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Software opened By F.W. Cameron

ARTS

Dear Diary:

Captains Log, March 16 and 17:1 am here at the WORLD OF COMPU-TER GAMES show being held at the Metro Toronto Convention Centre. The show is concentrating on software for different machines. Nintendo game cartridges outnumber any other systems' software. That's not surprising, but then, there aren't many surprises at this show.

Nintendo games by the thousands ... and I still can't figure out the popularity of the 8-bit system, when there are faster, more complex games with better graphics on the 16-bit Turbografix and Sega Genesis. Nintendo seems to be limited to the scroll and shoot arcade games, which after this much time is becoming tedious. The only Nintendo game which really impressed me was "The Immortal.'

This game pushes the 8-bit system to the limits. It is a typical scroll and shoot adventure game, but the graphics are impressive, considering what the programmers had to work with. I would like to say more about the background of the Nintendo games, but there was no literature available, other than reading the boxes.

Onto the new wave in game dedicated systems, the 16-bit machines. I'll be honest, I can't tell the difference between a screen from the Sega Genesis from a screen from the Turbografix. They both have excellent resolution and use of colors. Both systems play like arcade machines and were great fun for the few seconds I got to play them at the show. The only complaint I heard from owners of both systems is that there isn't yet a huge variety of games, and the games are more expensive than the Nintendo games.



