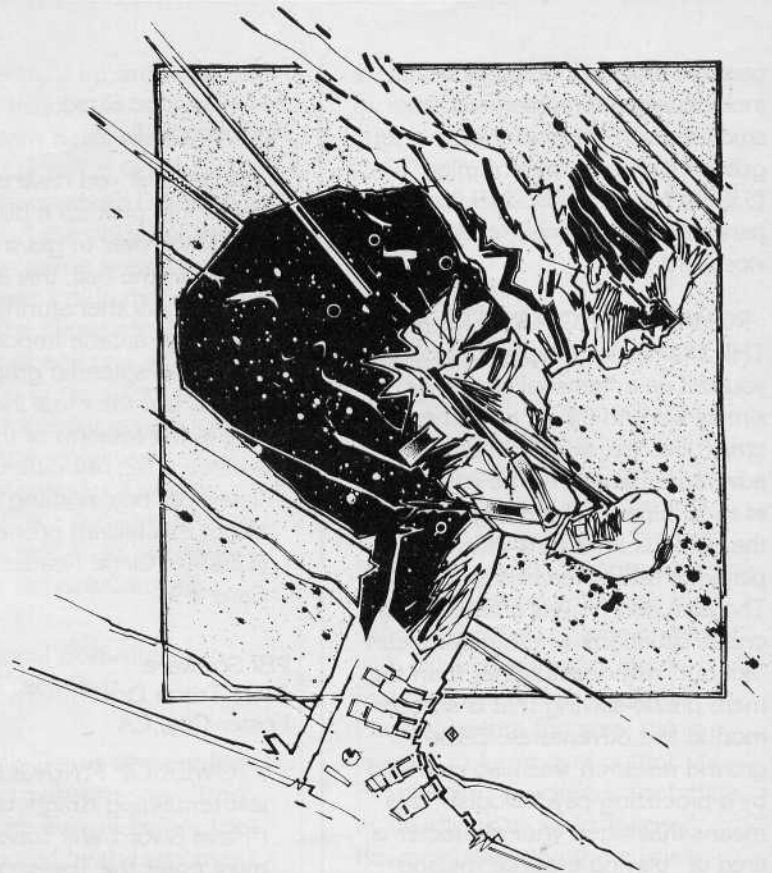


THE RUMOR BAG

by Alfredo
Gambino
Coloma
Giancanna



Southern Californians are unable to resist the lure of the slopes on those rare occasions when the snow level drops into the vicinity of our local mountains. My editor suggested that my writing was going a little stale, so it might be worthwhile for me to take some time off and venture into the white stuff. Now, I wasn't really expecting to pick up any juicy rumors about entertainment software when I visited Snow Valley, but I no sooner entered the rental shop than I overheard the name, **Infocom**. My ears perked up and this advertising type started talking about this new *Legends of Literature* series that the company is supposed to be working on. He said that *Sherlock: The Riddle of the Crown Jewels* is supposed to be the first release in this series. He also said that this product marks the first time **Infocom** has used an outside developer to design a product for them.

I didn't hear what else he said because I was grunting too loudly as I pulled my boots on. My doctor told me I had been eating too much pasta. Still, I couldn't wait to get

lined up for the lift to the beginner slope, so I popped into line behind two guys with United States Olympic Committee patches on their jackets. Imagine my surprise when I discovered that they were talking about their new licensing agreement with **Epyx**. Apparently, the company which published *Winter Games* is planning to launch a new product entitled *The Games/Winter Edition* tied to the games in Calgary. The game is being developed with the assistance of the U.S.O.C. and previous Olympic team members. Big things seem to be happening in Redwood City because **Epyx** is expected to announce its new "Consumer Electronics Division" at the **Winter Consumer Electronics Show**.

The chair lift took us to the start of the beginner slope. As usual, I was careful to criss-cross the slope in tight turns in order to keep my speed down. Unfortunately, I committed the unpardonable sin of skiing. I didn't get my skis at the right angle and found myself pointed straight down the hill. My right ski came off and I found myself flying directly toward one of the

snow-making machines (we have to enhance everything in California), ludicrously balanced on one ski and travelling at a preposterous rate of speed. My life passed before my eyes, especially the recent days when I picked up a tip about **Interstel's Empire**. It seems the company is planning to release another version, perhaps *Empire II*, in 1988. In this new version, infantry and armored units would be handled differently; aircraft could be transported by ship; paratrooper units would be available; full modem play is anticipated; and a full editing system (including scenario editor, map editor, and ability to name individual cities) should be added. The company's aim is to provide enhancements without allowing the game to become bogged down with morale, supply rules and other details. I also remembered that **Interstel** is planning on releasing a fishing simulator for bass fishermen (*Gone Fishing*) on the Atari ST and a boating, exploring simulation entitled *First Expedition* (IBM).

With not a moment to lose, I

(Continued on page 48)

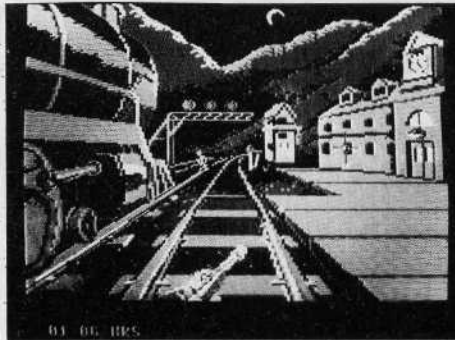
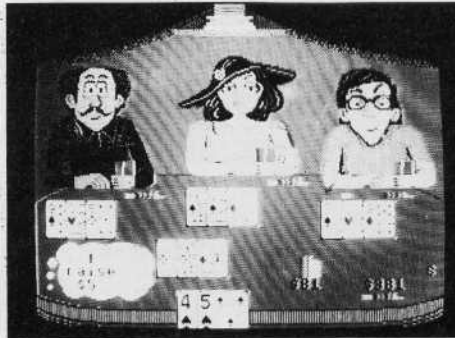
The Rumor Bag

(Continued from page 10)

remembered my instructor's wise counsel, "When you fall, and you will certainly fall, fall up the hill." It sounds dumb, but it works. I came to a soggy, but safe, stop about six feet from the snow-maker. I heard my name called aloud and that surprised me. After a nervous look toward heaven to make sure I hadn't misunderstood what happened and this was, indeed, to be "my time," I turned around carefully to see who knew me. After all, no one except my editor knew I was here. So, who should I see, but a lovely public relations representative who had wandered down from the "Silicon Valley" for some fun and recreation. Always prepared, this feminine vision passed along a plain, white envelope with some screen shots and advance information on **Accolade's** planned releases for the Winter Consumer Electronics Show. She also brought me my A.W.O.L. ski and we completed our daring trek down the gentle slope, together.

We shared a cup of hot chocolate and I eagerly opened the envelope. Inside were details about, *The Train: Escape to Normandy*. This C-64 product will allow the player to assume the role of Pierre Le Feu, leader of the French Resistance movement. In the course of the adventure, the player must seize the armored train, bring it to "safe harbor" in Normandy, and by so doing, rescue the priceless art treasures. The next document shared about *Power At Sea*, an action-strategy game for the C-64, based on The Battle of Leyte Gulf in World War II. Strategic decisions are made during scenes which take place on the bridge and the action sequences consist of: ship-to-ship surface combat, ship-to-air anti-aircraft routines, air-to-ship attacks, and ship-to-land bombardments. Another game to be announced at Winter CES is *Card Sharks* for the C-64. This card game

Accolade's "Card Sharks"

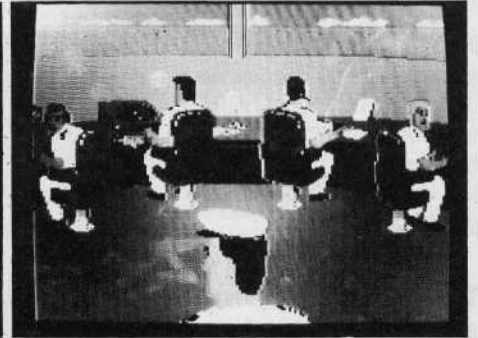


Accolade's "The Train: Escape to Normandy"

allows the player to play against computer-controlled opponents which each have different styles and strategies for Poker (5 Card Stud, 7 Card Stud, or Texas Hold 'Em), Hearts, and Blackjack. All the games should retail for \$29.95.

I looked up from my reading and my p.r. snow bunny had disappeared. Fortunately, however, she had dropped a napkin with some notes on **Data East**. Those who liked *Ikari Warriors* will be excited to know that *Victory Road*, a sequel to the earlier game, has been ported to the C-64 and IBM. The company will also introduce an arcade-style, non-technical flight simulator, using real-time and excellent graphics. The title for this product which features full panel instrumentation and realistic skyscape is *Lock On* and it is expected to be released for C-64, IBM, and ST.

Accolade's "Power at Sea"



Tom Frisina Describes "Harpoon" Research to CGW Staffer, Johnny Wilson

After securing the documents and photographs in the glove compartment of my car, I hit the slopes again. Well, I had intended to hit only the slopes. As it was, I found myself hitting an icy section of the slope and unable to come to the snowplow stop my instructor had shown me. Of course, the fellow I accidentally hit from behind felt like I had the "snowplow" part down pat. Our glasses, poles, and skis went flying. The other fellow, a rival journalist for another computer publication, demonstrated his lack of vocabulary by muttering an unprintable character string with scatological overtones. As for myself, as soon as I discovered that there were no broken bones, I made myself useful by picking up the notepad which had been dislodged in the fall. It was the other reporter's, of course, but I managed to catch a few scribbles

before I gave it back. He had noted that the third installment of **Intellicreation's** *Alternate Reality* series is due to be released in mid-1988. The title is supposed to be *The Arena*. There was also a note about a 16-bit version of *Alternate Reality: The Dungeon*. No definitive release date was given.

Then there was a note about **Electronic Arts's** alleged foray into interactive fiction. He had a note about their *Storyteller System* which is supposed to out "Infocom" **Infocom**. I chuckled to myself because I had been trying to get **EA** to confirm that rumor for six months. So far, the company says that this recurring rumor is way off base.

I handed him his notebook with a sigh of relief that he didn't know anything about **Three-Sixty's** upcoming wargame, *Harpoon*. Based on the successful miniatures rules and boardgame (published by **Game Designers' Workshop**) by Larry

Bond, this computer product should have an extremely different look and feel than anything else on the market. Bond, of course, assisted Tom Clancy with the best-selling novels, *The Hunt for Red October* and *Red Storm Rising*. He is a member of the Naval War College and acts as a referee for NATO wargames. According to our inside source, Bond will be teaming with former **Digital Illusions'** designer, Don Gilman, to create a layered product, user-friendly, but full of depth for the hardcore wargamer. The "Intelligence Phase" is supposed to offer 1/700th scale representations of up-to-date naval vessels and aircraft. There is a "Practice Battles" feature and the actual battle scenarios (the same types of scenarios which Larry Bond sets up for NATO wargames) will feature an Ultimate NATO Task Force with more than 50 platforms. Designed to be an educational product, as

well as an entertainment experience, the documentation will be thick and detailed. It is intended as a supplementary reference to the game and not an integral part of the game. One unique feature is the "Staff Assistant," a help facility. When one is just learning the game, he can delegate any number of operations to the "Staff Assistant" whenever the intensity becomes too much to handle. When the player reaches a certain level of sophistication, however, the "Staff Assistant" can act as executive officer (XO) to the player.

Now that I think of it, I hope that other reporter didn't get a look at my notebook. In the meantime, if you want to keep the California ski slopes safe for those who know what they're doing, send your hot tips and rumors to: The Rumor Bag, c/o Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566.

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