

# AFTER HOURS

## GAMES

### Broderbund's Star Wars Recalls the Arcade Game and Film

BY BILL O'BRIEN

Even now, years after *Star Wars*, the movie, was released, I can't resist the spectacle of Imperial fighters exploding in front of me as laser cannons rake their hulls. But it's *expensive* to pump an endless round of quarters into the Tengen arcade version that depicts the classic destruction of the Empire's evil Death Star.

Thanks to Broderbund Software I can now sit in the privacy of my office and blow the Empire out of existence—and Broderbund's version of *Star Wars* is almost an exact duplicate of the original arcade game. One of the few concessions is the option of using a mouse or the keyboard instead of the more traditional joystick.

You will not be overawed by the CGA or Hercules graphics. In keeping with the original game appearance, all objects are wireframe forms. But these comparatively rudimentary graphics won't stop you from decimating the Imperial fighters that try to block your way or keep you from traversing the

face of the Death Star while gingerly blowing up laser towers.

And once in the trench, you have only to wind your way through the maze of obstacles until you can safely drop your bomb into the exhaust vent. Of course, during all of this rampant destruction you are being bombarded by fireballs that sap your shields and—eventually—blast you from the sky.

There is a caveat that goes along with all of this fun. Broderbund suggests that *Star Wars* runs on IBM and Tandy or 100-percent-compatible equipment but doesn't mention which machines. Don't try it on a PC- or XT-class 4.77-MHz computer. Even at 8 MHz the action is barely bearable. You won't capture the full flavor of the game at under 16 MHz, and you won't start to sweat until you hit 20 MHz. At speeds higher than that, you will die.

Translating a video arcade game into PC software is no simple task. Few companies have done it successfully, but Broderbund joins these select ranks with its excellent version of *Star Wars*.

**List Price:** *Star Wars*, \$39.95.  
**Requires:** 256K RAM, CGA or Hercules graphics, DOS 2.0 or later. Copy protected with key disk. Broderbund Software, 17 Paul Dr., San Rafael, CA 94903; (415) 492-3200.

CIRCLE 635 ON READER SERVICE CARD



Broderbund Software's PC version of *Star Wars* faithfully reproduces the action of the arcade, provided that you have a fast enough machine.

Score: 142 of 500 Rank: Pinhead

The tropical sun has turned your balded brain into an omelette cooked until Sunnyside Soft, Larry!

5



After 5 days adrift in a lifeboat, Larry realizes that he hasn't brought anything to cover his head.

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### The Sleaze Returns: Leisure Suit Larry Comes Back for More

BY DONALD B. TRIVETTE

I found my passport in the trash, I escaped the evil clutches of two ravishingly beautiful women, and I even got away from the whips and chains of kinky "Big Mama." Yes, I survived all of that . . . only to end up as so much dust in the bottom of a lifeboat because I forgot to buy pre-Classic Coke in the Quickie Mart. Life can be tough when you're playing Sierra On-Line's newest 3-D adventure game, *Looking for Love (In Several Wrong Places)*.

Affectionately known as *Larry II*, this is the long-awaited sequel to Sierra's first adult adventure game, *Leisure Suit Larry in the Land of the Lounge Lizards*. Larry's second adventure seems to have fewer unexpected hazards than his first. He doesn't have to worry about falling over the side of the ship or stepping into a hole. Indeed, he can even walk in the streets with impunity. Nevertheless, *Looking for Love* isn't without peril—just follow the wiggly blonde or take the cocktail hostess up on her proposition.

Written with Sierra's new SCI adventure-game software, *Looking for Love* has high-resolution graphics and supports either joysticks or mice as optional input devices. *Looking for Love* also has an awesome musical score—in stereo—but only if you've shelled out (\$200 minimum) for one of the three supported music cards.

The language interpreter is better than ever. It seems to understand many of the vile things you might type when things don't go your way. It even responds appropriately with phrases like "You wouldn't like the taste of it" and, "I'll bet you'd like to."

Lest you be concerned about true X-rated language, however, *Looking for Love* has a user-controlled "filth" level. But there are few four-letter words even at maximum filth—heck, for example, becomes *hell*.

Will Larry—ever the nerd—overcome his adversities and find true love? Will he learn the secrets of Dr. Nonookie? You'll have an awful lot of fun finding out.

**List Price:** *Looking for Love (In Several Wrong Places)*, \$49.95.  
**Requires:** 512K RAM; CGA, EGA, MCGA, or VGA graphics, DOS 2.0 or later. Not copy protected. Sierra On-Line Inc., P.O. Box 485, Coarsegold, CA 93614; (800) 344-7448.

CIRCLE 649 ON READER SERVICE CARD