

# **paleo**tronic****

**RACING TOWARD THE FUTURE**

**Genesis/MegaDrive**

**Gameboy vs. Lynx**

**Tetris Mania**

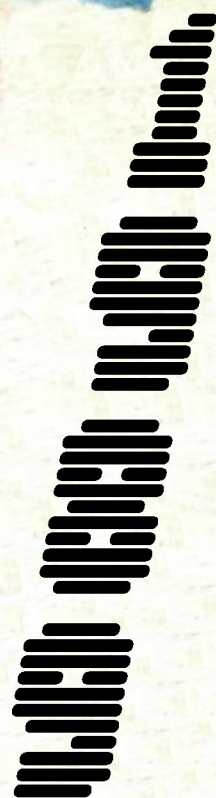
**Racing Games**

**The Wizard**

**An 8-Bit**

**Christmas  
Carol...**

**+ More!**



# SEGA GENESIS

## It's A Whole Lot More!

Includes **SONIC THE HEDGEHOG** Video Best Video Game of 1990!

Our Newest Game Challenges!\*

- Golden Axe
- Altered Beast
- Golden Axe II
- Golden Axe III
- Golden Axe: The Final Chase
- Golden Axe: The Wrath of Dragons
- Golden Axe: The Demon Within
- Golden Axe: The Tower of Dracula
- Golden Axe: The Legend of Minotaur
- Golden Axe: The Curse of the Demon
- Golden Axe: The Wrath of the Dragon
- Golden Axe: The Tower of Dracula II
- Golden Axe: The Legend of Minotaur II
- Golden Axe: The Curse of the Demon II
- Golden Axe: The Wrath of the Dragon II
- Golden Axe: The Tower of Dracula III
- Golden Axe: The Legend of Minotaur III
- Golden Axe: The Curse of the Demon III
- Golden Axe: The Wrath of the Dragon III
- Golden Axe: The Tower of Dracula IV
- Golden Axe: The Legend of Minotaur IV
- Golden Axe: The Curse of the Demon IV
- Golden Axe: The Wrath of the Dragon IV
- Golden Axe: The Tower of Dracula V
- Golden Axe: The Legend of Minotaur V
- Golden Axe: The Curse of the Demon V
- Golden Axe: The Wrath of the Dragon V
- Golden Axe: The Tower of Dracula VI
- Golden Axe: The Legend of Minotaur VI
- Golden Axe: The Curse of the Demon VI
- Golden Axe: The Wrath of the Dragon VI
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- Golden Axe: The Legend of Minotaur VII
- Golden Axe: The Curse of the Demon VII
- Golden Axe: The Wrath of the Dragon VII
- Golden Axe: The Tower of Dracula VIII
- Golden Axe: The Legend of Minotaur VIII
- Golden Axe: The Curse of the Demon VIII
- Golden Axe: The Wrath of the Dragon VIII
- Golden Axe: The Tower of Dracula IX
- Golden Axe: The Legend of Minotaur IX
- Golden Axe: The Curse of the Demon IX
- Golden Axe: The Wrath of the Dragon IX
- Golden Axe: The Tower of Dracula X
- Golden Axe: The Legend of Minotaur X
- Golden Axe: The Curse of the Demon X
- Golden Axe: The Wrath of the Dragon X

# YOUR WORLD WILL NEVER BE THE SAME.



### Genesis 16-bit. The ultimate dimension in game play.

For the first time, the powerful technology used in arcade games has come home to let you play games that look, sound and play exactly like they do in the arcade.

Genesis brings games alive with vivid high-definition graphics. Voices, sounds and music so true they turn the game into a reality you can feel. Soon, with the "Tale Genesis" modem, you'll be able to play against friends in other cities. Or across town.

The incredible reality of Genesis could only be brought to you by Sega, the master of arcade entertainment. Creator of arcade blockbusters like Out-Run, Altered Beast, Thunder Blade, Afterburner, Zaxxon and Shinobi.

The power has been unleashed. The adventure begins. And this is just the beginning of the Genesis era.

- Soccer
- Forgotten World
- Tommy Lasorda Baseball
- Thunder Force II
- Arnold Palmer Tournament Golf
- Helio Fighter
- Ghouls 'n Ghosts
- Rambo III
- Last Battle

And more to come.

## SEGA GENESIS

# SEGA'S SWEET SIXTEEN

SEGA GENESIS SYSTEM SP1501

The 16-bit playing power of arcade games now comes to your TV! Discover new dimensions in sight and sound that bring your games to life. Package includes the 1st arcade game, Altered Beast.

Sega \$179.99

## SEGA GENESIS ZERO

### CONSOLE ACTION

ISSUE TWO

ATARI VCS KONIX NINTENDO PC ENGINE SEGA

# 16-BIT SEGA SENSATION

INSIDE

- Konix Multi-System in big trouble
- Amstrad's cheapie console plans
- Mega games planned from the Gold and Ocean
- TV fame for Sega's console
- Nintendo games explosion
- Plus news, reviews, tips and cheats

A look at Sega's monster machine destined to take the '90s by storm

REVIEWED

RUSH'N ATTACK

Alex Kidd

Zero 97

The **Sega MegaDrive** (known as the **Genesis** in North America) was a 16-bit console manufactured by Japanese company Sega. While unsuccessful in Japan against the **Super Famicom** (SNES) and the **PC Engine** (TG16), a decision to release a North American version before its competitors quickly propelled the **Genesis** to success in a market dominated primarily by the 8-bit NES.

With a large library of arcade ports, fewer restrictions on content than Nintendo, and looser third-party licensing terms that encouraged outside developers, the console was instantly attractive to teens who wanted to play faithful versions of their favourite arcade games at home.



The **Genesis** would run rampant over the North American video-game market until the release of the **Super Nintendo** two years later. In the ensuing battle for dominance, Sega would release a number of games that depicted graphic violence (such as **Mortal Kombat**) for the **Genesis**, causing public controversy and forcing Sega to found a video-game rating council that would eventually become the ESRB.



The original "Pack-in" game for the Mega Drive / Genesis, **Altered Beast** was a 1988 Sega arcade game that dispensed with any notion of intellectual complexity, instead opting for a simple "beat-em-up" style where players punched, kicked or threw fireballs at an almost-endless stream of enemies. Collecting a certain number of "power-ups" released by defeating enemies would cause players to transform into werewolves, werewolves, weredragons or weretigers, with extra strength and agility typically required to defeat each stages "boss".



Developed by Makato Uchida, the creator of **Altered Beast**, **Golden Axe** expanded on the formula somewhat with the addition of z-axis movement and a greater variety of enemies and attacks. You can also collect magic potions which can be used to strike your enemies with lightning, fire or earthquakes. **Golden Axe** would become a successful franchise, with a number of sequels both in the arcade and for Sega's Mega Drive / Genesis console.



# HANDHELD

## HOLIDAY CATALOG



## Lynx Eats Boy's Lunch.



## Warning: The Following May Cause Chills, Dizziness And Shortness Of Breath.



Despite its monochromatic non-backlit screen, Nintendo's **Game Boy** would effectively launch the handheld video-game market. Bundled with a simplified version of the extremely popular Tetris arcade game, the **Game Boy**, with its excellent battery life and child-friendly construction, would outsell its competitors by a wide margin and anchor a long-running dynasty of products including **Game Boy Pocket**, a slimmed down version, **Game Boy Color**, and the **Nintendo DS** series of handheld video-game consoles.

Variations of the monochromatic **Game Boy** would sell for well over a decade, and combined with the **Game Boy Color** would sell over 118 million units.



Suffice it to say the **Lynx** did not "eat the **Game Boy's** lunch". The first colour handheld console, the **Atari Lynx** was a 16-bit powerhouse with integrated math and graphics co-processors and pseudo-3d graphics. You would have expected it to easily overtake the **Game Boy** in sales, but unfortunately Atari's habit of releasing excellent hardware with limited software continued, and the **Lynx's** library would remain small compared to its competitors.

A unique feature of the **Lynx** was its ability to be used in a left-handed configuration, turning the unit "upside down". It could also network with up to 15 other **Lynxes**. Atari would be honoured in 2008 for its pioneering work in the handheld console space in part due to these "revolutionary" features, but if only Atari had been better at business...

Sadly, it never would figure that part out.



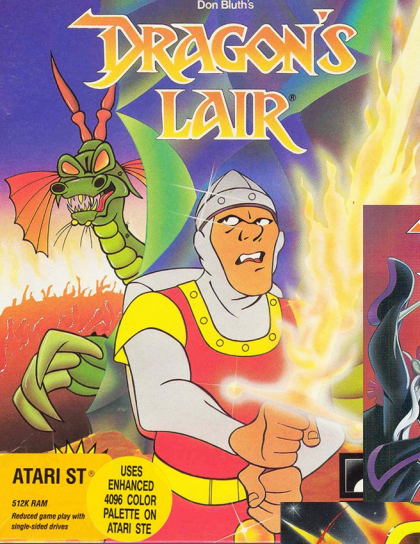
initial shipments of the Lynx are going exclusively to America. Atari says Japan and Europe won't get the Lynx until late 1990. (One exception: As a test, Atari plans to sell about 2000 units this Christmas at an airport in The Netherlands that's an important stop for international travelers.)

Unfortunately for Atari, the limited quantities and higher price will work to the advantage of Nintendo, which began selling its Game Boy in the U.S. in late August. Priced at \$89.95, the Game Boy costs only about half as much as the Lynx.

The Game Boy is also expected to have an advantage in the number of game cards available, although Atari is working hard to change that. In August, Atari sponsored a conference for software developers interested in producing games for the Lynx, and more than 100 people showed up.

Ron Strangari, president of Atari's Entertainment Products Division, says independent game developers are attracted to the Lynx's color graphics, stereo sound, and advanced animation capabilities. "Atari is not interested





Don Bluth's **Dragon's Lair** stormed the arcade in 1983 with its animated interactive video. Players guided Dirk the Daring in his quest to rescue Princess Daphne, and the game would play various scenes based on choices the player made. Since one possible outcome of every choice was death, the game ate a lot of money!



It would take until the late 80s for **Dragon's Lair** (and its sequels) to appear in any reasonable way on home equipment since only 16-bit machines had the storage space or graphics ability to render the animation in any sensible way (although extremely poor 8-bit versions did exist!)

**Space Ace** followed not long after **Dragon's Lair**, entering arcades in 1984. Like **Dragon's Lair**, the player must press the button at the right time, or move the joystick in the correct direction to survive and continue. However, **Space Ace** had selectable skill levels, and the "wrong" choice was not always fatal, with some scenes having multiple ways in which they could be traversed. The main character can also transform from a boy into his adult self, and back again.



Created in 1984 by Soviet artificial intelligence researcher Alexey Pajitnov, **Tetris** would prove popular with his colleagues, who ported the game to the IBM PC. The game spread around Russia, eventually reaching Hungary where it was ported to other platforms. UK software house Andromeda attempted to license the game from Pajitnov, but before the deal was settled they on-sold the rights to **Spectrum HoloByte**, who, unbeknownst to them, published their PC version in the US, which was an instant success. The licensing issues were never entirely settled, and in 1988 Pajitnov gave the rights to the Soviet government, who granted licenses to Atari for the arcade version, and Nintendo for consoles.

The relentless building block video puzzle.

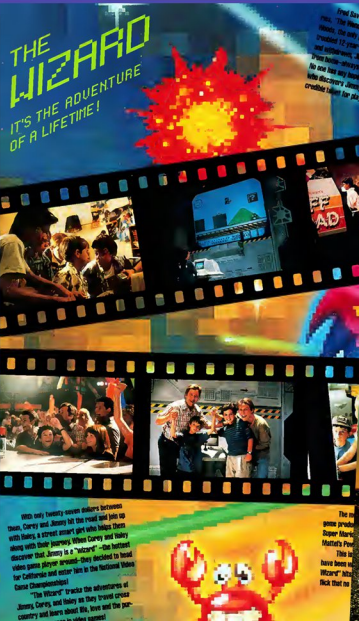


The **Wizard** follow three children, a boy suffering from PTSD, his older brother, and a girl on her way home to Reno, as they travel to California. On the way, they discover the boy has an innate ability for playing video games, and decide to take him to "**Video Armageddon**", a tournament with a \$50,000 grand prize. To get the entry fee, they hustle a number of video-game players as they make their way cross country.

The contestants in the tournament's final round compete in **Super Mario Bros. 3**, unreleased in the US at the time of the movie's premiere, providing a peek to audiences of the game that would become one of the best selling video-games of all time.



Atari's Tetris arcade machine and Nintendo's versions for Game Boy and its NES brought Tetris to the masses.



**Freedom Stick™**  
will set you free.

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FREEDOM STICK

**NO MORE WIRES!**

**GET  
THE  
POWER  
TO MOVE**  
with the  
**ACCLAIM REMOTE!**

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Joysticks  
**EUROPE'S TOP  
SELLING RANGE**

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MS IBM PACK

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The Power Glow. You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You're in the action.

As soon as you put on the Power Glow, its 3-D sensors track the position of your hand in space. You enter the program code by moving the glow, and you enter it. And feel the mechanical motion. And joystick give way to free-floating. Instant response.

You actually control not Mike Tyson. Grab the steering wheel of *Raid Racer*! All simply by moving your hand. The Power Glow also never will move unless you've had before. You'll never have with a joystick. Twist your wrist for an immediate head butt in *Double Dragon*. Bend a finger for a "Thrust Mode" where your character turns and shoots in all possible directions.

Bend another for "One-Shot Turnaround," you automatically change direction and fire faster than

The infamous Nintendo **Power Glove** was not made by Nintendo, but instead manufactured by Mattel under license from Abrams/Gentile Entertainment. Featuring flex sensors that could detect finger movement, a player could use their hand to manipulate objects inside of a game. Although only two games (a puzzle game and a beat-em-up) were ever produced for the **Power Glove**, the controller could be programmed to work with other games. Mattel would sell almost a million **Power Gloves**.

Manufactures would sell a variety of alternative controllers for the NES, including wireless gamepads and a “touchless” controller called the U-Force that would translate hand movements into controller signals.

Unfortunately the U-Force was mostly U-seless.

Commentators have pointed out the irony of the U-Force's "Don't Touch" advertising campaign, suggesting that it was sage advice.

# DON'T TOUCH

**At Last!**  
A joystick so realistic... it puts  
you amongst the action!

**Ideal Christmas Gift**

**"STARCURSOR" Joystick**  
For fast and accurate game power!  
Rated by Commodore Amiga Review as  
"King of the league"

**QuickShot** by Bondwell  
THE NEXT GENERATION

QuickShot offers the most complete selection of video game controllers in the market. Models are available to suit the most popular video game machines and just about any playing style. And no matter which model you choose, you can be sure you're getting the kind of performance and value for the money that have made QuickShot the biggest name in the business.

**QuickShot™**  
**20,000,000**

**1**  
YEAR GLOBAL  
WARRANTY

Featuring a switch-based joystick and arcade-style buttons, the Australian-made Star Cursor joystick was considered far superior to other models available at the time, many of which used "bubble"-style contacts that wore out quickly and rendered them unusable.

Spectravideo expanded its line of joysticks with a number of models for consoles, including gamepads, "arcade sticks" that had larger bases, remote controllers, flight sticks and the bizarre QS-129N/F.

**TURBO Out Run**

DRIVING'S BIGGEST GAME EVER... JUST GOT BIGGER...

**TURBO Out Run**

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AVAILABLE ON  
 C64/64+ CASSETTE & DISK  
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**FOR CBM 64!**

**AMIGA**

**C64 AMIGA**

If you lost a stage to your computer-controlled rival, your "girlfriend" would move into his car! You can win her back, though.

Drivers race against the clock to drive across the United States in **Turbo Out Run**, the sequel to 1986's popular **Out Run**. Driving a Ferrari, the player must defeat a computer controlled opponent driving a Porsche 959. To aid in this, the player has access to a brief "turbo boost" that becomes available again over time.

**Stunt Car Racer**, known as **Stunt Track Racer** in North America, was a 3D racing game where players compete on an elevated track with substantial humps and steep curves. If you went over a hump too fast and missed a curve you would **plummet to earth**, eventually, and sometimes bounce! The game would end if you accumulated too much damage. **It was awesome!** Great fun.

**TURBO Out Run**

U.S. Gold, C64 £3.99 cassette, £14.99 disk.

**COURSE MAP**

**ST**

**ROBIN**

**Time 00:00:00**

**Score 11**

The soundtrack to the Commodore 64 version, written by prolific computer video-game musician Jeroen Tel, was based on one of the songs contained in the arcade version of **Out Run**. It received an award for "Best music on an 8-bit computer" in 1989 for its closeness to the source material and inventive voice samples (spoken by Tel himself).

In a single player game you compete in a league table that consists of twelve players racing on eight different tracks, which get progressively more difficult as the game goes on. It's also possible to compete against another human player with an Atari ST or an Amiga, and a null-modem cable to connect the two computers.

**STUNT CAR RACE**

**review**

**Question:** What do you get when you cross a high speed car racing game with a roller coaster ride?

**Answer:** The contents of your stomach all over your lap... or **Duncan MacDonald's lap** in this case. He's popped to the bathroom, changed his trousers and joined Sean Kelly to take a more in-depth look at MicroStyle's new wroomer...

**STUNT CAR Racer**

MicroStyle, £3.99 cassette, £14.99 disk, Amiga £24.99

**WHAT'S NEW**

**TITLE** Stunt Car Racer

**PUBLISHER** MicroStyle

**PRICE** £24.95

**FORMAT** ST/Amiga

**RELEASED** December

**STUNT CAR Racer**

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**RELEASED** December

**ST**

**ROBIN**

**Time 00:00:00**

**Score 11**

# POWER DRIFT



**IN POLE POSITION...**  
It's fast... it's furious... it's **POWER DRIFT!**  
Choose from twelve wacky drivers, like Jason the Skinhead or Jermaine the Mohican and rev your way through 27 stomach-churning courses.  
Watch the dust fly and the wheels spin as you screech over a 'roller coaster' track and wave goodbye to your car.

Roar over mounds of mud, drive through snow-covered tarmac and race to face the final lap!  
**CAREFUL!** Power Drift is no joke if you're heading for a collision with those 360 degree spins before you burn some rubber.

## POWER DRIFT

Occasionally wonky 3D graphics don't stop Power Drift from crossing the line in time to qualify!

Power Drift is viewed by many as the ultimate arcade more through experience. You win through a bottle than driving expertise. It's a simple fact of life that the graphics are a poor imitation of the coin-op. But that's the impression of the game that matters. And it's not about there.

The control of the car is simple. Left, right, gas, brake, the start of each race you can drive through a selection of which car you'll have and then decide on which course you want to race.

Obviously, you end up allowing for the sacrifices made by the programmers in order to give a fast game with rocky graphics or a fab-looking game that's none too fast. Power Drift strikes a medium about as good as anyone could reasonably expect. There are some definitely wonky pieces of coding on the roughest sections, why do the elevated sections, why do the cars hang, unsupported, in the air? Why can you drive through the tyres of the other cars some times, but get bumped off after a tiny knock at others?

Although I found myself infuriated by these niggles, it has to be said that I did go back time. It definitely has a great deal of finely honed playability. Yes, sometimes it's very hard to see what's going on on the screen, but that's 'third or better' position change. So, Power Drift wins in the end. It's playability wins through over some dodgy graphics. A triumph over adversity.

### FAX BOX

Ultimate driving game makes the transition, just.

REVIEW	SCORE	Label	Author
65	65	Label	Author
80	79	Memory	48K/128K/1024K
ATARI	LAST	ABILITY	Various

Overall 79

SINCLAIR USER DECEMBER 1989

**THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!**  
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.



**TURBO BOOST!**  
Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

**BARRELLING THROUGH THE CITY STREETS,**  
along the roughest of dirt tracks and through busy tunnels—if you can hold the line! The low life can run, but they can't hide... **CHASE H.Q.**

£9.99 £9.99 £19.99 £24.99

# ARCAD

## GAME OF THE YEAR

Arcade racer Power Drift bore some resemblance to **Stunt Car Racer**, with roller-coaster style tracks. Players would sit in a go-kart shaped cabinet that could swivel horizontally quite dramatically (and throw you out if you hadn't put the seat belt on!)

**Chase H.Q.**, meanwhile, has you playing a police officer tasked with stopping escaping criminals by catching up with them and ramming them with your car. Ocean released ports for several home computers all of which were well-reviewed with the exception of the Commodore 64 version. Readers of Your Sinclair magazine awarded it "Readers' Top Game of All Time". Check it out!

**Hard Drivin'** aimed to simulate a more accurate driving experience, challenging players to navigate around a 3D-polygon rendered "stunt track" which featured jumps and loop-de-loops. It had a realistic manual transmission mode, and the "player" could even (and usually frequently) stall out the car! After you crashed, the game would present an "instant replay" from a third-person point of view.

**Hard Drivin'** spawned a sequel, 1990's **Race Drivin'** which used the same 3D polygon graphics. **Race Drivin'** gave the player the choice of four sports cars and allowed head-to-head racing.

# Hard Drivin'

## THE ULTIMATE DRIVING SIMULATOR

— that leaves all other driving games behind!

How would you like to test drive a high powered sports car on a stunt course? Have you ever jumped a draw bridge or driven a loop-the-loop? Now's your chance!

Or maybe high-speed driving is your idea of excitement. Step on the gas and try to keep control while skidding round the corners, weave in and out of the traffic and avoid oncoming cars!

**Hard Drivin'**, available for your home computer, is not just the best game on offer — it's a whole new driving experience.

Take **Hard Drivin'** for a test drive today!

**60**  
**DOMARK**

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Programmed by: Jürgen Fritzsche/MSB, Binary Design & Co.

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# COMPUTE!

The Leading Magazine of Home, Educational, and Recreational Computing

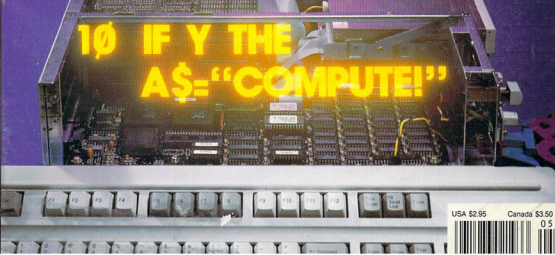
COMPUTE!  
Celebrating Our  
10<sup>th</sup> YEAR

## REAL-LIFE PROGRAMMING!

- Pros Show How to
- Get Started
  - Choose a Language
  - Make Money

STEP-BY-STEP GUIDE  
Organize Your Home  
Records with Any Database

BUYER'S GUIDE  
44 Word Processors



The computer magazine, once hundreds of pages an issue in the early 1980s barely had 100 by the time 1989 rolled around. Most readers were no longer interested in program listings, and the devastation of the computer games industry wrought by the console resurgence cut ad buys down significantly, and with them article column inches.

Their heyday was over.

The Intel 486 was released in 1989, destined to become the brains behind the PC onslaught of the early 1990s that would kill off every other home computer architecture (and mortally wound Apple, saved only by Steve Jobs' return and his iMac.)



The predecessor to digital cameras, the still video camera stored images as single frames of video on a rotating floppy-style disc.



Hi8 was Sony's high-fidelity 8mm video format that provided increased signal bandwidth for higher quality recordings.

CD changers allowed multiple CDs to be played sequentially or "shuffled". Some also played laserdiscs!



## MechWarrior

## I Have Become Death The Destroyer of Worlds



"Once again I find my realm indebted to your family. I hope the Federated Suns is ever worthy of your courage and sacrifice."  
—Hans Davion to Justin Xiang  
Allard in Michael A. Stackpole's  
Warrior: En Garde

The game begins with the player's character located on a random planet belonging to one of the five houses (i.e. dynasties) which rule surviving portions (successor states) of the once great Star League (Davion, Kurita, Liao, Marik or Steiner). He has a former which needs to be repaired and a token amount of money. There are a few clues to be gleaned toward solving the story line on this planet, but to follow up on the clues, the player will have to successfully complete some mercenary missions and earn enough money to upgrade his 'Mech, recruit a crew, and travel off planet. Then, he can continue with the story.

several mercenary missions against those very planets, he will get a very chilly reception.

Players request mercenary missions by clicking the pointer beside the icon representing the particular planet's ruling house. (Not all planets have missions available, but all the initial start planets have a selection of potential missions.) There is usually a good mix of potential missions available. Players can use their 'Mechs to defend bases, fuel dumps, communications centers and the like; pilot their 'Mechs in diversionary assaults; or fight their 'Mechs through enemy machines until they recover lost equipment and/or hostages. The difficulty of each mission increases proportionately to the player character's experience, upgrades in equipment, and team recruitment.

It is a good idea to page through the potential contracts and select the missions which are potentially either the most profitable or the most winnable. Each contract will give: an approximation of the enemy's mechanized strength (broken down into categories reflecting the number of Heavy, Medium or Light 'Mech units), a percentage rate which reflects the mercenary team's "out" of any salvageable 'Mechs they should happen to bring back, and the base fee for successful completion of the mission.

Once the player chooses the optimal mission and equips his 'Mech(s), he simply clicks beside the "drop ship" icon in order to be transported (via a beautifully animated lift-off sequence) to the planet where the contract is to be fulfilled. Once on the planet's surface, the player is shown a map of the combat area, mission objective, and known positions of

enemy 'Mechs. If the mercenary team has more than one member, the player can access a command screen in order to give orders to the other team members. They can be allowed to act on their own; ordered to move to avoid; commanded to defend; placed optimally for an ambush; or directed to charge head-on for an all-out attack.

Justin almost laughed aloud. Yes, how stupid of me not to have seen it sooner . . . Wolfson almost fried himself running after me while firing wildly like that. Justin flexed the Centurion's left hand and looked at the gleaming blades on the last three fingers. Smiling to himself, Justin turned his 'Mech in the direction of the Rifleman.

—Michael A. Stackpole,  
Warrior: En Garde.

Once the preliminaries are taken care of, the player is provided with an "out-the-cockpit" view as though he were on one of the command couches inside a BattleMech. The outside landscape is rendered in polygonal graphics, but the terrain features and colors are consistent with the type of planet the mercenaries happen to be fighting on (in fact, even the

Standing between you and a mission complete is 70 tons of armor plate, myomer muscle and lethal weaponry. Just another day's work for a 31st-century MechWarrior. Prove yourself and you'll command a full DarkWing lance. Then you'll be ready to take on the DarkWing, scourge of the Inner Sphere.

The BattleTech® universe comes alive in accurate detail.

Get person out-the-cockpit perspective with Head-Up-Display.

ACTIVISION

See your local retailer, or call 1-800-227-6900 to order.

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As the prices of laser discs decreased and households could afford both laser disc players and VCRs, adoption of the format increased in the late 1980s, and would become popular in Europe and Australia during the 1990s.

Set in the fictional Battletech world, players in MechWarrior do battle using giant robots called Mechs.



A vintage beige computer monitor with a black screen. The screen displays a green pixelated message. Below the monitor, two floppy disk drives are visible, each with a red indicator light.

a HUGE  
Thank You  
to all of our  
Kickstarter  
backers!

Thanks to you,

**palaeotronic**  
is coming...

Content for this special mini-issue came from the following formally copyrighted sources:

Advanced Computer Entertainment December 1989  
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Macworld December 1989  
Nintendo Power Flash Winter 1989  
Sinclair User December 1989  
Rainbow December 1989  
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# Thank You!

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