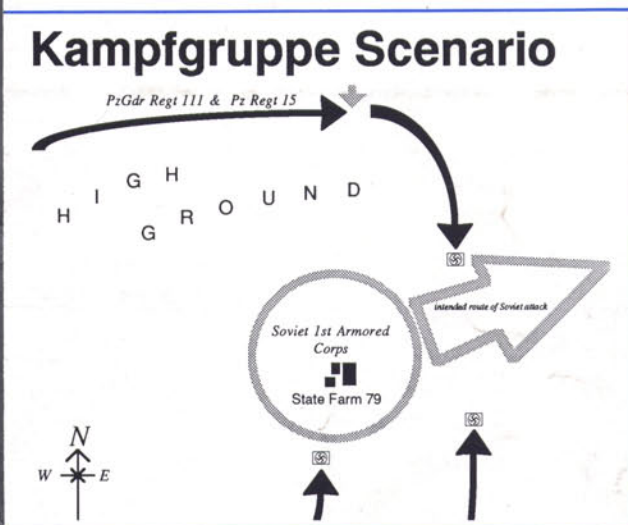
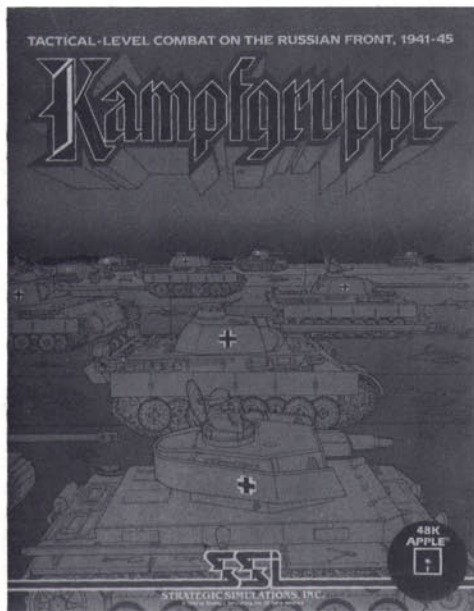
COMPUTER

Game Forum

Fall 1987

\$3.00

Premiere Issue

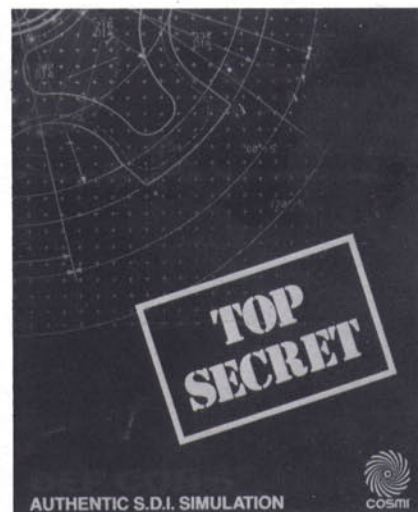


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- Gunship Strategy
- Industry News
- Play By Mail
- Gaming
- Adventure Game
- Hints
- Adventure Game
- Contest



ActionSoft's
Up Periscope



Cosmi's
DEFCON 5

A FUNNY THING HAPPENED ON THE WAY TO COMPUTER GAMING QUARTERLY! Why Computer Game Forum?

by Johnny L. Wilson, Editor

The funny thing that happened was that *Computer Game Quarterly* has become *Computer Game Forum*. So, if you subscribed to *CGQ*, this is your first issue. If you didn't subscribe to *CGQ*, you are part of a select group that is receiving this issue as a free sample. We hope there is "something for everyone" in this new publishing venture. Of course, there are always those who want to know "Why?" and the birth of a new magazine proves no exception. So, here is what happened on the way to *Computer Game... er... Forum*.

"We must somehow increase editorial coverage of games and present industry news and gossip in a timely manner..."

Although our flagship publication, *Computer Gaming World*, has a marvelous reputation in the industry, there have been some worthy criticisms of late. These critiques suggest that our in-depth approach causes too much of a delay in dealing with new releases ("we will publish no review before its time") and our focus on detailed reviews necessitates that some worthy products are not covered due to lack of space. These comments underscore the reality that *CGW's* present publication scheme makes many of our news items and industry gossip somewhat dated by the time some of these items finally get published.

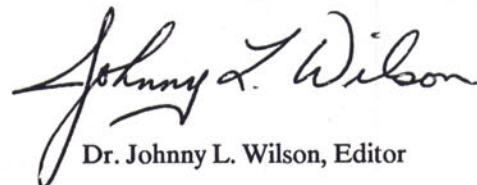
Further, there seems to be more of a need for interaction between consumers, designers, and publishers in the industry as the entertainment software market comes of age. The response to our "Letters" column, "Industry News," and "C.E.S. Reports" has been unexpectedly positive. Yet, as we have started to receive more and more letters, we began to realize that there were numerous needs which were not being met. To be specific, there was a need for: classified advertisements where readers could sell/swap their old games; an industry ombudsman who could stand between the consumer and the industry as a troubleshooter, spokesperson and information clearing house; a column to help gamers by providing specialized help for specific questions and answers; a forum where issues in the industry could be discussed; and a platform where more

scenario/strategy/replay-type articles could be published.

Our challenge is to meet as many of these needs as possible without diluting the quality usually associated with *CGW*. We must somehow increase editorial coverage of games and present industry news and gossip in a timely manner without risking the hard-earned reputation of being "The Journal of Computer Gaming." By offering a sister publication with lower overhead, distinctive editorial format, and more reader services, we hope to accomplish the formidable task of offering a complementary publication which will not only carry the *CGW* tradition forward, but offer a dialogue between consumers, designers and producers that isn't heard anywhere else. Hence, the birth of *Computer Gaming Forum*. The lower overhead allows us to introduce features like: "Boot Hill" (a classified ad section where readers can pay a minimum charge to try and sell or trade their old software), "The Source Code" (our ombudsman who will try to solve reader's problems regarding various games and act as their liaison with the industry), a question and answer column by Scorpiia, wargame scenarios in every issue, a contest in each issue, more micro-reviews, abstracts from *The Journal of Computer Game Design*, and more trade gossip. We couldn't provide these features on a regular basis in the full-color magazine. In addition, we will have more flexibility with regard to being more irreverent and offering more humor than we dare use space for in our mainstream publication.

Recently, a game designer was lamenting his publisher's decision not to advertise in *CGW* because, he suggested, that was like publishing a book and not advertising in the *New York Times Review of Books*. In addition, a subscriber offered the following Latin description of our magazine, *Parvus sed potens* ("Small, but powerful"). We relish those letters which commend us for assuming that our readers are intelligent and discriminating. *Computer Game Forum* dares to assume that discriminating readers will want to have a meaningful dialogue with those who create and produce the software they purchase. If the editorial staff at **Golden Empire Publications** doesn't meet this need, who will? Of course, we hope that *CGF* will impact the computer entertainment industry in the same positive way as *CGW*.

Yours until the publication of *Ultima XIII*,


Dr. Johnny L. Wilson, Editor

COMPUTER

Game Forum

Premiere Issue
Fall 1987

COMPUTER Game Forum

Here's what computer
gamers tell us they
want . . .

- More strategy articles
- More hints on adventure games
- More wargame scenarios
- Help with game-related problems
- A place to share our opinions and ideas
- More news and insights on the industry
- More contests
- A place to sell and trade old games.

Here's what we're
going to give them!

ALL OF THE ABOVE

Use the subscription card at page 5

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Inside the Industry

Activision Establishes "BattleTech" Beachhead!

On July 6, 1987, Activision announced an agreement with FASA Corporation (designers of the *StarTrek*, *Dr. Who*, and *BattleTech* role-playing systems) to enter a joint venture in creating adventure software based on the FASA line. The *BattleTech* series (including the title game plus the *CityTech*, *AeroTech*, *MechWarrior*, and *BattleForce* add-ons) is slated for the initial attempt to, according to Activision president Bruce L. Davis, create a game system that will "...constitute a new genre of entertainment software created by the natural synthesis of two currently distinct entertainment categories, fantasy role playing and military strategy." No details have as yet been released concerning how the new products will be distinctive from current CRPGs.

BRODERBUND DRAWS VEIL ON PUBLIC OFFERING!

Although *Info World* has cited disappointing third fiscal quarter sales as the reason for Broderbund's withdrawal of its initial stock offering, co-founder Gary Carlston informed *CGF* that the withdrawal of the offering was due to "...events unrelated to our own performance." In preparing for the public offering, the company's financial experts decided that the company was still relatively "cash rich" and did not need to "go public" in order to finance the redevelopment which the stock offering was supposed to underwrite. Further, Carlston suggested that the securities market was too soft for such a venture to be successful at the moment and that the company may go public at a later time, when conditions were right. Since other computer entertainment software companies cur-

Data East Sweeps Legs From Under Epyx in Karate Court Battle!

On June 10, 1987, U.S. District Court Judge William Ingram ruled that Epyx, Inc. must stop reproducing their *World Karate Championship*, refrain from preparing derivative works based on the game, immediately desist from marketing *World Karate Championship* in all formats, refrain from production and distribution of the *International Karate* video game, and recall all copies of both *World Karate Championship* and *International Karate* from all distributors, jobbers, representatives, and retailers. Ingram had already judged Epyx as being in violation of federal



copyright laws on January 30. The judge ruled that "The total concept and feel for the plaintiff's [Ed. Data East's] game *Karate Champ* and the defendant's [Ed. Epyx'] game *World Karate Championship* are substantially similar." The jurist went on to say that the games are "Qualitatively identical in every respect."

rently have their public offerings on hold, there may yet be a flurry of entertainment software oriented stock offerings in the latter portion of 1987 or early part of 1988.

MINDSCAPE RUNS GAUNTLET FOR ATARI LICENSE!

On May 29, 1987, Mindscape, Inc. signed an exclusive agreement with Atari Games Corporation to publish home computer versions of their stand-alone video arcade games. Mindscape will publish *Paperboy* and *Gauntlet* as the first releases under this agreement and these will be followed by *Road Runner*, *Road Blasters*, *Gauntlet II*, and *720*. In keeping with Mindscape's current marketing practices, these games will be developed for most home computer formats.



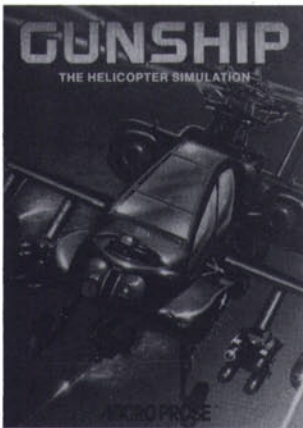
LORD BRITISH ATTEMPTS SOVEREIGNTY OVER PEN AND PAPER REALM!

Fans of the *Ultima* series will be delighted that the September release of *Ultima V* will be followed by a release of a pen and paper role playing system based

on the combat and character development systems used in *Ultima V*. According to Lord British, computer users who want to know why some combat situations are resolved as they are will be able to see how the computer calculated the result from looking at the pen and paper rules.

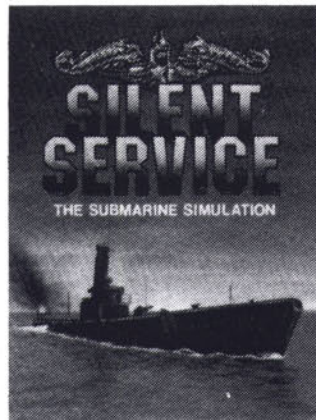
Microprose Ambushed by German Porno Ruling!

In a bizarre interpretation of West Germany's *Youth Dangerous Publications List*, the West German National Examination Board



has ruled that *F-15 Strike Eagle*, *Gunship*, and *Silent Service* are "morally corruptive and coarsening for the young user." According to Microprose president, "Wild Bill" Stealey, who held a May press conference in West Germany to contest the ruling, there is nothing wrong with protecting minors from pornography. However, the inclusion of Microprose products under this legislation is unfair. The German Information Center suggested that the products are perceived as promoting militarism. Stealey insists that Microprose products do not glorify war. The ban was to have been appealed at a hearing on July 4, but the appeal was inexplicably and indefinitely postponed.

The fact that Microprose cannot advertise in magazines, newspapers, flyers or direct mailings under the ban and that



products on the Youth Dangerous Publications List may only be sold in an environment with a separate entrance to the street through which only adults can enter (sex/porno shops are the only retailers meeting this criterion), has forced the company to postpone plans to open a West German headquarters and focus on the rest of Europe. The good news for Microprose is that they sold over 100,000 units in Europe during the first half of 1987 and will soon be converting their most successful products to the British Amstrad and Spectrum computers. The company also represents *Origin Systems* and *Sun-Com, Inc.* in their European venture.

ARCADES AQUIVER OVER AMIGA GRAPHICS

Bally Manufacturing Corporation, a leading company in the video game industry, has signed an agreement with Commodore Business Machines, Inc. whereby the computer company will supply Bally with proprietary Amiga graphics boards and technical support and the video game company will grant software licensing rights on the subsequent arcade products to Commodore. The first Amiga-based ar-



cade game, *Moonquake*, debuted at the Amusement Coin Machine Expo in March. In a similar move, Bally has licensed Firebird's *Starglider* for a coin-op machine game utilizing an Amiga board.

MICROPROSE EXPERIENCES MACRO-WOES IN NAME IMBROGLIO!

In a legal settlement with MicroPro International Corporation (best known for *Wordstar*), who had filed suit against Microprose for alleged trademark infringement in 1986, Microprose has agreed to modify or change its corporate name, trade name, service mark and trademark and MicroPro has agreed to refrain from using any designation containing the word "prose" for a minimum of ten years. Microprose will initiate the name change within one year, but the phrase "formerly Microprose" will remain on Microprose products until June 16, 1991. The company is expected to use almost the full allotted year (until

June 16, 1988) to choose the new name and no speculation on the new name is available.

SIMCAN MOVES "TO THE RHINE!"

Simulations Canada is expected to offer a barrage of new releases from mid to late 1987. *To The Rhine*, designed by Stephen St. John, is a sequel to *Operation Overlord*. At approximately the same time, the company expects to release *Long Lance*, Bill Nichols' design for tactical naval combat in the Pacific Theatre in 1942. *Long Lance* is a "fog of war" intensive naval simulation destined to be an entire series with combat in the Atlantic and Mediterranean to be covered in future releases. Next, Stephen St. John's *Moscow* will debut.

CINEMAWARE RAISES CURTAIN ON COMEDIANS AND GANGSTERS!

Bill Williams has managed to compress 900K of digitized sound into 150K for the Amiga version of *King of Chicago*. The new conversion will play with 512K, but will run much faster with a megabyte. **Master Designer Software**, publishers of Cinemaware, is also developing a *Three Stooges* game (licensed from Columbia Pictures) which will feature the actual voices of the stooges as they have been digitized. Three classic scenes from the films form the basis of this game, but there are board game and trivia

game aspects to this product, as well.

BRODERBUND BLOTS OUT "PRINT SHOP" COMPETITION!

Broderbund Software, Inc. and **Pixellite Software, Inc.**, publishers of the popular *Print Shop* programs, have finally settled the long-running suit with **Kyocera Unison**, publishers of *PrintMaster*. The case has been a significant one in the "look and feel" copyright battle since U.S. District Court William H. Orrick ruled on October 8, 1986 that the user interface of *PrintMaster* infringed the *Print Shop* copyrights. On December 3, 1987, Judge

Orrick issued a Preliminary Injunction Order prohibiting further sale or distribution of *PrintMaster*.

Kyocera Unison settled out of court with Broderbund by making a substantial payment to the *Print Shop* publisher and accepting a permanent injunction against further sale, distribution, or licensing of *PrintMaster*.

ORIGIN SYSTEMS BECOMES "BROTHER" TO BRODERBUND

Lord British has announced that **Origin Systems** is switching distributors. The software company, specializing in computer role-playing

games, is making the move from the large Affiliated Labels Division of **Electronic Arts** to the smaller **Broderbund** distribution network. Philosophical similarities are cited as a major factor in the move. Both companies are family-type companies and both companies have less titles overall. This means that both companies have less room for hit or miss titles, but carefully market each new product. **Electronic Arts**, on the other hand, has such a vast library of titles that their "hit to miss" ratio is high, the designer explained. The bottom line is that **Origin** feels that their own products will get more attention through **Broderbund** than they would have with **Electronic Arts**.

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Circle Reader Service #2

TheRumorBag



by Eduardo Montez Santiago de
Albondigas y Centavo

In the fall, men's hearts and minds turn to blood and gore on the football field. The other day, I was standing in line to get my Raider tickets, like everyone else, when I overheard a scantily dressed cheerleader (who obviously didn't have a brain in her head) share some juicy rumors I hadn't heard, as yet, with another nubile nymph of the gridiron. It seems, to hear her tell it, she'd been out with a big software producer the night before and he said that contrary to Atari's propaganda blitz, the Amiga 500 is going to be the big winner in the European computer game market. Atari doesn't have anything to complain about, according to this executive, because the ST has shown great strength in the business setting. These STs are primarily monochrome systems, though, and not oriented toward those vast numbers of game titles being produced for them. Apparently, the software producer had just returned from Europe and decided to direct his European line at Amiga owners rather than ST owners.

My mind was just about to return to football when she whispered something about an Atari 8-bit emulator for the ST. It seems that a hacker in Canada has developed a

software program to accomplish this and Atari has finally quite fighting it and decided to give it their blessing.

I had just trudged forward another couple of spaces in line when she announced to her cheerleader friend that Golden Empire Publications, Inc., publishers of *Computer Gaming World* and *Computer Game Forum*, has ripped off the idea of a gossip/rumor column from the Robert X. Cringely column in *InfoWorld*. She claimed that Russell Sipe, publisher of both magazines, is hiding behind numerous layers of plausible deniability when he says, "I do not recall doing so. If we did, no one told me about it." She claims that CGF editor, Johnny Wilson, apparently denied the allegation by chewing and swallowing a company memo, since the company has no shredder.

By now, my ears had perked up and my attention was riveted as she practiced her splits and told her friend that Quest, Inc., the designers of *Football* and *Pure-Stat Baseball* (as well as Avalon Hill's *NBA*), were very disappointed with subLogic's lack of testing on *Pure-Stat Baseball*. It seems Quest thought the game was going to be Beta-tested after it left their hands, but it wasn't. It seems subLogic may be trying to wash their hands of the game and either sell it to another publisher or sell it back to Quest.

I was really intrigued when both cheerleaders started practicing their high leg kicks and the cheer mentioned something about *Wizardry IV*. It must have been her way of telling the world that the game will be released for Apple II in September 1987 and in Japan on their most popular machine by the end of 1987. I believe I heard that the IBM version would be released in Spring of 1988 and the ST and Amiga versions shortly thereafter. Even C-64 owners will get to play *Wizardry* in 1988. Sir-Tech apparently plans to bring out future *Wizardry* releases simultaneously, as soon as all the other formats catch up with the Apple.

Just after I purchased my tickets, I couldn't resist another look at the newsy nymph. She was waving at someone who was a friend of Richard Lewis, art director on *Max Headroom* (formerly on the *Amazing Stories* staff). I couldn't help but hear her talk about how Lewis has convinced Lorimar Pictures to purchase an Amiga and GenLock system in order to produce logos and background screens for the *Max Headroom* series. Lewis apparently used the Amiga for three or four episodes of *Amazing Stories* while he was with that production unit.

I had barely found my seat when some jerk spilled a 32 ounce monster beer all over me. I was using my "Raider Fan Crying Towel" to wipe myself off when I overheard two guys talking about computer games that may never see the light of day. Harry Harrison, author of *The Stainless Steel Rat* series of science fiction novels, has a completed design of *Star Smashers of the Galaxy Rangers* sitting on a publisher's shelf. These guys said that Harry was even considering legal means to get the product back via a "Publish or Perish" clause.

Marcus Allen ran the kick-off back for a touchdown and I lost all track of computer games until the name, Lord British, came up in conversation. It seems these guys had just visited Lord British's current abode and saw the plans for his new house, *Britannia Manor*. Lord British's "castle" is supposed to have an observatory in a central dome, indoor-outdoor swimming pool, jacuzzi with two-story waterfall, a cave behind the waterfall, warm and cool rain at the touch of a button, and secret passages in various parts of the house.

The game was exciting, but the rumors jazzed me up even more than the Raiders. So, if you want to rehabilitate a football junky, call in your juiciest rumors to THE RUMOR BAG (714) 535-4435 or leave a note on Compuserve 76703,622.

Review by M. Evan Brooks (c)1987

Name:PIRATES!
System:C-64/128
Designer:Sid Meier
Publisher:MicroProse
Price :\$39.95

Pirates! is MicroProse's newest game release, and no, it is not a "Copy Routine" for software. Instead, *Pirates!* is a "simulation" of buccaneering on the Spanish Main in the sixteenth and seventeenth centuries.

As per usual MicroProse standards, the documentation is very complete and gives a detailed explanation of the Age of Piracy and the user's role in the game. Further, the attractive graphics are what one has come to expect of MicroProse.

In overall effect, *Pirates!* owes much to both *Seven Cities of Gold* (Electronic Arts) and *Broadsides* (Strategic Simulations Inc). As the captain of a ship, the user must maximize profits (capitalism to an extreme). By trading or by conquest, one attempts to carry as much as possible, and then sell it in a friendly port. As profits accumulate, it becomes easier to recruit additional crew. By means of naval engagements, one can add to his fleet until a truly formidable armada is available. Beyond ship-to-ship actions, one can actually engage in sword duels and land engagements in order to sack a town.

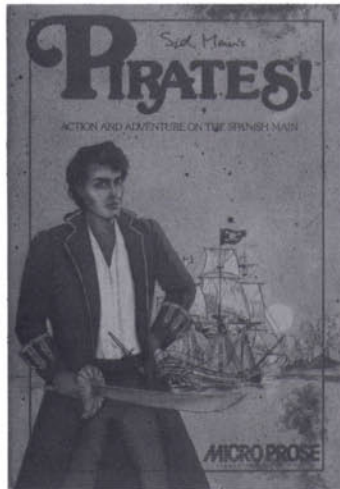
In beginning *Pirates!*, one must choose a historical period. Each period is a different challenge: (1) 1560-1600 (The Silver Empire) shows Spain at its peak and few colonies of refuge for those on the run; (2) 1600-1620 (Merchants and Smugglers) involves a powerful, albeit weakening Spanish Empire; (3) 1620-1640 (The New Colonists) recreates a Spain even further in decline, although there are still teeth in the Empire; (4) 1640-1660 (War for Profit) offers something for everybody (mainly at Spanish expense); (5) 1660-1680 (The Buccaneer Heroes) is the default mode, the literal "Age of the Pirate!"; (6) 1680-1700 (Pirates' Sunset) offers some opportunities, but the "civilized nations"

are beginning to sweep piracy from the seas.

If one does not wish to pursue a

PIRATES!™

Remember the Main



career, one may select a famous expedition (e.g. Hawkins, Drake, Morgan). These are short scenarios, of various difficulty, which permit the user to have access to a vast pirate fleet. Of course, the problem with a large fleet is that expectations are so high!

If one chooses the career option, one selects a nationality (English, French, Dutch, or Spanish). Each nationality has its advantages, and depending upon the era, this choice may well be critical. Finally, one selects a name and a level of difficulty (ranging from apprentice to journeyman to adventurer to swashbuckler). The easier the level, the more gold one has to share with his shipmates. One may then adopt a special skill (e.g. fencing, gunnery, charm, etc.) and then it's off to the Main!

At this point, the player must decide which harbor will be his home port. Of the two starting positions, St. Kitts is the more preferable. You should save the game immediately if you intend to come back to St. Kitts or you

will not restore the same game you saved when you come back later.

Next, negotiations with the Governor reveal who is at war with whom and other pertinent information. Occasionally, during negotiation, one gets a "String too long" error and the program crashes. This is extremely likely to occur if the player has eight ships damaged

and has not begun to repair any of them. Microprose is aware of this and they will send a corrected version 2 absolutely free to anyone who sends their version 1 to them.

In addition, visiting bars gains one recruits who flock to the "Black Banner." Beware, however, overuse of taverns leads to a reputation for drunkenness and is not the route to great success!

In sailing the Main, one may generally choose when to engage. In the Golden Age, acts of piracy do not have to be committed. Since England is usually at war with Spain, any acts against the Spanish Empire will be rewarded by the English Crown. Similarly, the Dutch are often hapless and profitable targets. In fact, one may play both ends against the middle -- destruction of Spanish assets will often be favored by both French and British authorities. Or one may choose a waiting game, play on a purely trading basis with Spain, recruit in Havana a few times, and finally turn and sack the town! Options are many, and the player has the discretion of how "evil" to become. Just remember that one should retain a few ports of refuge. Alienating all governments is a path to doom!

In encountering a ship, one may engage via cannon. Reminiscent of *Broadsides*, one attempts to gain the wind gauge, and damage the opponent. Too much destruction and the ship sinks. There are no profits in sunken vessels, but if the enemy ship has been outclassed, it may raise the white flag or one may can successfully board. In the latter case, fencing determines the victor, with victory generally going to those with the crew advantage (although a dedicated pin-

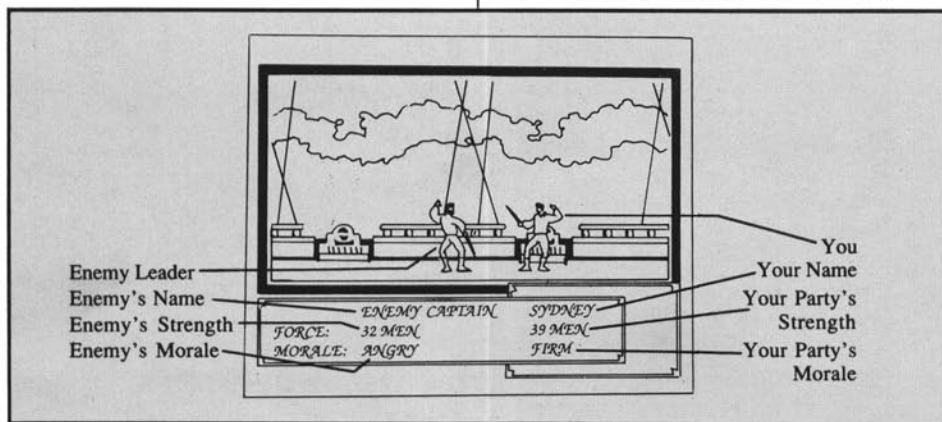
nance can sometimes seize a war galleon, this is not a move dedicated to securing a long lifetime).

When a ship surrenders, one chooses whether to sink it or add it to the fleet. Generally, the latter option is preferable. Nevertheless, badly damaged ships do slow one down and should a stronger enemy be present, one's flight may well leave a juicy cargo ship to the computer.

One only has a limited time for piracy. After all, it is a young man's game. True success will lead to a rating as "Adviser to the Crown",

preciated, but as **MicroProse** notes, if one does not wish to fight the winds, then the easier levels permit more ease of sailing.

In terms of tactics, this reviewer recommends the English buccaneer as the easiest. One should try to achieve rank with two nationalities (generally French and British). Of course, when pickings are slim, an occasional English cargo ship won't destroy one's reputation. Just remember not to sack a ship in view of the port. Also, such attacks should be limited to the more remunerative targets. After all, why



while lack of success will result in one becoming a beggar.

One can save the game and this is mandatory in a career game. While individual voyages may be played in an hour or two, a career may well entail upwards of ten hours. *Pirates!* is an entertaining game. As a historical simulation, however, there are some defects. While the colonies and their relative strengths have been meticulously researched and reproduced, sailing has been reduced to a semi-arcade mode in that eight crew members are required to man a ship. This is true whether that ship is a small pinnace or a gigantic treasure galleon! A simulation is only as strong as its weakest factor and the crew manning does question its vaunted historicity.

Pirate careers can become somewhat tedious. At the highest levels, the wind forces become more "accurate" and the continued tacking north and south to achieve a small eastward journey can destroy the sense of enjoyment. A time acceleration would have been ap-

preciated, but as **MicroProse** notes, if one does not wish to fight the winds, then the easier levels permit more ease of sailing.

Since one's crew grows restless after about a year or two, large armadas cannot be maintained. When dividing up the plunder, one is only allowed to retain a single ship. Be judicious in this choice. Retention of a war galley may seem wise, but its lack of maneuverability coupled with a small beginning crew can doom one to oblivion.

Pirates! may well hold a wider appeal than the normal simulation. However, it is one of the more sexist games to appear recently (a function of the period simulated rather than the prejudices of the designer), but the bias is present as one strives for the hand of the Governor's daughter (hopefully the attractive one, and not the others). [Ed. Perhaps Infocom's upcoming "Plundered Hearts" will redress the balance.]

In conclusion, *Pirates!* is fun and may well teach some history. Can one ask more from a mere game??

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Circle Reader Service #4

by Brad Bombardiere

Those of you who have not yet won the "Congressional Medal of Honor" in *Gunship* may need to apply some of the real-life strategies which follow. Most of the strategies were taught to me by Steve Swaim, a Cobra pilot with previous combat helicopter experience in Vietnam and over 6,000 hours of flight time. He currently serves as a Chief Warrant Officer with the Colorado 35th Attack Helicopter Battalion. Steve was amazed at the accuracy of *Gunship*. Though it is impossible for a computer game to perfectly emulate the feeling of helicopter flight, Swaim says "*Gunship* comes as close as it is possible."

Rules of Helicopter Combat

The four basic rules of helicopter combat are:

1. Establish a moving element.
2. Get in a better position to fire.
3. Gain and maintain the initiative.
4. Move fast, strike hard, and finish rapidly.

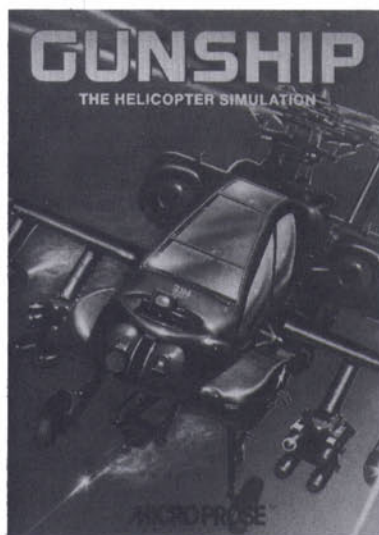
Rule #1 is critical in traveling to and from the scene, as well as in the battle. The U. S. Army recommends three styles of flight: low level, contour, and nap of the earth (N.O.E.). Low level is simply flying low and fast. The major disadvantage of this pattern is that sustained flight on a certain heading makes you an easy target. Contour flight means to travel straight and follow the lay of the land. The disadvantage here is that flying over a mountain places you at altitudes that can be easily picked up by enemy radar. N.O.E. flight means to zig-zag and use the terrain to conceal you from the enemy. These flight techniques should be combined to move rapidly to your objective.

Planning is critical for **Rule #2**. The U. S. Army uses M.E.T.T.S. for general planning. This stands for:

- M = Mission type,
- E = Enemy situation (forces, type, and strength),
- T = Terrain and weather,
- T = Time of day, and
- S = Safety (hazards to the ship, terrain hazards, etc.).

In *Gunship*, this ties in with your mission objectives. Using this data, carefully load your fuel and weapons. Once in flight, plan at which point you are going to attack. Keep in mind that the enemy will be strongest in a direct line with your base. Further, fire from maximum stand-off distance (the maxi-

Using M.E.T.T.S. in Gunship



mum range your weapons will allow).

To succeed with **Rule #3**, capitalize on the helicopter's maneuverability to achieve a surprise attack. Fly in a manner so as to sneak up on them. Then, surprise and blast them with your cannons. This surprise method prevents premature detection by the enemy.

Rule #4 is where the previous three pay off. Hellfires are your best bet against enemy armor. Once you know that there is a large concentration of those armored demons, unmask (pop-up) at maximum stand-off range (approximately 1.5-2.0 K). Lock tads on and fire (I love the smell of rockets in the morning!). Once the missile is off, wait until it is just about to hit the target and fire again. After the first target has been destroyed, the tads will automatically switch to a new target and the hellfire changes course. Mass fire allows you to destroy more in a short period of time. The faster you

react to a threat, the less time he has to report your position.

Hinds are your worst threat and should be destroyed as soon as possible. Don't bother to wait for a lock on. If you get one in your sights, let a Sidewinder go.

The Sidewinder is an air-to-air missile and will lock on its own.

When using FFARS, you can hit a soft target from as far as 2.0K, if you line it up right. Once you've fired, don't wait for a hit.

Switch to another target immediately after firing - shoot and forget. The clock is always ticking. Remember, *Gunship* scores and medals are awarded on time, as well as total points. The Congressional Medal of Honor can only be won by scoring 5,000 points in under 15 minutes. *Gunship* target points follow the U. S. Army's target priorities: 1) Hinds, 2) SAM sites, 3) anti-aircraft guns and armored fighting vehicles, and 4) soft targets.

Effective Defensive Postures

Against Infrared Guided Missiles: When fired upon by infrared guided missiles, it is important to turn your exhaust away from the missile.

Against Soviet Hind Helicopters: When a Hind is on your tail, you should dive, then pull back hard on the stick. This will cause the Hind to fly by and enable you to get your shot.

It is vital that you do not let targets get behind you because this exposes your tail rotor. You should learn to auto-rotate from low altitudes at high speeds, instead. You should also learn to slip a missile by turning away from it.

Final Briefing

The *Gunship* pilot who keeps these tips in mind should win that coveted medal in no time. Next, you will have to score one and one-half times your original medal-winning score in under 15 minutes in order to duplicate your feat.

MAIL SUPERIORITY

by Johnny L. Wilson

Welcome to the only column in the world that can assert "mail superiority" without being accused of being sexist. The column will inform you about various play by mail (PBM) and play by electronic mail (PBEM) games. Not only will we tell you about the various games, we will occasionally update information on how our reviewers are doing in their games. Speaking of which, let's zoom into outer space for a look at that game described in *CGW* #36 (pages 40-41), *Fleet Maneuvers*.

Fleet Maneuvers

Fleet Maneuvers is the game where you command an Alliance ship against the evil Donnz and Krell in a starship battle which rages over an X,Y axis representing a sector. Our reviewer has found himself chasing the Donnz vessel, "Vindicator," back toward his starbase. The courageous Alliance vessel, "Omega," has scored major hits on both the frontal shield (1) and the starboard shield (2). "Vindicator" has managed to repair the starboard shield, but the frontal shield is still weak. Meanwhile, our hero finds himself positioned between two fire fights. It took so long for him to actually damage the enemy (7 turns) that he keeps receiving a message from starbase which reads: "Patience is a virtue, but let's not overdo it. Fight, fight, fight!"

Of course, this isn't always what happens in a *Fleet Maneuvers* battle. Fore Captain Andy Clayman of Norristown, PA found himself sandwiched in between three ships from the Confederacy and three Krell ships. In spite of a judicious use of tachyon torpedoes which devastated the Confederate ships, Clayman found himself charging for Starbase A in order to repair his ship and recharge his weapons. He did use an interesting strategy during his dash for cover at

maximum acceleration, however. Since he couldn't get sensor readings on enemy ships, he relied on his allies to radio in target positions and allow him to launch torpedoes blindly to specified coordinates. As in any other PBM game, communication with one's allies can overcome a multitude of deficiencies.

DuelMasters

One of the most interesting set-ups I've seen in any PBM game is the character generation for Reality Simulations' (P.O. Box 27576, Tempe, AZ 85282 - (602) 967-7979) *DuelMasters*. *DuelMasters* is a PBM game in which players manage teams of gladiators in an ancient style of gladiatorial combat. Players make decisions on the style of fighting his gladiators will adopt (bashing, striking, parrying/striking, lunging, parrying/lunging, wall-of-steel, total parrying, attacking by aimed blows, and parrying/riposting), the opponents he wants to fight (or avoid), primary and back-up weapons for each fighter, armor for each warrior, desire to kill, area to protect, focus of attack, and offensive (slashing, lunging, bashing, and decisiveness)/defensive (parry, dodge, riposte, and responsiveness).

Character generation for *DuelMasters* begins with a sheet containing five warriors described in terms of seven pre-rolled attributes. The player has 14 discretionary points to use in modifying the seven attributes, but cannot add any more than six points to any single attribute. Further, no attribute may be modified to a total greater than 21. The final attributes will determine the best fighting style for the gladiator to adopt. Here is an example. The pre-rolled attributes for one of my characters are presented in the left most column below. I added the modifiers as displayed in the mid-

dle column and the final result can be found in the right column.

| | | | |
|--------------|----|----|----|
| STRENGTH | 12 | +4 | 16 |
| CONSTITUTION | 11 | +3 | 14 |
| SIZE | 13 | +2 | 15 |
| WIT | 6 | +0 | 6 |
| WILL | 9 | +2 | 11 |
| SPEED | 7 | +0 | 7 |
| DEFTNESS | 12 | +3 | 15 |

The rationale for designing this character began with the given attributes. Since this character (let's call him, Quato) was already strong, as well as large, I attempted to exploit these characteristics. Quato's "Speed" attribute was so low that it couldn't be compensated for, so no points were wasted in trying to do so. I assigned the "Bashing Attack" style to Quato in order to minimize his need for finesse and waited for his "Character Overview" (Reality Simulations' succinct analysis of each fighter) Battle Rules, and turn sheet to arrive in the mail. When the report arrived, the overview of Quato read as follows:

"FIGHTS USING THE BASHING ATTACK STYLE
IS AMBIDEXTROUS
IS NOT VERY BRIGHT
HE IS UNCONCERNED WITH CONTROLLING THE FIGHT
THE MORE SUBTLE POINTS OF THE RIPOSTE SIMPLY ESCAPE HIM
STANDS AROUND MAKING HIMSELF A TARGET
CAN TAKE A LOT OF DAMAGE
CAN CARRY A GOOD AMOUNT OF WEIGHT IN WEAPONS AND ARMOR
IS VERY SLOW ON HIS FEET
ATTEMPTS TO PARRY RATHER THAN DODGE ATTACKS
DOES GREAT DAMAGE WITH EVERY BLOW."

We'll update you on Quato's progress (or lack thereof) toward becoming the *DuelMaster* of his arena. *DuelMaster* turns are \$4.75 for one gladiator and \$1.50 for each additional warrior (up to five). I can't wait for his first bout.

Next issue: *Spiral Arm* and *Heroic Fantasy*

Kampfgruppe Revisited

The Battle for Sowchos 79

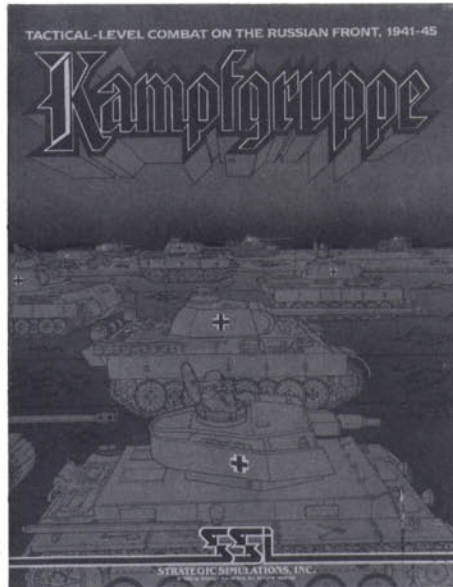
by Regan Carey
(Scenario design by
Michael Salata and David Thiel)

In 1985, SSI's *Kampfgruppe* was given *Computer Gaming World's* Game of the Year award. Strategic Simulation's commitment to the game system was reaffirmed recently with the release of two new conversions of --*Kampfgruppe* (IBM-PC and Amiga). It remains one of the most playable tactical/operational level systems available.

The IBM Conversion

The IBM conversion adds little except speed to the earlier 6502 designs. In fact, the documentation provided is for the earlier games. The sole IBM specific instructions come on a small blue card enclosed with the game and the Amiga's special instructions come on a letter size yellow card. The earliest release of the IBM version has a small bug in its starting sequence. According to the blue card, booting DOS and then entering START will get you going. Actually, this won't get you past the opening graphics. If you have one of the 1.0 versions, either send in the disk to SSI for a free upgrade, or simply forget the opening graphics and type in KGSTART.

A couple of new features make life a little easier. The ten key number pad on the IBM keyboard can be used to make cursor movement around the mapboard more intuitive. As well, in deference to the number of IBM compatible systems with hard disks out there, the IBM version of *Kampfgruppe* is not copy protected. There is, however, a "key word" check against the documentation to make pirate copies inconvenient.

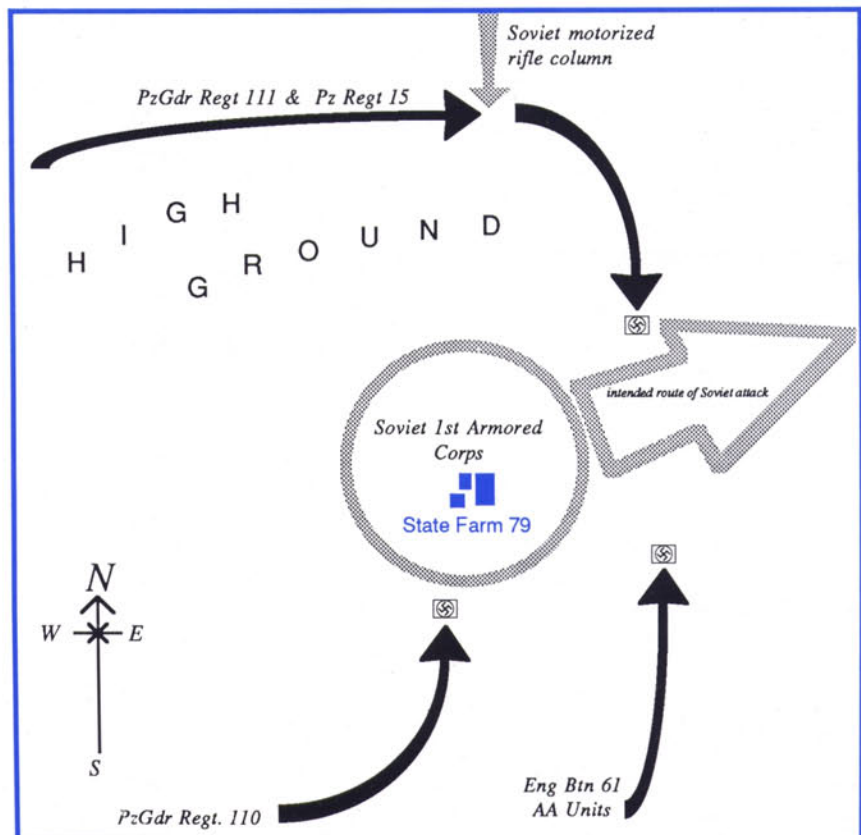


The Amiga Conversion

The Amiga version is a different story. It incorporates truly as-

tounding sound effects (you may yell, "Incoming!" and dive under the desk when you first hear mortar fire) and much improved graphics (veteran *Kampfgruppe* players find it much easier to tell a Wespe from a Nashorn in this new translation). Further, the mouse-driven interaction with the command menu allows the Amiga version to give one a real sense of command because the system is so fluid.

For new owners of *Kampfgruppe*, as well as the grizzled veterans, we've developed a new historical scenario that should present some challenging play. We've had to take a some license with the strict orders of battle, but the resulting force levels provide a reasonably good picture of this little known, but interesting conflict on the Eastern Front.



The Battle for Sowchos 79

December 8, 1942

The Historical Situation

During the German drive to relieve Stalingrad in the winter of 1942, a series of battles was fought by the 48th Panzer Corps in the Chir River area. One of the more unusual and interesting battles took place at Sowchos (State Farm) 79.

On the 7th of December, 1942, the Russian 1st Armored Corps forced the German line and crossed over the Chir River. Its drive to the German rear area was halted at Sowchos 79. The Russians then prepared to turn northeast to take the German line along the river (336th Division) from behind.

At dawn on December 8th, the 11th Panzer Division struck the Russians. Panzer Grenadier Regiment 110 held the Russian attention by attacking from the southwest. An engineer battalion and anti-aircraft guns (88mm flak) were stationed to the south of the Russian positions.

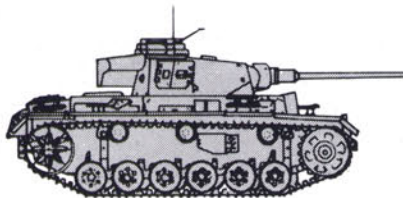
Panzer Regiment 15, supported by Panzer Grenadier Regt. 111, swept across the heights west and north of Sowchos to take the Russian armor from the rear. The early morning light revealed a long column of Russian motorized infantry coming towards Sowchos from the north. Taken by surprise, the Russian column was chopped to pieces. The 15th and 111th then moved south to contact the Russian 1st Armored.

Encircled and taking fire from all sides, the Soviet armored forces were unable to escape and were heavily mauled. There would be no Russian attack on the rear of the Chir River positions. However, because of this battle and others like it, there would also be no relief of Stalingrad.

The consequences of a Soviet victory at Sowchos 79 are difficult to calculate, but it seems likely that the problems faced by the Germans during that long winter of '42-'43 would have been greater. It is even possible that the defeat of the German forces on the Eastern Front could have been accelerated.

Preparing a Scenario in Kampfgruppe

While random scenarios are easily produced, one of the more frustrating aspects of *Kampfgruppe* is that it simply isn't easy to prepare an accurate historical scenario. Each of the four possible scenario types has inherent limits--in forces, maps, and perhaps most importantly, deploy-



ment.

The forces for an historical scenario must be chosen carefully, so as to fit within the limits imposed by the general scenario type. When a specific map is to be used, the first step is to allow the game system to generate a random map. Then, each piece of terrain on the random map must be cleared, including the higher terrain types that don't appear as symbols on the screen. Once a clean map is available, the new terrain must be entered, square by square, including those invisible higher level squares. Deployment of the forces must fall within the "start line" limits of the scenario type. Despite these restrictions, the design and subsequent play of a truly historical battle scenario can be a rewarding exercise.

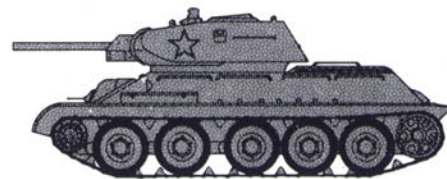
The Sowchos 79 Scenario

Below is a step by step account of how to enter the Battle for Sow-

chos 79 into your *Kampfgruppe* system. The numbers in parentheses indicate which menu choice to use.

Start with a "build your own" game. Have the game generate a map with cover terrain density set at zero and no river. This will minimize the amount of terrain that you have to remove to create a blank slate.

Select the LATE 1942 time period (3) and then choose a German Pursuit scenario (1). This will allow the



Russian deployment to cover most of the game map. The choice of battle size should be "large" (1).

You'll want to select your own forces, so reply with N when asked about AUTOSELECT. Choose a "Panzer" German force (1). From the unit menu that then shows up, choose: (34) Panzer Bn.; (31) Pzg. Bn.; (45) Engr. Co.; (43) Recon Co.; (32) Pzg. Co.; (32) Pzg. Co.; and (35) Panzer Co.

Select a "Tank" Soviet force (1). From the unit menu choose: (14) Heavy Tank Bn.; (13) Tank Bn.; (13) Tank Bn.; (6) Motorized Rifle Bn.; and (6) Motorized Rifle Bn.

During the deployment phase, use the "U" menu command to change the nature of each terrain square. Probably the easiest way to avoid errors in adapting the map is to change the terrain inside any slopes to level one clear, and then replace all visible terrain with the level one clear. If you remove just the visible symbols, you can be left with phantom hills that can't be seen on the map, but definite-

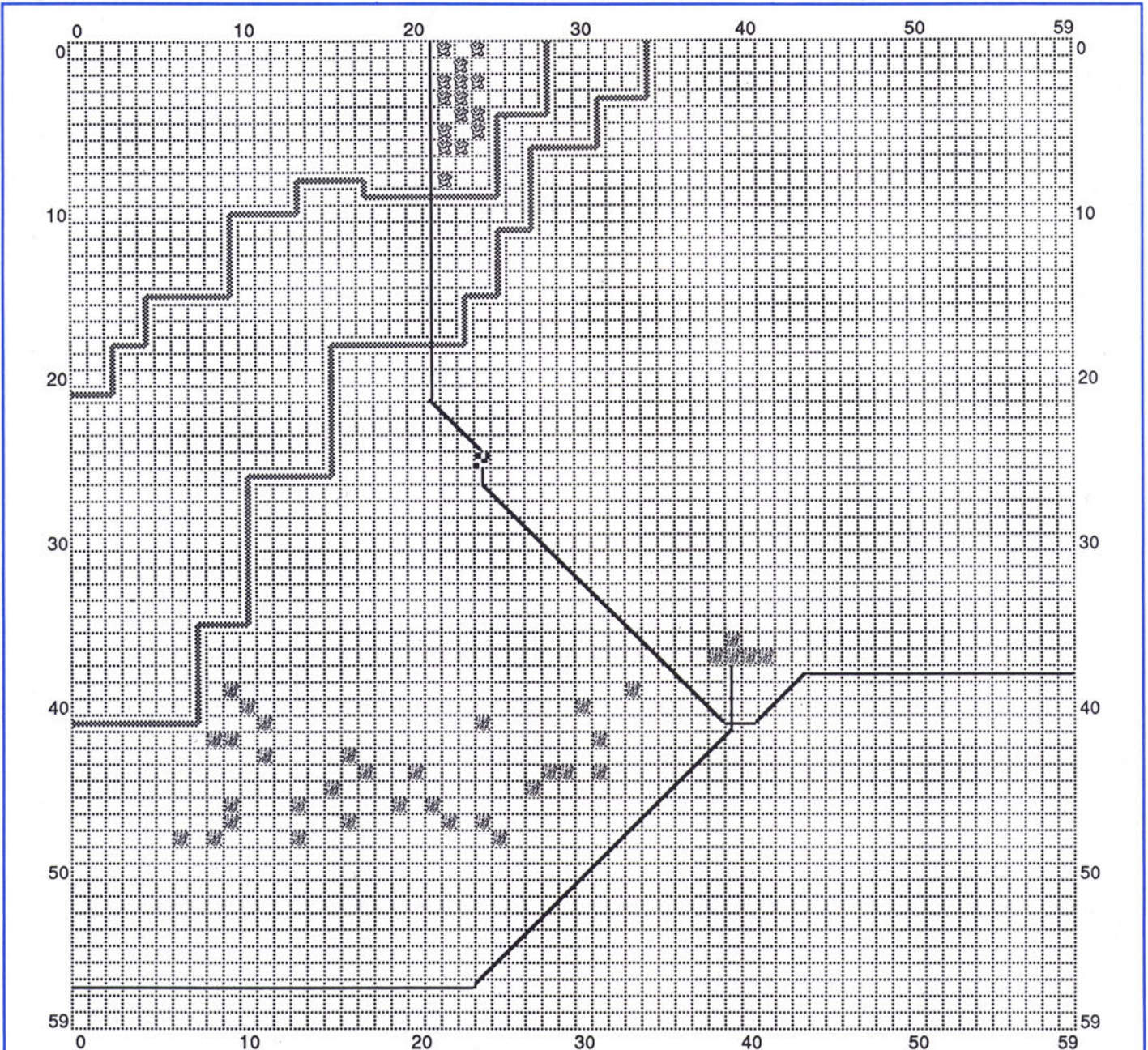
ly have an impact on line of sight once the game begins.

Use the map shown in Figure 2 as a guide to entering the terrain for Sowchos 79. Don't forget to replace terrain within slopes with the appropriate higher level clear terrain.

Double check your work, as a mistake here can create an invisible depression that can have catastrophic effects on unit movement and sighting.

The map includes the high terrain to the north and west of Sowchos 79.

The roads are there to provide some flexibility in movement and to overcome some of the limitations imposed by the German deployment start line (4 squares in from the west edge). In reality, the German 88's and engineers started the battle al-



Kampfgruppe Scenario: Battle of State Farm 79

- trees
- Sowchos 79
- ⋯ slope
- road
- rough

ready deployed to the south of the State Farm. With the east-west road they can now be moved into their correct location well before the shooting starts. The woods along the north-south road are there to give the Soviet player some options for the motorized infantry. They can either dig in and fight it out, or try to make the run south to support the armor.

Once the map is completed, move the Soviet motorized infantry units to the northern edge of the map, along the road on column 21. These units should all be loaded onto their trucks. The Soviet armor should all be placed within three squares of Sowchos 79 (23,25).

German deployment is little more complicated. One of the German units is Wespe self-propelled artillery. Select the unit and then use the SPACE BAR (not the 9 key as stated in the documentation) to replace it

with a Nashorn (16). The engineers, 88's, and Nashorn should be placed at the extreme southwest edge of the map, along the road in row 57. Panzers and two units of Panzer Grenadiers should be placed within four squares of the northeast corner of the map. The remaining Panzer Grenadiers should start along the slope at the west edge (row 41).

Once you've worn your patience thin entering the scenario, don't forget to save it.

Notes on Play

The historical actions of the German forces were a little out of the ordinary. This means that the Sowchos scenario doesn't work very accurately with computer control of the German units. The computer tends to totally ignore the northern

motorized rifle forces and drive straight on the Soviet center. Needless to say, this can be a trifle bloody for the Panzers.

Kampfgruppe's artificial intelligence can be a worthy opponent when it commands the Soviet forces. It occasionally surprises me with an unexpected counterattack or force shift. In spite of this, the ideal way to reenact the historical situation is in a two player game.

In either case, the timing of the German attack is delicate. If the Panzers spend too much time working on the northern Soviet column, the Soviet armored forces can gain the advantage in the south. If the northern column is left largely intact, the Panzers must present their flanks and rear as they move south. Test play of this scenario has produced victors on both sides. Try it for yourself.



BORODINO: 1812

Napoleon in Russia

In the spring of 1812, Napoleon Bonaparte, master of Europe, invaded Russia. On September 5th, advance elements of the *Grande Armee* came into contact with the Russian army. With winter at hand, this was a crucial battle for Napoleon. Although the French won the bloody battle, their victory wasn't decisive and they were soon forced to retreat from Russia, an event which presaged Napoleon's fall from power in 1814.

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by Scorpia

One of the most popular features in CGF's parent publication, *Computer Gaming World*, has always been *Scorpion's Tale*. The setting is a tavern you might find in any adventure game. In each issue Scorpia has a tale to tell as she sits at a side table in the inn. In CGF, we go to the back room of computer gaming's most famous tavern.

Welcome to the little back room of the Tale. Here, we'll chat about a bunch of games instead of just one. It'll help those withdrawal pains for the months when CGW isn't published (grin). Speaking of withdrawals,....

BUREAUCRACY (a hint-filled helping of red tape stew)

A lot of folks seem to be having problems with depositing that check for \$-75 in *Bureaucracy*. Considering the convoluted logic of the tellers at Fillmore Fiduciary, it really shouldn't be difficult to turn that strange check into cold, hard cash. After all, the bank does have more than one kind of slip, right?

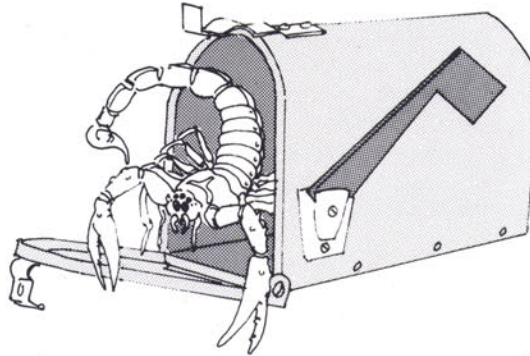
The parachute is another stickler for a number of people. Yes, there really is one on board, and yes, you really do need to have it before you leave (it's a loong drop!). However, you must get rid of the stew first, and then read the little laminated card carefully. After that, you should be on your way in no time.

THE BARD'S TALE (vintage secrets to keep you "on key")

Bard's Tale I is still going strong and entering Mangar's Tower is still the number one problem.

Everyone gets the Onyx Key and then goes running off to Mangar's, expect-

SCORPION'S MAIL



ing to get in. Wrong! That is the key to the front door of the tower. You have to find a more subterranean route past the gates. Try the sewers.

Another difficulty in *BT* is getting into Kylearan's Tower. A lot of people have actually made it there and never realized it. Next time you fight the Mad God, take a good look around where you end up. Don't be in a hurry to walk away.

ULTIMA IV (succulent secrets worthy of an avatar's appetite)
A puzzle that has been popping up a

lot lately in my mail is parties being turned back at the door of the Codex Chamber in *Ultima IV*. You absolutely need a full group of eight characters when you go down into the Abyss. If you don't have all eight characters, you won't be able to finish the game.

The usual missing member is the elusive shepherd. Quite a few people have had a hard time finding one. The shepherd can be found in Magincia, although perhaps not quite inside. Use a mapping gem here for best results.

A surprising number of people have also had trouble getting into the Abyss. They do everything

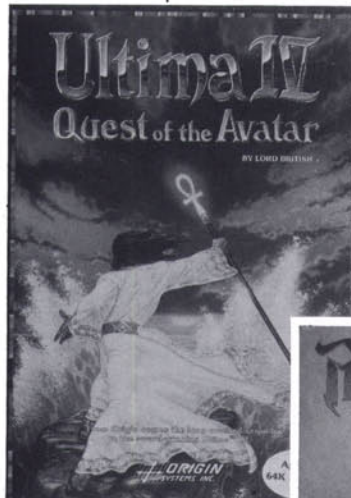
they're supposed to, but still find themselves outdoors. That's because all the previous excitement simply opens the door. You still have to enter the Abyss as you would any other dungeon; entry is not automatic.

Smith, the talking horse, has driven several folks to distraction. Unlike "Mr. Ed", Smith *will* speak when he doesn't have anything important to say. He was supposed to have a clue, but Lord British couldn't come up with anything relevant for him to say, so he ended up just being there

without any information to give.

LEATHER GODDESSES OF PHOBOS (chewy clues for risque rogues)

That robot baby in *Leather Goddesses* has given many people headaches (so, for that matter, has the ion beam...hehehe). You haven't watched enough of those late, late movies. Orphans are always left on doorsteps when no one is around to see. Of course, they aren't just plunked down on the stoop, either.



NEW FROM SIMCAN

LONG LANCE
Tactical Naval Combat In The Pacific, 1942
 &
TO THE RHINE
The Allied Advance In The West, 29 Aug-11 Dec
 1944

They're usually in something.

Moving right along, we come to the ion beam, which is probably the hardest puzzle in the game. There is no way you can go past it on the canal. You can't swim underwater, tow yourself along in the raft, hide in the barge, or do any of the other interesting things I've heard of from readers. Nope, you've got to go from here to there in a very special way. Check out that well in the Sultan(ess)'s garden.

PHANTASIE (a fantastic feast of intricate solutions)
 After a long hiatus, questions on *Phantasie I* are starting to come in again, and getting hold of the water rune seems to be one of the big sticking points of the game. The third magic pool is in the waters off Phantasia, and you just have to swim around until you find it; there is no way to distinguish the pool from the rest of the water. Time-consuming, but worth it, and at least you won't have to worry about monsters while you're taking a dip.

HOLLYWOOD HIJINX (comestible cues for your Tinseltown trek)

Some *Hollywood Hijinx* players are still having difficulties in opening the safe in the bomb shelter. The solution is right there on the little plaque. Ignore the year, it's just there to confuse you. Start with the first line, and see what you can make of that.

That wraps up the hints for this issue. As always, if you need help with an adventure game, you can reach me in the following ways:

On Delphi: visit the GameSIG (from the Groups and Clubs menu). On GENie: Stop by the Games RoundTable (type: Scorpia to reach the Games RT). On The Source: Send Smail to ST1030. Via US Mail: Send your questions, along with a self-addressed, stamped envelope (if you live in the United States...no SASE, no reply!) to: Scorpia, PO Box 338, Gracie Station, New York, NY 10028. Until next time, happy adventuring!

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WHO IS SCORPIA?

1. Scorpia is 70/69/77/65/76/69.
2. Scorpia is 83/73/78/71/76/69.
3. Scorpia lives in 78/69/87 89/79/82/75 67/73/84/89
4. Scorpia never 85/83/69/83 72/73/78/84 66/79/79/75/83.
5. Scorpia really does 70/73/78/73/83/72 69/86/69/82/89 71/65/77/69.

LONG LANCE: Your general doctrine and tactical specifications for engagements have been carefully thought out for each of your three action groups. Procedures were covered earlier in the day on your flagship in a meeting of all COs under your command. Your night orders have been given and it has been a long day. You turn in at 0035 hours. At 0147 an orderly wakes you with word that your flag captain requests you come to the bridge. Gunflashes have been sighted in the direction of Bravo Group's patrol zone. Before the night is over the slot will be filled with burning wreckage. **LONG LANCE** is unlike any other computer game you've seen. It is a highly realistic, viewpoint oriented simulation at the grand tactical level. Situation maps and markers are provided and the computer will act as a player for either side. Design by W. Nichols, development by S. Newberg, & art by J. Kula. Apple II or C64/128 systems.

TO THE RHINE: The Axis was reeling back in disarray, most of their heavy equipment abandoned and their command structure shattered. The breakout from Normandy, led by Patton's Third Army, was proceeding apace. All of Europe lay open to the Allied armies, until the string snapped. The Allies had outrun their supply lines and the march to Berlin would not be as easy as it had looked. **TO THE RHINE** is a command oriented study of the battles across France and the Low Countries, from the closing of the Falaise pocket to just prior to the opening of the Bulge Offensive. It takes up where **OPERATION OVERLORD** left off and continues our depiction of the Western Front. The game includes situation maps and markers for both players and the computer will act as a player for either side. Design by S. St. John, development by S. Newberg, & art by J. Kula. Apple II or IBMPC systems.

OTHER SIMULATIONS CANADA COMPUTER GAMES:

ROMMEL AT GAZALA, Battles For Tobruk, 26 May to 27 June, 1942. Apple II or IBMPC.
STALINGRAD CAMPAIGN, The Turning Point In Russia, Jun 1942-Feb 1943. Apple II or C64/128.
KURSK CAMPAIGN, Operation Zitadelle, Summer, 1943. Apple II or IBMPC.
OPERATION OVERLORD, The Invasion Of Europe, 6 June-28 August 1944. Apple II or IBMPC.
SEVENTH FLEET, Modern Naval Combat In The Pacific Ocean. Apple II, Atari ST, or C64/128.
GOLAN FRONT, The 1973 Arab/Israeli War In The North. Apple II or C64/128.
BATTLE OF THE ATLANTIC, The Ocean Lifeline, 1940-1944. Apple II or IBMPC.
SIEG IN AFRIKA, The War In North Africa, 1940-1943. Apple II or C64/128.
FIFTH ESKADRA, Modern Naval Combat In The Mediterranean Sea. Apple II, Atari ST, or C64/128.
FALL GELB, The Fall Of France, Spring 1940. Apple II or C64/128.
GREY SEAS, GREY SKIES, Tactical Modern Naval Combat. Apple II or C64/128.

ORDERING INFORMATION, PLEASE READ CAREFULLY: All computer games are \$60.00 each. Ziplock versions are not available. Purchasers outside Canada should send payment in U.S. funds. Money orders are preferred for speedy shipment, as we will let cheques clear before shipping due to having received far too many bad cheques of late. Canadians must add 33.3% (\$80.00 per computer game) for Federal Tax & shipping. Nova Scotians must add an extra 10% of the total for Provincial Tax. Orders from locations outside North America must add \$3.00 per game to cover extra handling.

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

The Source Code is your industry ombudsman. In this column, we will be your liason with the designers and publishers of computer games. If you have problems with any game and are having trouble getting answers from the companies, write us and we'll be your advocate. This will help the "Customer Support Lines" at various companies, as well, since your problem may be other people's problems, too.

tlefront" and "Russia" are easily adapted for this usage. You asked specifically about Apple II games, but Atari 8 bit owners can take heart that the same information is valid on conversions of the games listed above, as well as the fact that Game Designers' Workshop's "Battle of Chickamauga" and "Rommel: Battles for Tobruk"

program to allow such modem transfers of "Save Game" files to work. CAVEAT EMPTOR: SSI's "techies" stated that they hadn't actually tried this with "Save Game" files and would like to hear from our readers who accomplished this successfully. We would, too!

THE SOURCE CODE

THE MAIL DOMINATED GAMER

I would like to ask if you know of any Apple II compatible strategy games which can be played by two people at different computers through the use of files. T.A.C. by Avalon Hill is an example of a game that can save to file (after one player's turn, not after a full round of both players), but I know of no other game with that ability.

*Ken Flanagan
Palm Springs, CA*

I believe that there are a number of computer wargamers that have families that could spend a short time each night at gaming. A good game such as Under Fire would really be better if it could be saved at any time and the last action or combat sequence could be replayed (for PBM by mailing a disk). Kampfgruppe would also be a good one, although the input structure needs updating and custom map creation would be useful.

*Gary Chappell
Prince Albert
Sask., Canada*

See the brief article on "Two Player Computer Postal Games" in this issue for guidelines on two games that should meet your needs. Strategic Simulations, Inc. has published several games that could meet your requirements ("War In Russia," "U.S.A.A.F.," "Reforger '88," and their entire American Civil War series.) and Strategic Studies Group's "Bat-



An Industry Ombudsman

were designed with play by mail in mind.

We took this idea a little further and decided to find out if you could send "Save Game" files via modem to an opponent across country. The "techies" at SSI said that you should be able to with the above mentioned SSI games in every format except Apple. Indeed, they had even modemed ST and IBM game code across the country for various games in production. Why can't you do this with Apple formats? SSI uses a special RDOS on their Apple versions. Therefore, telecommunications programs which cannot decipher RDOS couldn't send or receive the files. Therefore, if there was sufficient interest expressed to SSI in writing, they would write a

INEQUITABLE EQUITY

I have an Epson Equity I (IBM compatible) computer. The only software that I have been unable to run on it is software by Electronic Arts (e.g. World Tour Golf, Starflight, etc.). Being an avid gamer, this is quite a disappointment to me. However, I recently overheard another user speaking of a new ROM produced by Epson. Unfortunately, the local dealer that I bought my computer from has gone out of business and I have had absolutely no luck obtaining information from Epson. Electronic Arts has been little or no help, either. Could you please help me find out if it will ever be possible for me to use Electronic Arts' software on my Epson computer?

*Joe Ankenbauer
Council Bluffs, IA*

Don't buy that new ROM, yet! If you have an EGA card in your machine, you definitely don't need the new ROM. You haven't told us exactly what the problem was, but according to the developers of "Starflight," neither WTG nor SF run with an EGA card. EA is supposed to have a revised WTG out soon (?) which will "support" an EGA card in a CGA type emulation mode and they are currently working on a SF revision that will accomplish the same kind of CGA emulation. If that isn't the problem, write a letter more specifically citing your problems with the software and we'll forward it to the "techies" at EA.

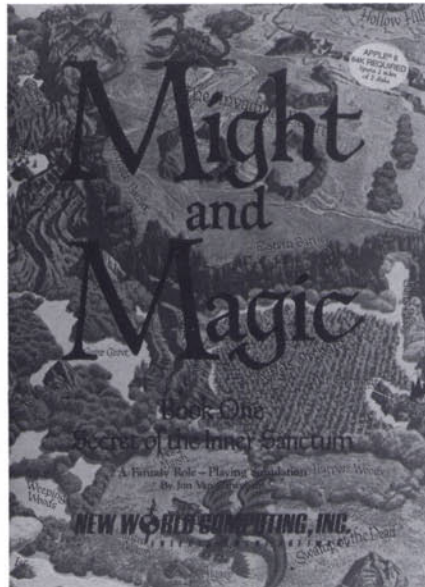
NEITHER TRITE NOR TRAGIC

From reading CGW's review on New World Computing, Inc.'s Might and Magic (CGW #36), I totally agree on what was written, except for the following: "The game supports one or two drives (two is recommended)." This statement has totally confused me, since I have owned this game for more than two months and most of my characters are either Level 6 or Level 5 and still have not come across a chance to use my second drive on this game. I have found no mention in the manual nor a game option that enables me to use two drives. Therefore, I am writing to you and hoping that you can tell me how to use my second drive on this game.

*Albert Tan
Hong Kong*

In the words of Douglas Adams, "Don't Panic!" You simply overlooked the option because it was presented with another instruction.

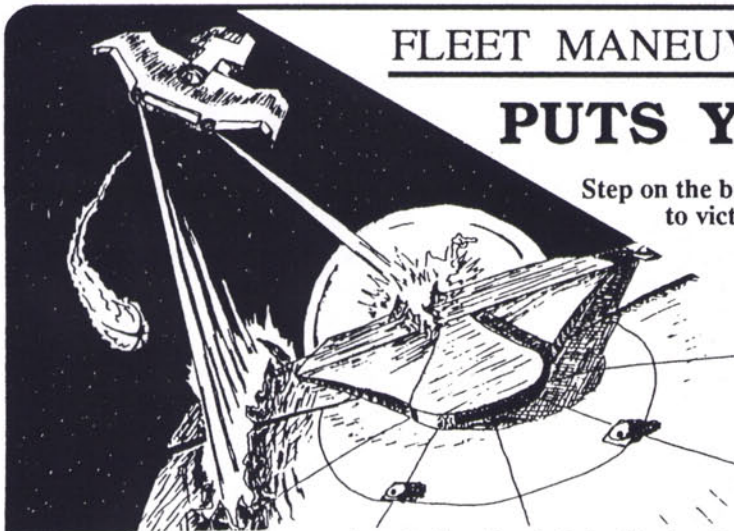
After you boot the game with Disk A, you see the title screen. Then, you hit "Escape" to start the game. When you hit "Escape," you see an instruction to insert Disk B into your disk



drive. This is where you missed the option. At this bottom of this second screen, it reads "D' toggles (# of Drives = 1)." If you press 'D' on your keyboard, it changes to (# of Drives = 2) and that enables you to keep your Disk B in the first drive and have minimal disk swapping on the other drive.

Send your problems and questions to:

The Source Code
c/o Computer Game Forum
P.O. Box 4566
Anaheim, CA 92803-4566



This great art was drawn by Fore Captain Robert Morrison Jr.

FLEET MANEUVERS

PUTS YOU IN COMMAND

Step on the bridge of a powerful starship. Command your vessel to victory in battles against aliens from around the world

FLEET MANEUVERS - THE ORIGINAL GAME is a fast paced game that will test your tactical command skills in 2-Dimensional space. Four races, each represented by a unique starship design battle for supremacy. Since its' creation in 1981, we have refined each ship type for realism and balance while making each a unique challenge to command. We will team you with three other players (regular play) or you can control a race by your self of with your friends (partner's play).

If you haven't tried **FLEET MANEUVERS**, you are missing out on some of the best tactical game play available. The consumer members of the Play-By-Mail Association voted Fleet Maneuvers **BEST GAME** in the competitive space game division of their 1986 awards ballot. **AND Fantastic Simulations** provides exceptional service including a monthly news letter, Comm-Link, and the FS-BBS, a bulletin board service for those players who have a computer and modem (you **DO NOT** have to own a computer to enjoy our games).

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Play by Mail Games

Fantastic Simulations P. O. Box 24566-K Denver CO. 80224

or contact us with your computer: Our BBS (303) 368-8434



TWO PLAYER COMPUTER POSTAL GAMES

By Robin A. Hood

[Publisher: Hey, Johnny, the London mail has arrived! See if there are any articles from those Brits that we can use in CGF!]

[Editor: OK, boss, here's one.]

Shortly after *Fighter Command* was released a friend (Nigel) suggested that we might sit down and play a campaign game. I readily agreed. The intention was that we play through a couple of game days in place of our semi-regular *Sunday Quarterback* sessions. However, it soon became clear that the German player would need to have a good book on hand to occupy his time while the British player was at the keyboard. A bright idea came to Nigel. "Let's play the game by post!"

I have been playing board wargames by post (i.e. mail) for almost 18 years, so the suggestion was not as crazy as it might sound to anyone outside the postal board wargaming hobby. We both agreed that one would not be worth the effort, so we started up three campaign games each. Strictly speaking, we did not play the games by post. Nigel went home to set up his three games as the German and I set mine up, as well. The following morning, he phoned to ask if I had finished my moves and on that next evening, he stopped by on his way home from work to swap over the save game disks. From that point, we swapped disks every two or three days. A number of weeks later, I happened to mention that FC1 to FC6 were advancing well to a couple of friends at a regional meeting of our postal board gaming society. Since they both



owned Apple computers and *Fighter Command* games, we began the real postal games (FC7 to FC10).

In FC7 to FC10, I corresponded with my friends, Mike and Pete, who were both residing in Hull, while I lived in London. We completed, on the average, one turn per week. Unfortunately, all the save disks started to give us trouble of one kind or another. We believe this is due to the fact that you cannot delete/save more than 20 *Fighter Command* games on an SSI "Save Game" disk unless you reinitialize it first. Sadly, only FC1 to FC7 were completed, FC2 being restarted, at least, twice.

In any event, time passed and *War In Russia* was released. Wow! Once again, my friend Nigel was on the phone. "Hey, Rob," he reported, "do you know how many game saves there are? Do you realize they're in the right places for each player to move, save the game, and pass it on? Fancy a game?" My reply was, "Why not?" At the time, I did not know what I was letting myself in for, but I am enjoying every minute.

Now, I seem to have *War in Russia* in my disk drive nearly every day in order to reply to a move against one of the "Magnificent 7" opponents who are playing anything from one to three sets of games each (A set is two games of the same scenario, on the same level, with each of us taking on the role of the Germans in one and the role of the Russians in the other.). In all, I am involved in a total of 26 active scenarios, 20 of Barbarosa and six of Case Blue.

Despite the fact that one of my *WIR* opponents lives in Cornwall, we manage to get two moves through the post every week. Another ten games, split between two other players, work out at one move per week without fail, while the rest are played at a slower pace. Geneva, Switzerland is the base of one correspondent and tends to slow the moves down to one every couple of weeks.

Of course, if you have a copy of *War in Russia* or have played it, you may well be scratching your head in puzzlement. The game has a joint combat report and you may wonder how combat can be resolved in a postal game. It is not, obviously, an insurmountable problem. Starting up a "Barbarosa" or "Zitadelle" scenario, the German player gets a free whack at the Russian on the first turn. So, he goes through his adjustment phase and move. Then, he goes through his adjustment phase for the next turn and saves the game. This sets up the postal sequence. The Russian works through his adjustment phase, accomplishes his move, and saves the game. Now, comes the important part. The German completes his move and observes the combat report. The German should keep careful notes on the combat report because he will need to send a written copy back to the Russian player. Finally, the German player completes his adjustment phase and saves the game to send off to his opponent.

There are certain things the German player should do. First, he should have the courtesy to inform the Russian player about the results of any Russian attacks (he need not tell him about German attacks). Second, he should inform the Russian of the amount of "Lend Lease" supplies received, if any, and where they were received (north, east or south). Third, he should report to the Russian about any "Guards" units he may have gained that turn and, if possible, the type. This last is not always possible, since the read-out is sometimes a bit too fast in departing the screen. Some information, however, is better than none. Personally, I would have preferred to see the guard listing stay

on the screen, getting rid of it by thumping a key.

For his own peace of mind, the German player should also make a note of the weather, at least in the winter months, to prevent silly mistakes like attacking in rain (It has been done!). He should also note the location (north or south) of the next rail build and write a few notes on his strategy in order to save time when he gets the Russian move back. Further, both players should make a backup "Save Game" disk every four to eight turns. You never know, moves could get lost or disks damaged in the post. It is far better to redo four turns than to restart from the beginning.

The box on this page is an actual report on the combat that took place during the week 3/29/42 in one of our games. All combat is reported in the order of the attacks. It also had a "press release" attached (something one does not do every turn!). The weather level for the turn was COLD.

It is my personal desire that more computer wargames with the save options in the right places [Ed. See the answer to "Mail Superiority" in "The Source Code" for other games where this style of PBM can work.], variety being the spice of life. It is not that I am tired of *WIR*, but just that I would like to play more than one game. At the moment, I cannot persuade anyone to restart a *Fighter Command* game, partly due to the experiences with the save disks and partly due to the time it takes to play through one turn. Due to the deviousness of one's opponents, the British player could find himself sitting down to face a long day of small sneaky raids that come in dribs and drabs all day in order to wear the RAF down. I have spent well over three hours playing through one day on many occasions. Unlike *WIR*, which is quick and easy (I can rattle through the moves of up to six games in one evening), *FC* ties up too much time. Nevertheless, SSI has made it possible for one to have both the convenience of the computer and the challenge of a human opponent. I cannot be satisfied with computer opponents after this experience.

Air Battle over Kharkov

34 Russian Bombers and 8 German Fighters lost! The target was obscured!

German Attacks:

1S Voronezh 3.59 D Held.

Stalino 7.66 D Retreat.

1S Stalino 1.90 D Held.

Russian Attacks:

2S Leningrad 2.06 D Retreat.

2SSW Moscow 1.88 D Held.

1N Leningrad Bombardment.

1SW Rzhev Bombardment.

German Attacks:

1NE Stalino 60.71 D. Eliminated.

1 Guard Mech. 2 Guard Tank. 7+ Guard Rifle. 20 vehicle and 3 aircraft (north).

From the Propaganda Department:

Following an airstrike by units of the Luftwaffe, a massive artillery bombardment (the largest of the war to date, 760+ factors), pummeled Ivan's positions in and around Stalino. By the time the 7th and 11th Panzer Korps entered Stalino, not one building was left standing in the city. Of Ivan, there was no sign! The 7th and 11th Panzer Korps continued the advance to the northeast of Stalino, smashing the tattered remnants of two enemy armies before coming to a halt. In the north, one of our Infantry Korps was forced to fall back under heavy pressure from continuous assaults. They held onto their entrenchments (what entrenchments!?) for as long as possible before making a tactical withdrawal under heavy fire from the enemy.

FORUM INPUT BAROMETER (F.I.B. #1)

Use F.I.B. card provided at page 5.

This reader survey will not be dedicated to rating specific games like our parent publication's Reader Input Device. Instead, the Forum Input Barometer (F.I.B.) will seek to elicit demographic information, opinions on topical issues within the industry, and readers' views on the industry in general. We will print the actual statistics from the F.I.B. poll in the following issue, in addition to some of the most interesting written comments in the space provided. Answer each question with a Y (yes) or N (no) or with the appropriate letter for multiple choice questions.

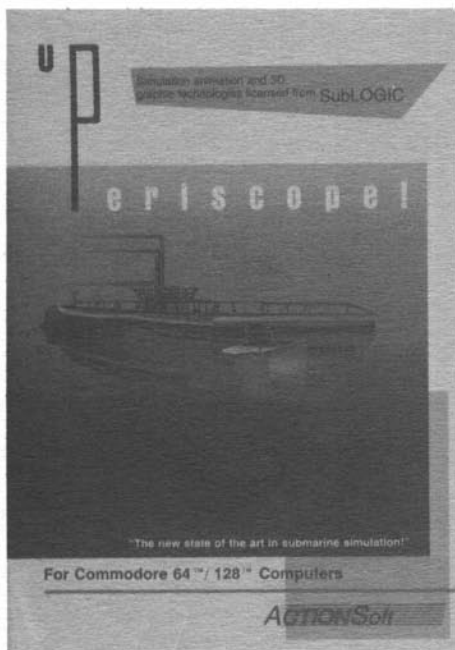
1. What is your personal opinion of adult-oriented themes in computer software? a) absolutely loathe this software under all circumstances; b) believe it is unethical for you personally, but all right for others; c) believe it is all right if carefully rated; or d) feel that this is a vital form of creative expression which should not be repressed.

2. What is your personal opinion about fantasy-role playing games? a) they are a demonic menace which perverts our youth; b) their emphasis on violence brings up significant ethical concerns; c) they are intellectually bankrupt because they teach unreal solutions to today's problems; d) they are intellectually stimulating; or e) they are simply fun and shouldn't be analyzed.

3. What is your personal opinion about wargames? a) they are a diabolical menace which perverts our youth; b) their emphasis on violence brings up significant social and ethical concerns; c) they are intellectually bankrupt because they teach harmful solutions to social problems; d) they are intellectually stimulating; or e) they are simply fun and shouldn't be analyzed.

4. Please use the "Comments" space to answer the following question. If you could write a game on any subject that you would like, what would be the subject?

5. You may also use the "Comments" space to send us a "letter to the editor". Please include your name and home town on letters to the editor.



by M. Evan Brooks (c) 1987

NAME: Up Periscope
 SYSTEM: C-64
 PRICE: \$29.95
 PUBLISHER: ActionSoft
 Champaign, IL

In board wargaming, every designer will do a Battle of the Bulge, sooner or later. In computer wargaming, the analog is a World War II submarine simulation. Beginning with MicroProse's *Silent Service* (Thorne/EMI's *Sub Commander* was even earlier, but any relation it had to a simulator was accidental), one finds OSS's *Operation: Keystone*, Spectrum Holobyte's *Gato*, Epyx's *Sub Battle Simulator*, and now ActionSoft's *Up Periscope*.

If one were to hand *Up Periscope* a report card, it would note the following: Originality, F; Documentation, A; Execution, B-

In terms of originality, *Up Periscope* is reminiscent of *Silent Service*. In fact, it is so reminiscent that MicroProse seriously considered legal action. The similarities include a speed-up time function (up to 32 times real speed) and a map zoom. Other common features are bridge/periscope views,

Up Periscope

damage report/chart display, deck gun. These, however, would likely be encountered in any submarine simulation.

The strength of *Up Periscope* is in its documentation. A separate volume ("Submarine Action in the South Pacific") is extremely well-written and will whet the appetite of the user for additional information. This reviewer was encouraged to reread Richard O'Kane's *Clear The Bridge* and other books just because of the documentation herein. Actual historical scenarios are reviewed in detail, illustrating approaches, attacks and results. The net effect is to create a real anticipation on the part of the gamer.

FLAWS IN THE OINTMENT

The flaw is that the anticipation cannot be satisfied by *Up Periscope*. While it does several things well, *Up Periscope*'s flaws are just sufficient to mar one's enjoyment. The flaws have been noted by ActionSoft, and the company does plan to make corrections. Briefly, the two major flaws are: (1) Deck Gun: the deck gun is virtually undocumented. Aiming and hitting via the deck gun is a complete random selection. Unlike *Silent Service*, deflection cannot be adjusted. Therefore, utilize the TDC and hope for the best! (2) Save Feature: the biggest flaw about *Silent Service* was its lack of a save feature. With three-month patrols, not everyone could play a sufficient time or maintain their peak for the necessary duration. Happily, *Up Periscope* has a save feature. Unhappily, it does not work correctly! While the game can be saved, the tonnage destroyed will not be credited to one's account. Therefore, by saving a game, the user will be seriously damaging his chance of promotion. This bug is known to the ActionSoft staff, and they are working on a solution.

Up Periscope's successes are noteworthy. Enemy shipping appears

more real than in the earlier games and the closer one approaches, the greater the detail becomes. Also, the torpedo tubes are handled much better than in *Silent Service*. In *Silent Service*, one fired forward and aft tubes merely by facing. In *Up Periscope*, differentiation of tubes is made via keyboard entry. Thus, one can sail into the middle of an enemy convoy and fire in both directions without wondering which torpedo will fire.

Also, target acquisition appears more realistic. Determining angle-on-bow approaches was an exercise in frustration.

The newer game offers more missions. Refresher training, historical situations, long duration patrols, peacetime patrols, and transits are available.

Nevertheless, *Silent Service* does appear to have better graphics of the instruments and gauges. However, the "Christmas tree" is pure chrome. While historically accurate, it serves no function in the game. *Up Periscope* is more functional, albeit more spartan.

Finally, one should note that radar is only operational when surfaced. This is a historical fact. *Silent Service* offers a map feature which makes pinpointing of enemy vessels relatively easy. *Up Periscope* lacks this feature, and this reviewer has to admit missing it. However, in talking with a former submariner, this reviewer learned that submerged World War II boats were virtually blind. Sonar could only yield peaks showing direction and not range. Thus, *Up Periscope* is more accurate, even if this does make the simulation much more difficult.

In conclusion, this program comes within a hair of becoming the top submarine simulator. The documentation is laudatory and most of the features are well done. It is only the flaws already recognized by the company that give the nod to the earlier *Silent Service*. If and when ActionSoft releases a corrected copy, one may well consider acquisition of this interesting simulation..

DEF CON 5

An S.D.I. Simulator

by Michael Daniels

| | |
|------------|-------------------------------------|
| NAME: | DEF CON 5 |
| SYSTEM: | C-64 |
| # PLAYERS: | 1 |
| PRICE: | \$19.95 |
| DESIGNER: | Paul Norman |
| PUBLISHER: | Cosmi Corporation Wilmington, CA |

DEF CON 5 is a simulation of the Strategic Defense Initiative, billed as the ultimate, authentic simulation of the Star Wars Defense System. Is it?

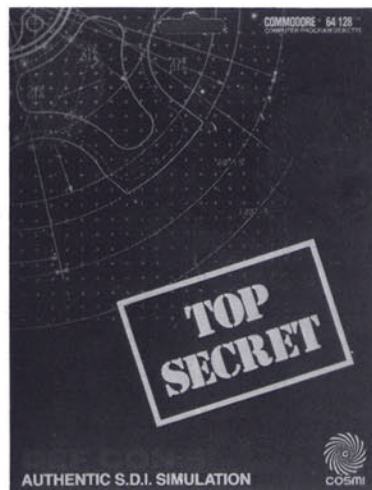
After a long and unnecessary log-in procedure which neither relates to the rest of the game nor adds much color to it, players sit and wait for something to happen. There is some on-line information available to the player commander, however, and this is available upon pressing the "Commodore Key" and choosing from the menu provided. The information isn't usually enough to keep you occupied during the delay prior to the first critical event, though.

Usually after a lengthy wait, the player's orbiting space platforms are attacked by missiles and space mines. Players have anti-space mine robots to deflect or disarm the space mines and decoy deployment detonators and multi-track thermal target interceptors to protect you from missiles. There are arcade sequences to go with each defense, but they are relatively unoriginal for all their difficulty. For example, space mines are disarmed by using the robot's arm to open the hatch, remove the pin, and close the hatch within thirty seconds. It isn't an easy task, but it is certainly unimaginative.

The most interesting aspect to DEF CON 5 is the number of options for destroying nuclear missiles. Here, Paul Norman has done his homework. The player's first chance to destroy the missiles is during their boost phase. A ground-based, chemical laser reflected off an orbiting laser reflector is the best chance at this point, since it is the only weapon which is powerful enough to be effective in earth's atmosphere. If one fails at this sequence, however, there are other lasers and beam-particle weapons which are only effective in space.

Should the player fail to eliminate the missiles prior to this point, there are launchers capable of firing "smart bullets" which can either destroy the incoming missiles or knock them off course. As a last resort, however, there are nuclear-pulsed X-ray lasers that can destroy missiles over a wide area in spite of the atmosphere. Unfortunately, these carry the burden of severe atmospheric radiation contamination, placing them last on the player's list of options.

In game play, the control screen is the player's link to the system's capabilities. It displays station status, time, DEF CON status, the number of incoming missiles and their estimated time until impact, as well as the status of systems'



components. Maps with the locations of the components are listed in the documentation. The game itself is a disappointment. The sound and graphics are dull and uninspiring. Moving between the different screens is difficult, the controls are cumbersome, and the pacing is slow and frustrating. The unforgivable sin is that one must use the RETURN key often during the game, but an accidental brush of the RESTORE key will lock up the program.

RED ALERT: DEF CON 5 is a very complex game with many components and challenges. This is its strongest asset. It could feasibly provide many hours of enjoyment if the game play was paced well enough to keep the player interested. It is not. After reviewing DEF CON 5, I feel that the ultimate SDI simulation has yet to be written.



ABSTRACTS FROM THE JOURNAL OF COMPUTER GAME DESIGN

Chris Crawford is an eloquent and outspoken spokesman for computer game designers. He has attempted to be on the cutting edge of game design from the release of *Eastern Front* to his upcoming *Seaboot*. *The Journal of Computer Game Design* is his attempt to engage other designers in a dialogue (sometimes debate?) concerning the present state of and future directions for game design. *JCGD* is published six times per year (12-16 pages per issue) and costs \$30 per year (*The Journal of Computer Game Design*, 5251 Sierra Rd., San Jose, CA 95132). In order for *Computer Game Forum* to assist our readers' dialogue with game designers, we will be abstracting regularly from *JCGD* (providing one to two pages of coverage per issue).

Was Pong Our Fred Ott's Sneeze? or Lessons and Red Herrings from the Silver Screen

by Doug Sharp (*ChipWits* and *The King of Chicago*)

In this article, Doug points out that it is common to compare the current state of computer game design with the craftsmanship of early movie making. Doug suggested, instead, that there will be "a maturation timescale for computer gaming more like that of literature--the millenia between the first gratuitous lie told around a campfire and say, Homer." One reason for this, he suggests, is that there will need to be significant advances in artificial intelligence before computer gaming will really mature. "Anyone who is seriously concerned with advancing computer gaming should enroll at Stanford or MIT in AI to do the hard work needed to make these glorified calculators think." Doug went on to suggest an extremely

optimistic view of the future of computer entertainment. "Our machines will surpass film and television in graphic and aural quality well within our working lives; therefore we should have at our disposal the full range of cinematic effects at a minimum." From this thesis, he describes his Dramaton/Narraton game production system. The "...Dramaton system is designed to create synthetic actors who can show facial emotion while moving in a three dimensional environment of settings and props. ...it is crucial to the ...success of interactive narration to develop convincing graphic characters." The "Narraton system" creates what Doug calls "modular narrative." *King of Chicago*, for example, contains 278 clips ranging in length from 30 seconds to six minutes and containing over eight hours of scripted action, including over 20 different endings.

"The Interaction Circuit"

by Chris Crawford (*Eastern Front*, *Legionnaire*, *Balance of Power*, and others)

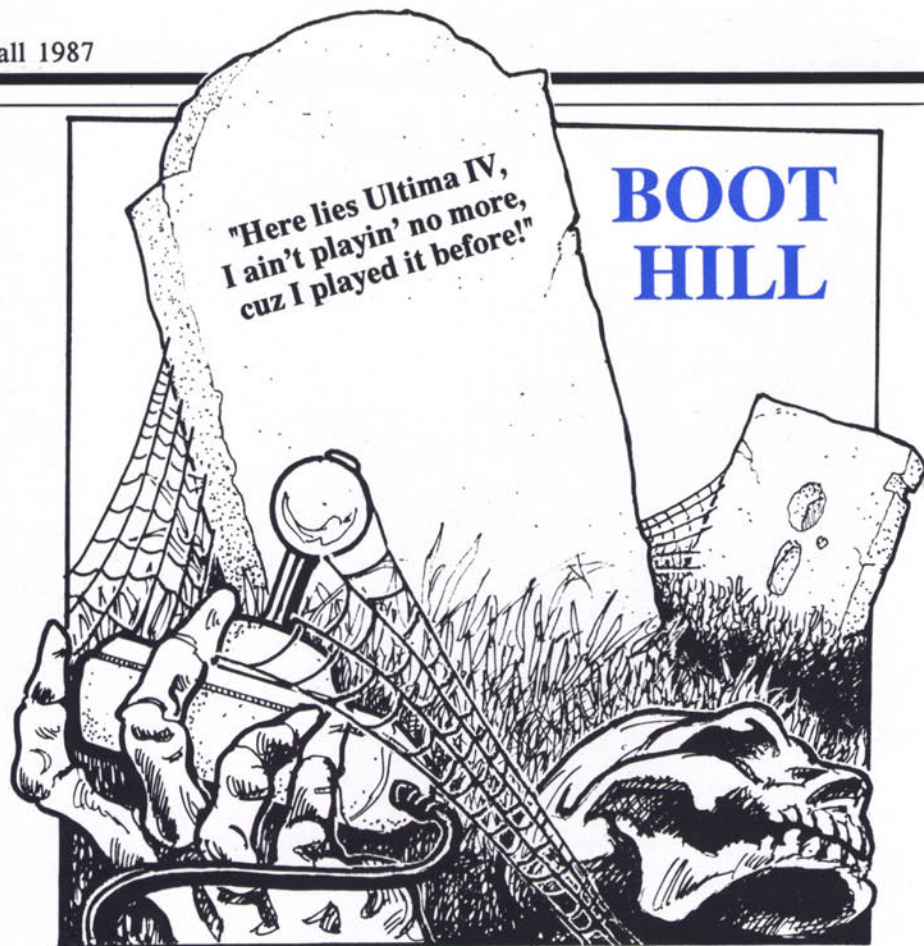
As opposed to other forms of art where the artist simply presents a one-way flow of information to the audience, Chris asserts that a successful computer game must consider "The Interaction Circuit." This circuit means: 1) Computer talks, 2) Human thinks, 3) Human talks, and 4) Computer processes. "Computer talks" is the traditional way of imparting the work of art (I talk, you listen). "Human thinks" is where the computer game begins to come into its own. Chris suggests that the designer's job is to determine just what part of the brain the game should stimulate and how that should be accomplished. "Human talks" deals with the problem of interface. How does the player com-

municate with the program. "A properly designed game allows the player to say just as much back to the computer as it says to him." "Computer processes" is where the AI of the computer program closes the loop. Here is where the designer must take on the hefty job of causing the computer to relate the player's responses to its own reactions and decisions. Chris concludes by stating "...a great many game designers would do better to concentrate less attention on the 'computer talks' node and more attention on the other three."

"Visual Impact"

by Kellyn Beeck (*Defender of the Crown* and *S.D.I.*)

Kellyn's article suggests that the graphics quality of the 68000 machines is a great step forward, but insists that the next steps of DVI (Digital Video Interactive) and CD-I (Compact Disc-Interactive) will be necessary in order to create a movie-like visual impact. These technologies will combine television-quality video with the processing power of the computer and the storage capacity of a CD. He makes a profound plea on behalf of improved graphics by stating, "Until the audio-visual capabilities of computers improve enough to compete with movies and television, computer games will remain a step below the mass media." The article laments the trade-offs which are sometimes necessary between realistic graphics and playable games (he painfully compares the Amiga version of *Defender of the Crown* with the C-64 version), but offers a challenge to designers to "...make sure we deliver great interactivity as well as powerful visual impact."



This department is intended to be a computer games "swap meet" for our readers, as well as a matchmaker for finding opponents, and ????. We charge \$15.00 per 25 words. Ads for selling or trading are permitted but we insist that games be production copies and not pirated duplications. Send your classified ad and check to:

Computer Game Forum
P.O. Box 4566
Anaheim, CA 92803-4566
Attention: Boot Hill

Make Check payable to Computer Game Forum. Caveat Emptor: CGF assumes no responsibility for classified ad claims.

Here's the "Boot Hill" theme song to start things off. (Sung to the tune of "Matchmaker, Matchmaker" from "Fiddler on the Roof")

*"Wishbringer, Wishbringer, make me a swap!
 Find me a game that is no flop,
 I've played you so often, I just realized
 That I have you memorized!"*

*"For Moebius, make it adventure -
 For SpaceQuest, give a quest for a king -*

*For Rogue, well, I wouldn't care if I get
 The Pawn or Lord of the Rings!"*

"Wishbringer, Wishbringer, make me a swap!"

*Find me a game that is no flop,
 I've played you so often, I just realized
 That I have you memorized!"*

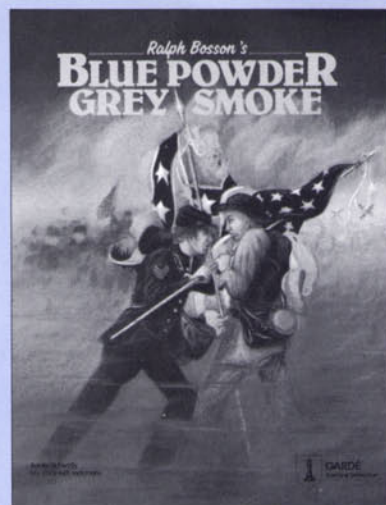
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THE TRILOG CHALLENGE

Computer Game Forum Announces The New
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- DAY 27, Month of Sowing
- YEAR 5, Since abduction

Greetings Fellow Travellers:

I am Trilog. I was kidnapped from my home several years ago and left in this alien world of *Alternate Reality*. I understand that I am one of the few who survived the arduous encounters of The City of Xebec's demise. Having gained strength, wisdom, and courage there, I decided to venture into the dank depths of that cavernous world beneath the City known as: *The Dungeon*.

Based on the soul-shaking encounter, monstrous foes, and unnatural perils that befell me in *The Dungeon*, I challenge all who follow me to a contest. Travellers from *The City* do not necessarily have an advantage in this contest, since your experience in *The Dungeon* is the most crucial element. The winner of this competition must have completed the major quest of *The Dungeon* and have developed their character to awesome levels.

A complete set of all **Datasoft** computer software products (for the computer system of your choice) will be awarded to the two characters (one good and one evil) judged to be most experienced and best equipped. Criteria used to judge your character includes:

- Moral Alignment,
- Wealth and Provisions,
- Spells (types of spells and how well you know them),
- Magical Items,
- Clothing (how well dressed you are),
- Weapons and Armour (how prepared for combat you are),
- Number of quests solved,
- Number of riddles answered,
- Number of hard-to-find items possessed, and Other character experiences.

RULES:

To enter this contest, merely send in a copy of your character disk, along with a written description of your character, to **Intellicreations, Inc.**, 19808 Nordhoff Place, Chatsworth, CA 91311, by no later than October 30, 1987. The written description must give the character's name, state, and a brief description of your experiences in *The Dungeon*.



alternate
REALITY

Include your name and address and tell us which computer system you play *The Dungeon* on.

All entries become the property of Intellicrea-

tions, Inc.. Winners will be announced in the December issue of *Computer Gaming World* and the Spring '88 issue of *Computer Game Forum*.

The decision of the Intellicreations judges is final.

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