

## Games at CES, continued...

Other new HesWare games shown were:

- *Rootin' Tootin'*, a playable maze game adapted from a popular Japanese arcade game.

- *Ghost Manor and Spike's Peak*, two games in one package, and one of several multiple game offerings at the show.

- *Hes Games 84*, a well-animated series of athletic events, including archery, diving, running, and weight lifting (the weight lifter smiles and nods and shakes his head if he fails).

- *The Pit*, an arcade game adaptation, with a Dig Dug-type subterranean theme.

- *Music Box*, sort of a combination of an arcade and adventure game. The player must find pieces of a music box which are scattered about the terrain, piece it back together, and play the theme which, of course, will destroy the forces of evil in the universe.

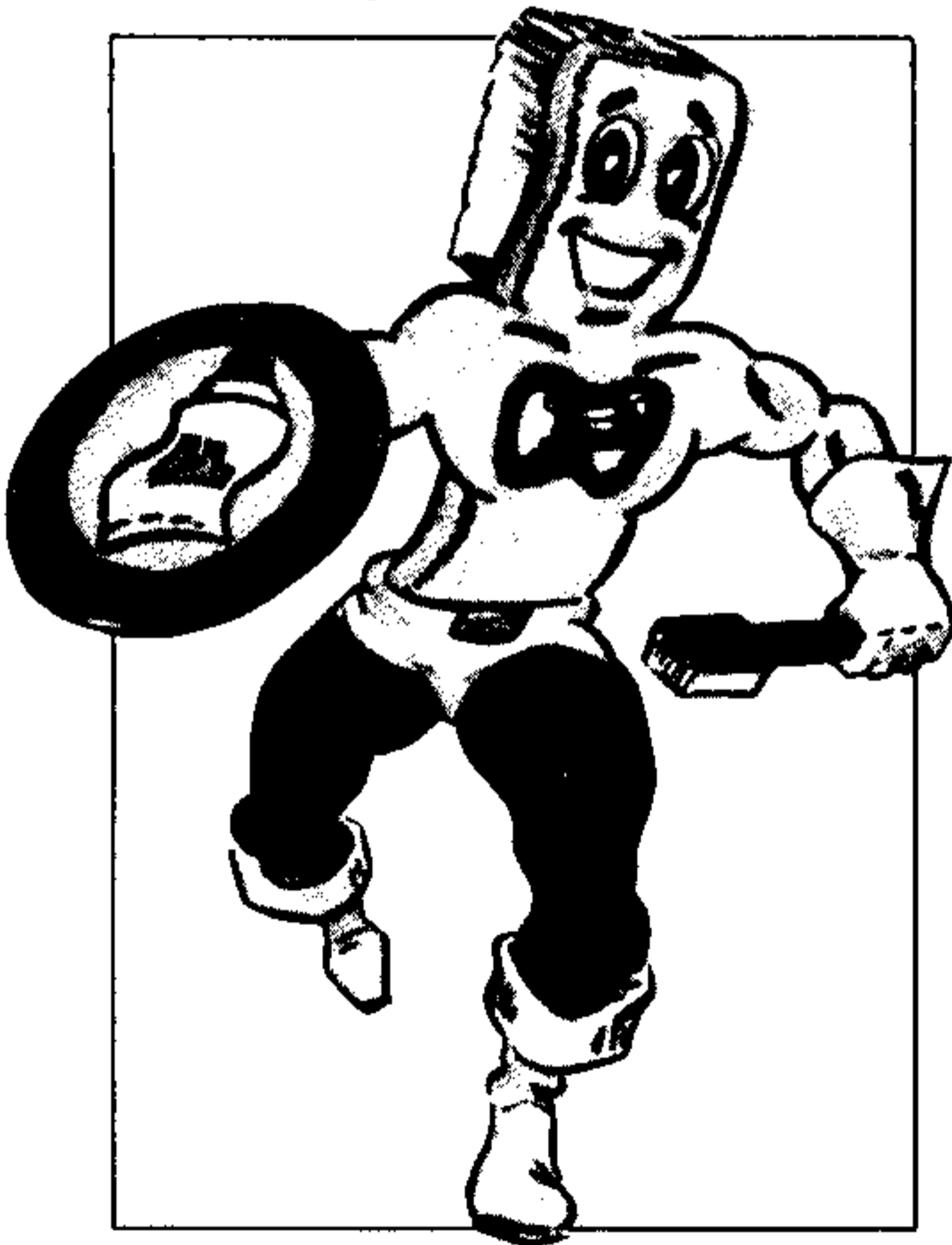
## Home Computer Software

Home Computer Software introduced:

- *Kids Say The Darndest Things To Computers*, featuring a "conversation" with Art Linkletter. The game is based on Linkletter's best-selling book of the same name.

The player responds to a series of questions: if nothing is entered, the computer makes up a reply. Then some music plays, and a story appears on the screen, personalized for the child.

- *Plaqueman*, a Pac-Manesque maze chase, with a dental hygiene feature. The player maneuvers a toothbrush around a maze, making yellow teeth white.



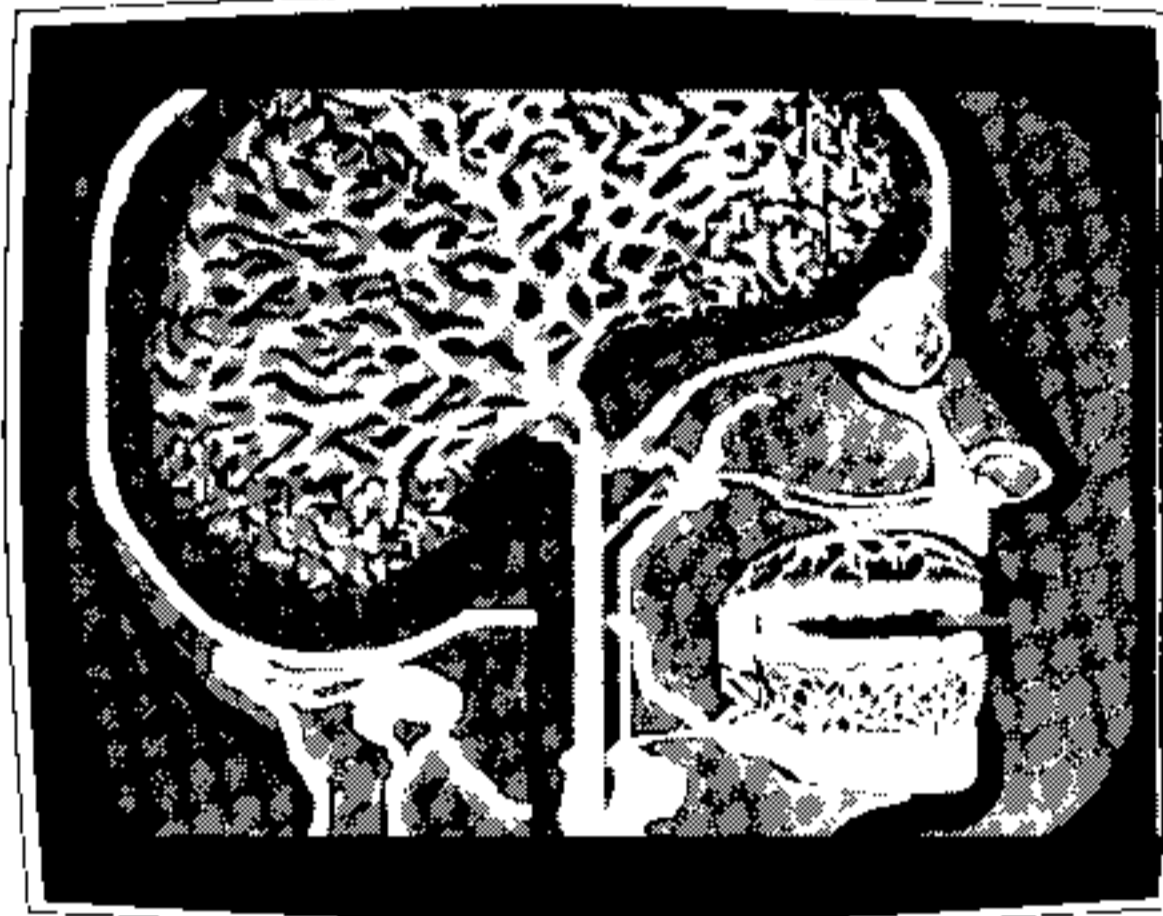
- A golf game, endorsed by golfer Tom Weiskopf, with many options not found in other golf games. The Com-

puter keeps track of players' handicaps and generates random wind, rain, and pin placement. This is a strategic golf game, played on a keyboard, as opposed to the action-type golf games we have seen for the video systems.

## Imagic

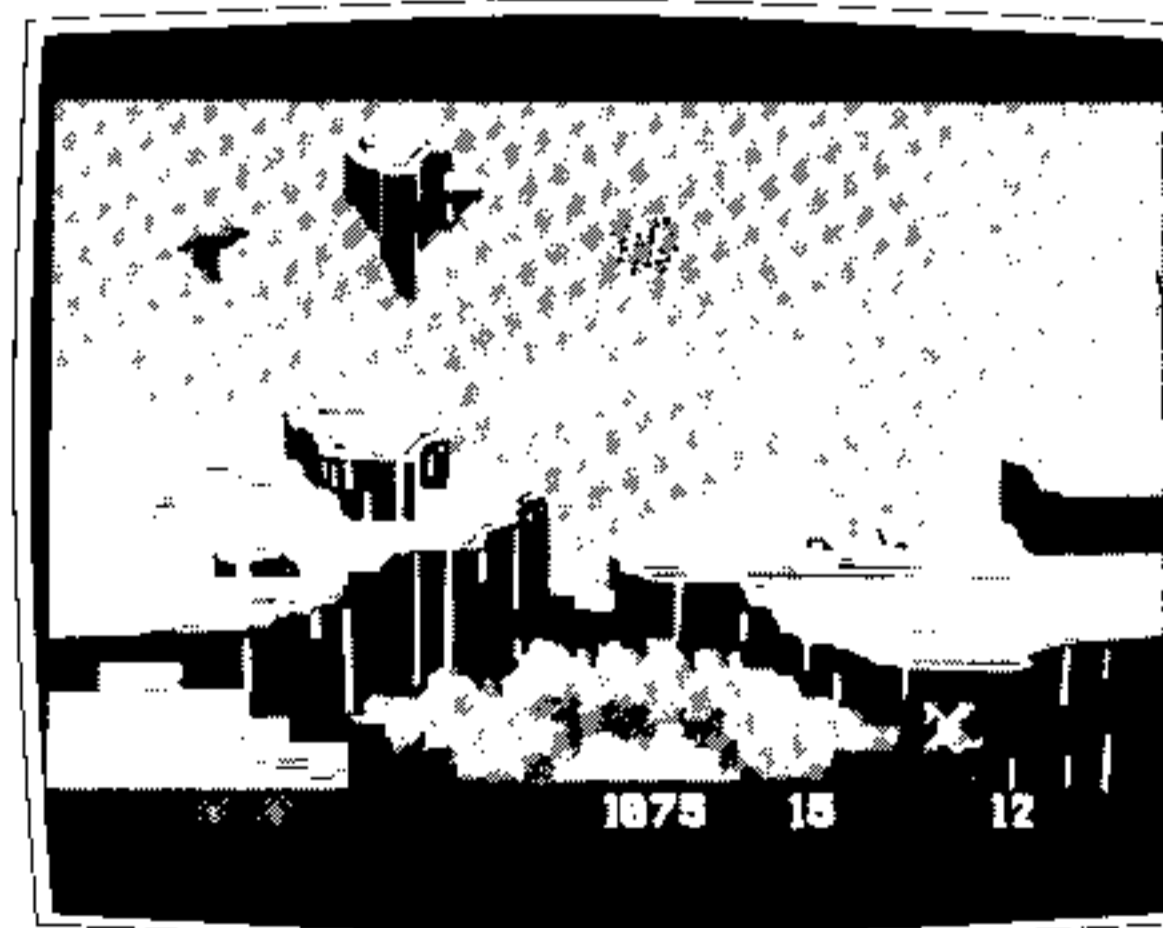
Imagic, as most of you know, has been having its troubles. Its booth seemed a bit Spartan compared to earlier shows. Chairman Bill Grubb told us, "The game market is saturated. We're concentrating on introducing products for the PCjr and Adam."

For the PCjr, they previewed their best-seller, *Demon Attack*, as well as *Microsurgeon*, *Football*, and *Baseball*.



*Microsurgeon*

Three new games for the Atari were also announced. *Quick Step* is an unusual game in which the goal is to pig out and "claim" as much of the scrolling food as possible by landing on it. Then, you climb to the top of the table and try to bounce the check for the meal into your opponent's plate, while dodging uninvited guests. As we said, strange game. In *Wing War*, you flap your wings and fly. Your travels take you past caves, waterfalls, precarious ledges in



*Wing War*

the sky and falling stalactites. Capturing dragon eggs, avoiding the griffins, and breathing your fiery breath on unsuspecting enemies add to the excitement.

The other new title for the Atari is *Laser Gates*. It seems that computers have been programmed to blow up the uni-

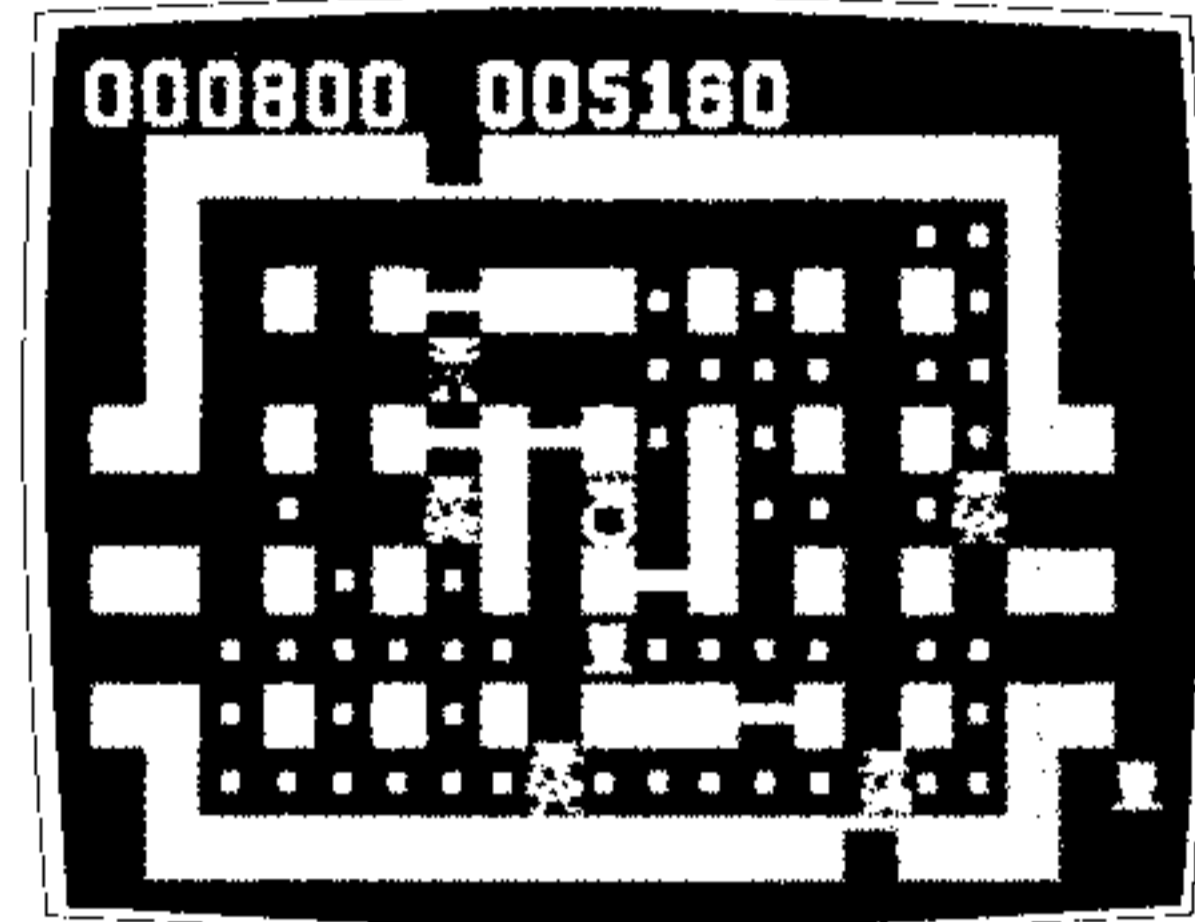
verse and your job is to maneuver your ship through dangerous laser gates to find and destroy the berserk computer.

## Mattel

What's CES without a new fantasy role-playing game for Intellivision from Mattel? This time the game is called *Tower of Mystery* (but that may change—it's only a working title).

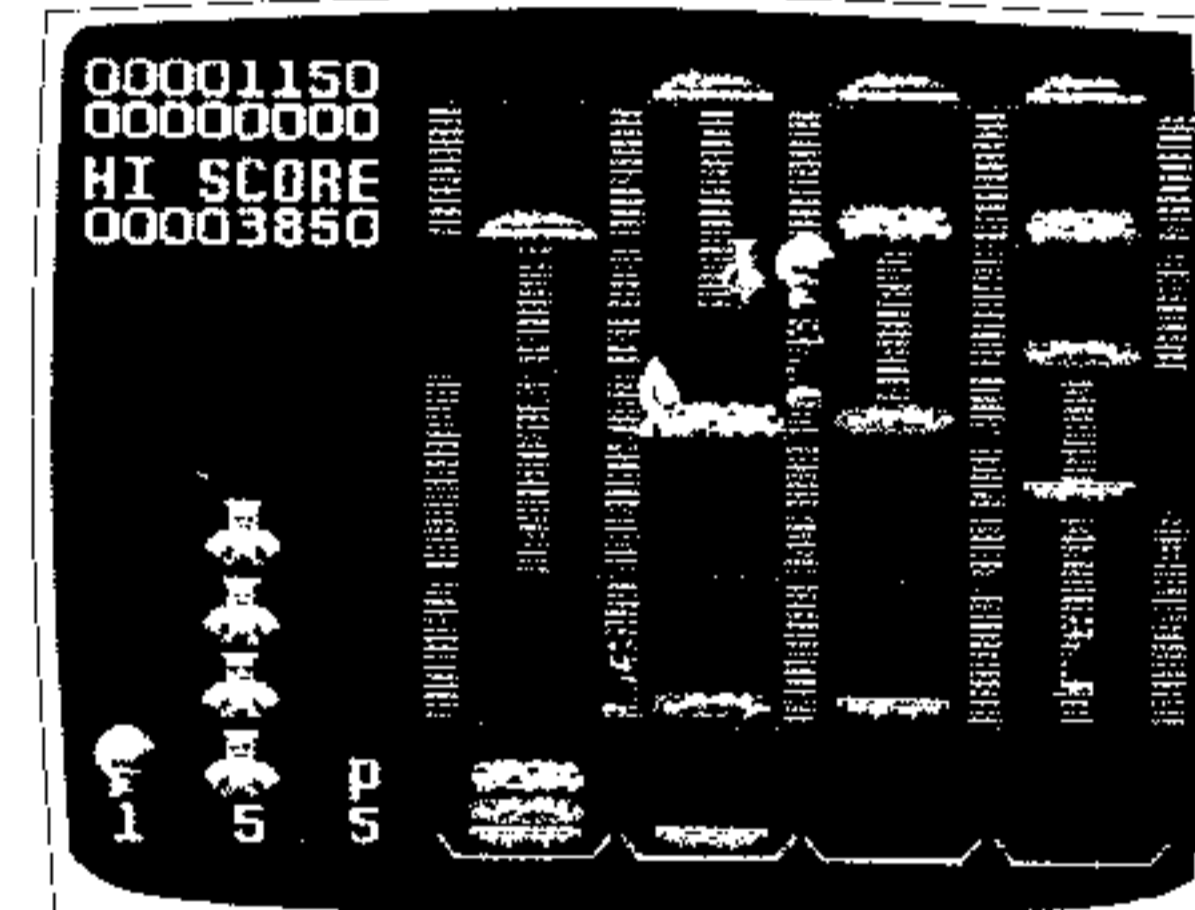
Mattel also showed:

- A conversion of their well-received cops 'n robbers game, *Lock 'N Chase* for



*Lock 'N Chase*

the IBM PC (making three IBM games from Mattel—the other two are *Burgertime* and *Night Stalker*).



*Burgertime*

- Two new games for Apple: *Heavy Artillery*, a strategy action game, and *Pirates Of The Nile*.

- *Illusions* for Intellivision. The player is split into multiple images and must try to become whole before time runs out.

- *Thunder Castle*, an adventure strategy game, with enchanted forests, dragons, sorcerers, and the rest.

- Mattel finally came out with a one-player baseball game after all these years. It's called *All Star Major League Baseball*, a game that corrects some of the shortcomings of its famous predecessor. Players now can tell if a batted ball is a grounder (it bounces) or a fly (there's a shadow). And it is made so that players can slide into home, which apparently is important to someone.

*Go For The Gold* is advertised as the "Official Videogame Of The 1984 Win-